

# Quiz

Let's test your basic understanding of this chapter with a short quiz!

1

Object-oriented programming is a tool used to break a program into segments of objects that can communicate with each other.

☐ A) True

☐ B) False

2

OOP in JavaScript is exactly the same as OOP in C++, Java and C#.

☐ A) True

☐ B) False

3

OOP in JavaScript follows prototype-based programming.

☐ A) True

☐ B) False

4

Prototype-based programming involves making a class that acts as a blueprint with all the properties encapsulated within it.

☐ A) True

☐ B) False

5

Class-based programming is more flexible and transparent than Prototyped-based programming.

☐ A) True

☐ B) False

6

Which of the following is not true for the ES6 version?

☐ A) `class` keyword is used in order to define a class.

☐ B) `extends` keyword is used for inheritance.

☐ C) constructor functions are declared using the `function` keyword.

☐ D) `static` keyword is used to declare static members.

CHECK ANSWERS