1. What does **Car** represent in the following code? 1 / 1 point

Car myCar;

- (•) The type of myCar.
- ( ) The class of myCar.

Correct
Yes.

2. In the following code, **SportsCar** represents _____. 1 / 1 point

Car myCar = new **SportsCar**(…);

- ( ) The type of myCar.
- ( ) The initial class of myCar
- (•) The class of myCar

Correct
Yes.

3. True or false: Individual objects start with the same methods as defined by their class, but after that, individual objects can have new or modified methods given to them. 1 / 1 point

- ( ) True.
- (•) False

Correct
Correct. Java classes receive their methods from their class.

4. To create a new object of class C, we would do: 1 / 1 point

- ( ) C c = C();
- ( ) C c = Object.makeObject(C);
- ( ) C c = Object.create(C.class)
- (•) C c = new C();

Correct
Correct

5. **What is returned from the following code?** 1 / 1 point

```
public Car myfunc() {
 Car c;
 return c;
}
```

- (•) Nothing. The Java compiler flags this code as invalid.
- ( ) A null value.
- ( ) Nothing. The method causes a runtime error because there is no Car to return.
- ( ) A default Car. But it is on the stack, leading to runtime corruption later.

Correct
Correct. Stack variables such as c are not implicitly initialized, and so c is undefined when we attempt to return it, and the compiler refuses to compile the code.

6. Creating an object is a two-step process. What is the first step? 1 / 1 point

- (●) Creates a reference for an object but doesn't assign it to an instance.
- ( ) Identifies constructors and types.
- ( ) Associates the reference with an object.

Correct
Right.

7. True or False: Java uses a reference table within the JRE to keep track of objects it has constructed. 1 / 1 point

- (●) True
- ( ) False

Correct
Yes.

8. Any attribute with an accessibility set to _____ will not be accessible using Java's "dot" (.) notation outside of that class. 1 / 1 point

- (●) private
- ( ) public
- ( ) default

Correct
Yes, this makes it accessible only to the class in which it is defined.

9. To work with an object, you must first _____ the object, then manipulate the object via its methods. 1 / 1 point

- (●) instantiate
- ( ) store
- ( ) define

Correct
Right.

10. True or False: All objects of the same data type share the methods in memory as well as data. 1 / 1 point

- ○ True
- ◉ False

Correct
Right!