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Name: Answer Sheet
Quiz name: Module 1: Introduction to Classes

Date: 05/28/2016
Score: 100%

✔ 1. Which of the following statements is incorrect?

- A. A class is a blueprint that defines the properties and behaviors of a data type. It specifies both the data and the code that will operate on that data.
- B. Objects are instances of a class
- **C. Objects can belong to more than one class.**
- D. The string data type is a type of class.
- E. I don't know

✔ 2. Which three choices below are principles of object oriented programming?

- **A. Encapsulation**
- B. Privatization
- **C. Inheritance**
- **D. Polymorphism**
- E. Componentization
- F. Modularization

✔ 3. Class names begin with lower case letters and follow camelCasing naming conventions.

- A. True
- **B. False**

✔ 4. An object is _____ of a class.

- A. a copy
- B. an offshoot
- C. an implementation
- **D. an instance**
- E. I don't know

✔ 5. A constructor can only be one called time for the lifetime of an object.

- **A. True**
- B. False

✔ 6.

```
////////////////
// Person.cs
////////////////

namespace TechElevator.Classes
{
public class Person
```

```
{
private string name;
public string Name
{
get { return name; }
set { name = value; }
}

}
}
```

What is the fully qualified name (including namespace and class name) of the class above?

TechElevator.Classes.Person

✔ 7.

```
////////////////
// Person.cs
///////////////

namespace TechElevator.Classes
{
public class Person

{
private string name;
public string Name
{
get { return name; }
set { name = value; }
}


private int age;
public int Age
{
get { return age; }
set { age = value; }
}


private double height;
public double Height
{
get { return height; }
set { height = value; }
}


}
}
```

What data type does the Height property hold?

double

✔ 8.

```
////////////////
// Person.cs
///////////////

namespace TechElevator.Classes
{
public class Vehicle
```

```
{
private bool isRunning;
public bool IsRunning
{
get { return isRunning; }
set { isRunning = value; }
}

public void StartEngine()
{
isRunning = true;
}

public int Accelerate()
{
return 88;
}

}
}
```

What is the return type of the StartEngine method?

void

✔ 9. Which of the options below is the correct way to define a method called DoSomething that has no return type?

(A)
```
public null DoSomething()
{
return null;
}
```

(B)
```
public null DoSomething()
{
return "nothing";
}
```

(C)
```
public void DoSomething()
{
return;
}
```

(D)
```
public DoSomething()
{
return;
}
```

```
//#########################################
// Greeter.cs
//#########################################

public class Greeter
{
private string greeting;

public Greeter( string greetingMessage )
{
this.greeting = greetingMessage;
}
```

✔ 10.

```
public string GetGreetingFor(string name )
{
return greeting + " " + name + "!";
}
}


//########################################
// Program.cs
//########################################


public class GreetingDemo
{
public static void main(string[] args )
{

Greeter morningGreeter = new Greeter( "Good morning" );


Console.WriteLine(morningGreeter.GetGreetingFor( "Sunshine" ));
}
}
```

What is displayed by the main method of GreeterDemo?

Good morning Sunshine!

✔ 11. The constructor with no parameters is the _____.

- (A) void constructor
- (B) default constructor
- (C) empty constructor
- (D) only possible constructor
- (E) I don't know