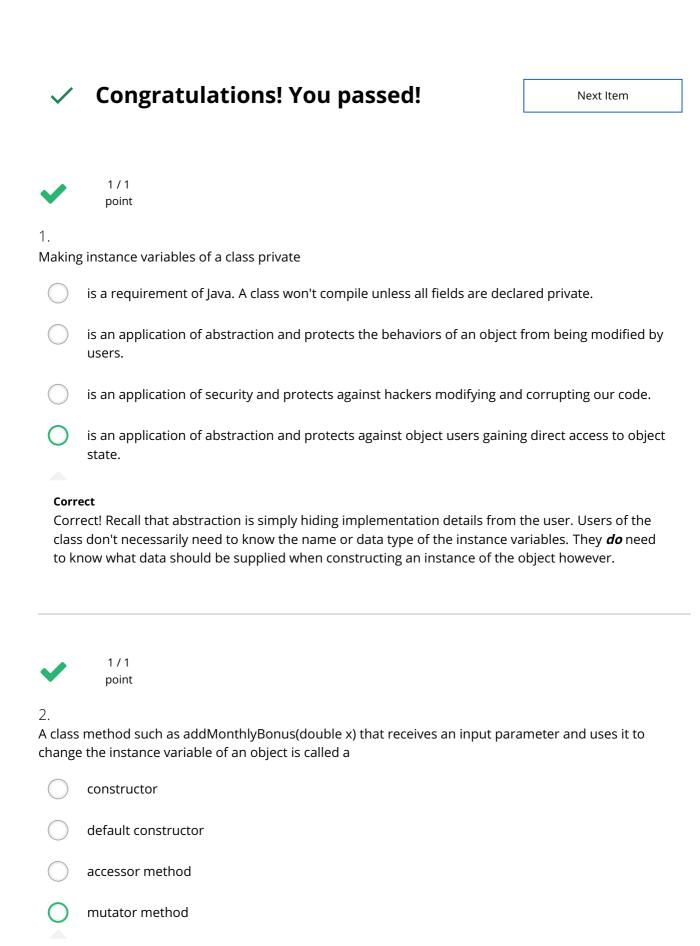
# Module 6 quiz on methods and classes

6/6 points (100.00%)

Quiz, 6 questions



#### Correct

Correct! The key here is *change*. When the state of an object is changed, it is also considered

# Module Gequiz on methods and classes

Quiz, 6 questions 6/6 points (100.00%)

<b>V</b>

1/1 point

3.

Select all of the following method definitions below that employ the correct syntax to define a constructor for the class Vehicle. A *partial* list of the class instance variables includes:

```
1 int year;
2 double odometer;
3 ...|
```

```
public Vehicle(){
}
```

# Correct

This empty parameter list signals that this is the default constructor. We don't have to write any code in a method definition. This constructor simply creates an object with field variables set to the defaults.

```
public void Vehicle(double mileage){
    odometer = mileage;
}
```

**Un-selected is correct** 

```
public makeVehicle(int year){
this.year = year;
}
```

**Un-selected is correct** 

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Module (	public Vehicle(double mileage, int year){    quiz (mileage) int year){    and classes    and classes	6/6 points (100.00%)
<b>Corre</b> This o		year field to the

```
public Vehicle(double odometer, int year){
   odometer = odometer;
   year = year;
}
```

#### **Un-selected** is correct



1/1 point

4.

When a constructor is written for the class (select all that apply)

the default constructor must be recreated if it is to be used by client programs.

## Correct

If you want to use the default constructor or make available to other users of your class, you must rewrite it in your code.

no other constructors can be written.

#### **Un-selected is correct**

the default constructor can not be recreated.

#### **Un-selected** is correct

the default constructor is no longer available.

# Correct

Recall that we would now need to recreate the default constructor in order to use it.

# Module 6 quiz on methods and classes Quiz, 6 questions

6/6 points (100.00%)

5.

	two objects are created, one being created by each constructor.
	the class name is used to refer to the <i>called</i> constructor.
	the keyword <i>this</i> is used and must be the last line of the constructor code.
0	the keyword <i>this</i> is used and must be the first line of the constructor code.

#### Correct

Correct! And if you truly understand what constructors are doing when they execute, this is the only answer that makes sense. *this* will perform the initial creation of the reference pointer and the memory space for the state of the object. The rest of the code in the calling constructor will then execute.



1/1 point

6

Consider these two methods which are part of the Student class. Assume that age is a private instance variable of the class.

```
public void setAge(int years, int months){
    age = years * 12 + months;
}

public void setAge(int months){
    age = months;
}
```

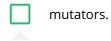
These methods are an example of (select all that apply)

Un-s	accessors. elected is correct
Un-s	overriding. elected is correct

overloading.

Correct Module of the both variables and classes ame but have different parameter lists 676 points (100.00%)

Quiz, 6 question compiler will know which definition of the module is being called.



### Correct

Correct! Note that both definitions of setAge make a change to the state of the object that called the method.



