← Back **Module quiz: Kotlin and Android**
Graded Quiz • 30 min

Due Sep 4, 12:29 PM IST

Congratulations! You passed!

Grade received 80%

Latest Submission Grade 80%

To pass 80% or higher

Go to next item

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

```
object Car {
 fun getNumberOfWheels() = 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

```
class Outer {
    class Nested {
        fun printHello() {
            println("Hello")
        }
    }
}
```

○ `Nested().printHello()`

● `Outer.Nested().printHello()`

○ `Outer().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

```
class Outer {
    inner class Inner {
        fun printHello() {
            println("Hello")
        }
    }
}

```

○ `Outer.Inner().printHello()`

● `Outer().Inner().printHello()`

○ `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:

0 / 1 point

```
class Car {
    companion object {
        val wheelCount = 4
    }
}

```

☑ `Car.companion.wheelCount`

This should not be selected

Not quite. The word `companion` is a keyword used to define a companion object. To access a companion object of a class, use `companion` instead.

□ `Car.wheelCount`

☑ `Car.Companion.wheelCount`

Correct

Correct. You can access the companion object using `Classname.Companion`

□ `Car().wheelCount`

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

○ final

● const

○ constant

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`)

0 / 1 point

☑ `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)`

□ `val intent = Intent(SourceActivity::class.java, DestinationActivity::class.java)`

□ `val intent = Intent(DestinationActivity::class.java, sourceActivity)`

You didn't select all the correct answers

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

1 / 1 point

○ `Activity.startActivity(intent)`

● `context.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.getExtra(“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.