

# W06 Tea



Quiz submitted



- Due Oct 9 at 11:59pm
- Points 10
- Questions 5
- Available until Oct 16 at 11:59pm
- Time Limit None
- Allowed Attempts 3

## Instructions

1. Meet with your team and follow the instructions for the [Polymorphism Design Activity \(https://byui-cse.github.io/cse210-ww-course/week06/design.html\)](https://byui-cse.github.io/cse210-ww-course/week06/design.html).
2. Each person should **individually** take this quiz to evaluate the design you created.

Take the Quiz Again

## Attempt History

	Attempt	Time	Score
LATEST	<a href="#">Attempt 1</a>	1 minute	10 out of 10

❗ Correct answers are hidden.

Score for this attempt: 10 out of 10

Submitted Oct 15 at 11:56am

This attempt took 1 minute.



Question 1

2 / 2 pts

What is a benefit to having a separate class like `GoalManager` instead of just using static functions in `Program.cs` for all of the menu-related functionality?

- ☐ It requires fewer classes to be built.
- ☐ It allows the use of multiple functions.
- ☒ It allows for use of member variables in the GoalManager class.
- ☐ It requires less memory.



Question 2

2 / 2 pts

What is a benefit of making the `RecordEvent` method an abstract method instead of leaving it blank or providing a default version?

- ☐ It forces the programmer to implement it.
- ☐ It forces the programmer to implement it.
- ☐ It forces the compiler to decide at compile time which method should be called.
- ☒ It forces each derived class to implement it.



### Question 3

2 / 2 pts

Notice that in the design above, the `GetDetailsString` method has a default implementation and is only overridden by the `ChecklistGoal` class. Why is the `GetDetailsString` method only overridden by the `ChecklistGoal` class and not the other two derived classes?

- ☐ Because it can only be overridden once.
- ☐ Because the other two have reached their override limit.
- ☐ Because overriding it in the one place will provide the functionality to all three.
- ☒ Because the default functionality is sufficient for the other classes, but not for the ChecklistGoal class.



### Question 4

2 / 2 pts

Notice that the `EternalGoal` class does not define any member variables. What is a reason to still have this class, even though it does not define any member variables?

- ☒ All of these are valid reasons to have a class.
- ☐ It can still provide a meaningful abstraction.
- ☐ It represents a component in the system.
- ☐ It still encapsulates a logical set of behaviors and responsibilities.



### Question 5

2 / 2 pts

Why does the `SimpleGoal` constructor not need a parameter for the `_isComplete` variable?

- ☐ Because this variable is supplied in the base class constructor.
- ☐ Because the SimpleGoal class does not contain that member variable.
- ☐ Because the programmer will not know which value to pass when the constructor is called.
- ☒ Because the constructor can set it to a good default value.

Quiz Score: 10 out of 10