OOPs Concepts quiz   5 out of 5 correct

1. The __ symbol along with the name of the decorator function can be placed above the definition of the function to be decorated works as an alternate way for decorating a function.

   ○ #

   ○ $

   ⦿ @

   ○ &

   Explanation: The @ symbol along with the name of the decorator function can be placed above the definition of the function to be decorated works as an alternate way for decorating a function

2. In the following Python code, which function is the decorator?

   ```
   def mk(x):
       def mk1():
           print("Decorated")
           x()
       return mk1
   def mk2():
       print("Ordinary")
   p = mk(mk2)
   p()
   ```

   ○ p()

- ⦿ **mk()**
- ○ mk1()
- ○ mk()

Explanation: In the code shown above, the function mk() is the decorator. The function which is getting decorated is mk2(). The return function is given the name p().

3. Which of the following statements is true?

- ⦿ **class is a blueprint for the object.**
- ○ You can only make a single object from the given class.
- ○ Both statements are true.
- ○ Neither statement is true.

Explanation: class is a user defined datatype that has its own data member and member function

4. What are the dunder (magic) methods in Python?

- ○ Methods that start with a double underscore.
- ⦿ **Methods that start and end with a double underscore**
- ○ Methods that start with a single underscore
- ○ Methods that start and end with a single underscore

Explanation: -Magic methods in Python are the special methods that start and end with the double underscores. They are also called dunder methods. Magic methods are not meant to be invoked directly by you, but the invocation happens internally from the class on a certain action. For example, when you add two numbers using the + operator, internally, the _add_() method will be called.

5. Methods of a class that provide access to private members of the class are called

as

- 🔵 **getters/setters**

- ⚪ repr/str_

- ⚪ user-defined functions/in-built functions

- ⚪ init/del

Explanation: The purpose of getters and setters is to get(return) and set(assign) private instance variables of a class.

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