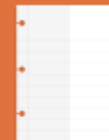


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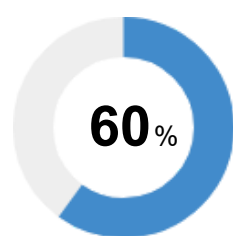
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## Exam: 05.03 Procedural and Object-Oriented Programming

If you would like to take this exam again, you can **reset the exam** and take it again.

You are allowed to reset this exam 2 more time(s).



**Score:**  
15 of 25 points

### Answer Key

#### Question 1 (Worth 5 points)

(05.03 LC)

In order to use an object in a program, its class must be defined.

☒ True

☐ False

Points earned on this question: **5**

#### Question 2 (Worth 5 points)

(05.03 LC)

In object-oriented programming, what is an instance of a class?

☐ A code used to create multiple classes

☒ An individual object of a class

☐ The attributes and behaviors of one class

☐ The moment an object becomes a class

Points earned on this question: **5**

#### Question 3 (Worth 5 points)

(05.03 MC)

What is one way object-oriented programming differs from procedural programming?

☐ In object-oriented programming, the programmer breaks down the functions needed for a program step-by-step.



☒ In object-oriented programming, the programmer divides well-defined tasks into functions and modules.

☐ In object-oriented programming, the programmer thinks in terms of an instance of a class that has its own attributes and behaviors.

☐ In object-oriented programming, the programmer uses languages like Fortran and COBOL to write programs.

Points earned on this question: **0**

#### Question 4 (Worth 5 points)

(05.03 MC)

What is one benefit of using object-oriented programming?

☐ Distinct procedures

☒ Flexible uses

☐ Minimal planning

☐ Top-down design

Points earned on this question: **5**

#### Question 5 (Worth 5 points)

(05.03 LC)

In object-oriented programming, what is a class?

☒ A design approach that divides well-defined tasks into modules, functions, or steps

☐ A planning method that focuses on objects rather than functions

☐ A system that categorizes the different types of actions and functions

☐ A template with attributes and behaviors for an object

Points earned on this question: **0**

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