

Quiz Submissions - Data Abstraction Reading Quiz



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Retaken Attempt 2

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Submission View

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Question 1 Correct on previous attempt(s)

1 / 1 point

What is ADT an acronym for?

- ☐ Abstract Domain Type
- ✓ ☒ Abstract Data Type
- ☐ Automatic Data Type

Question 2 Correct on previous attempt(s)

1 / 1 point

What is API an acronym for?

- ✓ ☒ Application Programming Interface
- ☐ Automatic Processing of Information
- ☐ Apple Programming Interface

Question 3 Correct on previous attempt(s)

1 / 1 point

What is the (rough) Java equivalent of a C **struct**?

- ☐ A static function
- ☐ A method
- ✓ ☒ A class

Question 4 Correct on previous attempt(s)

1 / 1 point

If `numTries` is an object of type `Counter` (as defined in the text), how do you call the `increment()` method for `numTries`?

- ☐ `Counter.increment(numTries)`
- ✓ ☒ `numTries.increment()`
- ☐ `numTries.Counter.increment()`

Question 5 Correct on previous attempt(s)

1 / 1 point

What is a class invariant?

- ✓ ☒ Something that must always be true of the instance variables of an object.
- ☐ Something that is true only when the object is created.
- ☐ A way of modifying an instance variable without using an instance method.

→ **Question 6** Retaken

1 / 1 point

What does a constructor do?

- ✓ ☒ It initializes an object to a consistent state.
- ☐ It always initializes all instance variables to 0.
- ☐ It allocates memory for an object.

→ **Question 7** Retaken

1 / 1 point

What does `toString()` do?

- ✓ ☒ It returns a `String` containing a textual representation of an object.
- ☐ It converts an object to a `String`.
- ☐ It writes an object to standard output.

Question 8 Correct on previous attempt(s)

1 / 1 point

What is an object?

- ☐ An instance variable of a class.
- ☐ A variable.

✓ ☐ An instance of a class.

Question 9 Correct on previous attempt(s)

1 / 1 point

The packaging of data along with the methods that apply to it is:

- ✓ ☐ Encapsulation
- ☐ Inheritance
- ☐ Data hiding

Question 10 Correct on previous attempt(s)

1 / 1 point

Marking instance variables as private is a form of:

- ☐ Inheritance
- ✓ ☐ Data hiding
- ☐ Encapsulation

Question 11 Correct on previous attempt(s)

1 / 1 point

What is an instance variable?

- ☐ A global variable that is shared by all instances of a class.
- ☐ An instance of a class.
- ✓ ☐ A data member of a class that is part of the blueprint for each object of that class.

Question 12 Correct on previous attempt(s)

1 / 1 point

Why should instance variables be marked as private?

- ✓ ☐ To prevent them from being changed by code that is not part of the class.
- ☐ To allow them to be accessed by any code in the program.
- ☐ To keep them from ever being created.

Attempt Score: 12 / 12 - 100 %

Overall Grade (highest attempt): 12 / 12 - 100 %

Done