

Your grade: 100%

Your latest: **100%** • Your highest: **100%**

To pass you need at least 80%. We keep your highest score.

1. To initialize an immutable list, the _____ function is used.

1 / 1 point

`list.add()`

`listOf`

`mutablelistOf`

✓ **Correct**

Correct. We create a list using `listOf` function, and then we specify next values using arguments.

2. The function used to add items to a list is called ____.

1 / 1 point

`put`

`create`

`add`

✓ **Correct**

Correct. The easiest way to add elements to lists is using plus sign.

3. In Set, you can get elements by name.

1 / 1 point

True

False

✓ **Correct**

Correct. In set, you cannot get elements by name

4. The _____ operator is used to check the null safety of values.

1 / 1 point

`Elvis`

`Enum`

`itenary`

**Correct**

Correct. We can check if an object is of a particular type using `is` keyword

5. What will the output be of the `printAddress` function in the code below?

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13
```

Lagos Lagos

Lagos

Lagos (unknown state)

**Correct**

Correct. Since the state is not null, the default name '(unknown state)' will not be used.

6. This is an animal interface class; what is missing in the code below?

```
1  
2  
3  
4  
5
```

Abstract keyword

Sealed Keyword

Interface keyword

**Correct**

Correct. An interface keyword must be specified when defining an interface class.

7. What is the output of the `consumeStr` function?

```
1  
2  
3  
4  
5  
6  
7  
8
```

3ABC

1AB

nullnull

☒ **Correct**

Correct. The first print of the `consumeStr` function displays the length of the string, while the second print displays the uppercase of the string.

8. _____ method is used to check if a set is empty.

1 / 1 point

isNull

isEmpty

☒ **Correct**

Correct. You can always check the number of elements in a list using `size` property.

9. What will be the output of the `println` be?

```
1  
2  
3  
4
```

C

B

A

✔ **Correct**

Correct. The position 2 in the list has a value C.

10. `IllegalArgumentException` is used when the state of a system is valid.

1 / 1 point

True

False

✔ **Correct**

Correct. `IllegalArgumentException` is used when an argument has an incorrect value.