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1. Which option demonstrates the correct way to initialize an object in Kotlin? 1 / 1 point

- ☐ object CustomObject()
- ☒ object CustomObject { }
- ☐ object CustomObject() { }

✔ Correct
Correct! You use a block enclosed by a pair of curly braces that represent the object's body.

2. Which option represents the correct way to call the function `getNumberOfWheels` defined in the object below: 1 / 1 point

```
1 object Car {  
2     fun getNumberOfWheels() = 4  
3 }  
4
```

- ☐ println(Car.getNumberOfWheels)
- ☒ println(Car.getNumberOfWheels())
- ☐ println(Car().getNumberOfWheels())

✔ Correct
Correct! You access a member of an object simply by using the object's name and the dot operator.

3. What is the correct syntax to call the function `printHello` defined in the code below: 1 / 1 point

```
1 class Outer {  
2     class Nested {  
3         fun printHello() {  
4             println("Hello")  
5         }  
6     }  
7 }
```

- ☒ Outer.Nested().printHello()
- ☐ Outer().Nested().printHello()
- ☐ Nested().printHello()

✔ Correct
Correct! The nested class is accessed using the class name and the dot operator.

4. What is the correct syntax to call the function `printHello` defined in the code below: 1 / 1 point

```
1 class Outer {  
2     inner class Inner {  
3         fun printHello() {  
4             println("Hello")  
5         }  
6     }  
7 }  
8
```

- ☒ Outer().Inner().printHello()
- ☐ Inner().printHello()
- ☐ Outer.Inner().printHello()

✔ Correct
Correct! The inner class is accessed using an instance of the outer class.

5. Which of these are correct ways to access the variable `wheelCount` in the code below: 1 / 1 point

```
1 class Car {  
2     companion object {  
3         val wheelCount = 4  
4     }  
5 }  
6
```

- ☐ Car().wheelCount
- ☒ Car.Companion.wheelCount

✔ Correct
Correct. You can access the companion object using `ClassName.Companion`

- ☐ Car.companion.wheelCount
- ☒ Car.wheelCount

✔ Correct
Correct. You can access the members of companion object using `ClassName.memberName` and omit the word `'Companion'` until companion object explicitly states a name.

6. When should you use a companion object in a class? 1 / 1 point

- ☐ To define members that should be accessible by an object of a class
- ☐ To define members that should not be accessible outside the class
- ☒ To define members that should be accessible without an object of a class and only using the class name

✔ Correct
Correct. You can access the companion object using the class name without the need to have an instance of a class.

7. Which of the following keywords is used to declare a constant in Kotlin? 1 / 1 point

- ☐ constant
- ☒ const
- ☐ final

✔ Correct
Correct! You use the `const` keyword to declare a constant in Kotlin.

8. Which of these is correct if you wish to navigate from an activity called `SourceActivity` to another activity called `DestinationActivity` in Android? (Assume that the `Context` object can be referenced using `context` and an instance of `SourceActivity` can be referenced as `sourceActivity`) 1 / 1 point

- ☐ val intent = Intent(DestinationActivity::class.java, sourceActivity)
- ☐ val intent = Intent(SourceActivity::class.java, DestinationActivity::class.java)
- ☒ val intent = Intent(sourceActivity, DestinationActivity::class.java)

✔ Correct
Correct! You can define an intent by passing the instance of calling activity (as `Activity` class inherits from `Context` class) and class reference of the activity to be started.

- ☒ val intent = Intent(context, DestinationActivity::class.java)

✔ Correct
Correct! You can define an intent by passing the context object and class reference of the activity to be started.

9. What is the right way to use the function `startActivity` to start an activity? 1 / 1 point

- ☒ context.startActivity(intent)
- ☐ Activity.startActivity(intent)
- ☐ startActivity(context, intent)

✔ Correct
Correct! You need to call the `startActivity` function using an instance of `Context` and pass an intent to the function.

10. Which one of the below lines can you use to pass an argument to an activity? (Assume an instance of `Intent` can be referenced using `intent` variable) 1 / 1 point

- ☒ intent.putExtra("message", "hello")
- ☐ intent.putExtra("message", "hello")
- ☐ intent.putExtra("hello")

✔ Correct
Correct! You pass the key for the data as the first argument and its corresponding value as the second argument.