

Module 1: Object Oriented Programming ...

100%

- ✓ 1. Inheritance models what kind of relationships?
- ☒ A "is-a"
 - ☐ B "has-a"
 - ☐ C "wants-a"
 - ☐ D "gotta"
- ✓ 2. In an inheritance chain which of the following members from the base class are accessible to sub classes?
- ☒ A protected
 - ☐ B private
 - ☒ C public
 - ☐ D static
- ✓ 3. C# Classes can inherit from more than one base class.
- ☐ A True
 - ☒ B False
- ✓ 4. C# Classes can implement more than one interface.
- ☒ A True
 - ☐ B False
- ✓ 5. C# classes can both inherit from a base class and implement an interface within the same declaration.
- ☒ A True
 - ☐ B False
- ✓ 6. In addition to instance methods, classes can also contain static methods.
- ☒ A True
 - ☐ B False
- ✓ 7. Which keyword is used to mark a class method as overridable?
- virtual

- ✓ 8. Which of the below answers represents the way to properly invoke the method `ConvertLbsToOunces` in this class?

```
public static class WeightConverter
{
    public static double ConvertLbsToOunces(int lbs)
    {
        return lbs * 16.0;
    }
}
```

- ☐ A `WeightConverter wc = new WeightConverter();`
`double result = wc.ConvertLbsToOunces(4);`
- ☒ B `double result = WeightConverter.ConvertLbsToOunces(4);`
- ☐ C `WeightConverter wc = new WeightConverter();`
`wc.ConvertLbsToOunces(4);`
`double result = wc.Result;`
- ☐ D The method cannot be invoked.

- ✓ 9. Given the following class, which of the below are valid constructor definitions for it? (choose all that apply)

```
public class Vehicle
{
    public string VIN { get; private set; }
}
```

- ☒ A `public Vehicle()`
{

}
- ☐ B `public void Vehicle(string vin)`
{

}
- ☐ C `public CreateVehicle(string vin)`
{

}
- ☒ D `public Vehicle(string vin)`
{

}

- ✓ 10. Which keyword is used to invoke instance member variables within the same class?

`this`

- ✓ 11. Which of the below definitions best represents an abstract class?

- ☐ A An abstract class cannot be inherited.
- ☒ B An abstract class is any class that cannot be instantiated and must be inherited.
- ☐ C An abstract class is any base class that has more than one subclass.
- ☐ D I don't know.

- ✓ 12. Which of the below definitions best represents an abstract method?
- ☐ (A) Abstract methods have an implementation that cannot be overridden.
 - ☐ (B) Abstract methods only work on system.object.
 - ☐ (C) An abstract method can have multiple parameters.
 - ☒ (D) Abstract methods are declared abstract and do not have an implementation.
- ✓ 13. An abstract class can contain both abstract methods and non-abstract methods.
- ☒ (A) True
 - ☐ (B) False
- ✓ 14. Why would you choose an abstract class over an interface?
- ☒ (A) With an abstract class you can share implemented behavior. With an interface each class must implement the interface.
 - ☐ (B) You cannot guarantee that all classes implement the interface whereas with abstract classes each class is forced to implement abstract methods.
 - ☐ (C) If you want to provide multiple constructors for an object.
 - ☐ (D) You wouldn't. It is pretty much up to the developer and based on personal preference.
- ✓ 15. What is the advantage of polymorphism?
- ☐ (A) You can save memory by using the same variables.
 - ☐ (B) Reusing properties from other classes saves developers time.
 - ☒ (C) The same program logic can be used on objects of different types.
- ✓ 16. Which keyword is used to invoke the constructor in the superclass?
- ☒ (A) base
 - ☐ (B) this
 - ☐ (C) super
 - ☐ (D) parent
- ✓ 17. Does a subclass which inherits from an abstract class need to provide implementation for all abstract methods belonging to the super class?
- ☒ (A) No as long as the subclass is declared abstract as well.
 - ☐ (B) Yes, every class which inherits an abstract class must provide implementation for all abstract methods.
 - ☐ (C) I don't know.
- ✓ 18. An abstract class can be marked as sealed.
- ☐ (A) True
 - ☒ (B) False

- ✓ 19. Which of the following are the basic concepts of object oriented programming?
- ☐ A Abstract
 - ☒ B Encapsulation
 - ☒ C Inheritance
 - ☒ D Polymorphism
- ✓ 20. Any reference type has a default value of what?
- null