Chapter Quiz

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



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



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



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



The code below declares an EqualShape class and creates its instance, sqaure, whose property, numOfSides, is assigned a value of 5.

Why will the code not compile?

```
class EqualShape{
  var numOfSides=0;
  var lengthOfSides=0;

  perimeter() {
    return numOfSides * lengthOfSides;
}
```

```
int main() {
  var shape = EqualShape;
  shape.numOfSides = 5;
}
```

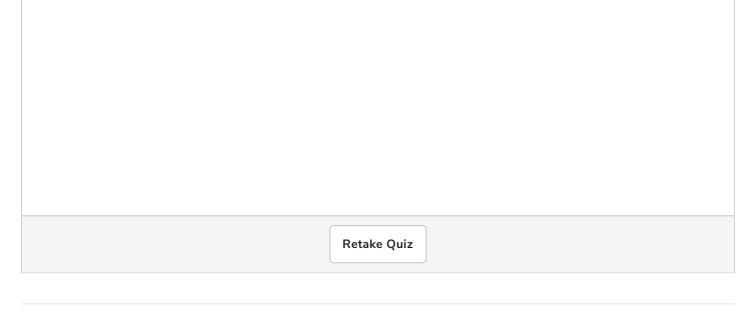


What will be the output of the following code?

```
class EqualShape{
  var numOfSides = 0;
  var lengthOfSides = 0;

  perimeter(){
    return numOfSides * lengthOfSides;
  }
}
```

```
int main() {
  var shape = EqualShape();
  shape.numOfSides = 5;
  shape.lengthOfSides = 5;
  var result = shape.perimeter();
  print(result);
}
```



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.