

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:

3

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

4

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;
}
```

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);  
}
```

[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.