

# Final Test

Total points 15/17

This test contains the material from all the lectures so far. Keep in mind that this test is only for training purpose and it should not be considered similar to the official final exam. Good luck! - Diyan

✓ 1. The nonlocal scope is the scope above the local scope. \* 1/1

☒ True



☐ False

✗ 2. How do we create instance attributes? \* 0/1

☐ With variable in the scope of the class

☐ With "self"

☒ By creating a normal variable in the \_\_init\_\_



☐ None of the above

Correct answer

☒ With "self"



✓ 3. What does the `__str__` method do? \*

1/1

- ☐ Prints a string
- ☐ Returns a machine-readable representation of any user defined class
- ☒ Returns a printable string representation of any user defined class
- ☐ Prints where the object is placed in the memory



✓ 4. What are the four concepts of OOP? \*

1/1

- ☐ Inheritance, Abstraction, Polymorphism, Testing
- ☐ Inheritance, Polymorphism, Encapsulation, Testing
- ☐ Inheritance, Encapsulation, Polymorphism, Design Patterns
- ☒ Inheritance, Encapsulation, Abstraction, Polymorphism



✗ 5. What does the `super()` method do? \*

0/1

- ☐ Adds two or more classes
- ☐ Gives us a second way to create instance attributes
- ☐ Returns a temporary object of the superclass
- ☒ None of the above



Correct answer

- ☒ Returns a temporary object of the superclass



✓ 6. What are the four types of inheritance? \*

1/1

- ☐ Single, Multilevel, Hybrid, Hierarchical
- ☐ Single, Multiple, Hybrid, Hierarchical
- ☐ Single, Multiple, Multilevel, Hybrid
- ☒ Single, Multilevel, Multiple, Hierarchical



✓ 7. What is Encapsulation? \*

1/1

- ☐ Packing of data and functions into a single component
- ☐ Putting restrictions to prevent accidental modification
- ☐ Hiding attributes
- ☒ All of the above



✓ 8. How do we make attribute private in python? \*

1/1

- ☐ with two underscores before and two underscores after the attribute name
- ☒ with two underscores before the attribute name
- ☐ with one underscores before the attribute name
- ☐ with two underscores after the attribute name



✓ 9. How can we access the following attribute: "self.\_\_name" in the class Person? \*1/1

- ☐ self.\_\_name
- ☐ Person.\_\_name
- ☐ self.Person.\_\_name
- ☒ self.\_Person.\_\_name



✓ 10. Static methods have access to the instance. \* 1/1

- ☐ True
- ☒ False



✓ 11. With abstraction we DO NOT reduce complexity. \* 1/1

- ☐ True
- ☒ False



✓ 12. SOLID principles are: \*

1/1

- ☐ Single Responsibility, Open/Closed, Liskov Substitution, Interface Manipulation, Dependency Inversion
- ☐ Single Responsibility, Open/Closed, Liskov Substitution, Interface Inversion, Dependency Segregation
- ☒ Single Responsibility, Open/Closed, Liskov Substitution, Interface Segregation, Dependency Inversion ✓
- ☐ None of the above

✓ 13. How do we implement the Iter Protocol?

1/1

- ☐ By creating a while loop in the \_\_init\_\_
- ☒ By implementing \_\_iter\_\_ and \_\_next\_\_ methods ✓
- ☐ By using a decorator
- ☐ By creating a list as instance attribute

✓ 14. What does the yield statement do? \*

1/1

- ☐ Returns a statement and terminates a function
- ☒ Pauses the function saving all its states and later continues from there on successive calls ✓
- ☐ Returns the state and terminates the function
- ☐ Prints a statement and saves the function states



✓ 15. Where is the function reference given in a class decorator? \* 1/1

- ☐ In the \_\_call\_\_ method
- ☐ After the class name
- ☒ In the \_\_init\_\_
- ☐ As a class attribute



✓ 16. What does 3A pattern stand for? \* 1/1

- ☐ Add, Append, Asume
- ☒ Arrange, Act, Assert
- ☐ Act, Arrange, Assert
- ☐ Arrange, Append, Assert



✓ 17. The design pattern "Singleton" ensures that a class has only one instance and provides a global point of access to it. \*1/1

- ☒ True
- ☐ False



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