Chapter Quiz

In the following quiz, you will be tested on concepts you learned in this chapter.

1 A bluprint is used to create identical copies of the same object.

2 The members of a class can be divided into the following two parts:

3 Why is an object known as an *instance* of a class?

4

The code below declares a `EqualShape` class and creates its instance `sqaure`. Why will the code not compile?

```
class EqualShape{
  var numOfSides: Int = 0
  var lengthOfSides: Int = 0

  def perimeter = numOfSides * lengthOfSides
}

val square = EqualShape
```

5

What will be the output of the follwoing code?

```
class EqualShape{
  var numOfSides: Int = 0
  var lengthOfSides: Int = 0

  def perimeter = numOfSides * lengthOfSides
}

val square = new EqualShape
val triangle = new EqualShape
square.numOfSides = 4
square.lengthOfSides = 5

print(triangle.perimeter)
```

6 When we can pass arguments to an object class, this means that the class was defined using...

7 What will be the output of the follwoing code?

```
class Point(xc: Int, yc: Int) {
  var x: Int = xc
  var y: Int = yc

  def move(dx: Int, dy: Int) {
    x = x + dx
    y = y + dy
    println ("Point x location : " + x);
    println ("Point y location : " + y);
   }
}

val point = new Point(5, 10)

point.move(point.x+1, point.y+2)
```

8 What is the difference bewteen a singleton object and a class?

9 A companion object can access private members of its companion class

A companion object can access private members of its companion class.

10 What is the use of stand alone objects?

Retake Quiz

And with this last quiz, our course comes to an end. Before we part ways, let's look at where we should go from here.