

W04 Lea



Quiz submitted



- Due Sep 25 at 11:59pm
- Points 10
- Questions 10
- Available until Oct 9 at 11:59pm
- Time Limit None
- Allowed Attempts 3

Instructions

1. **Complete** the [Week 04 Learning Activity \(https://byui-cse.github.io/cse210-ww-course/week04/prepare.html\)](https://byui-cse.github.io/cse210-ww-course/week04/prepare.html).
2. **Submit** this quiz to demonstrate your understanding of the material.
3. **Conditions:** You are welcome to use notes and the course materials while taking this quiz.

Take the Quiz Again

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	1 minute	10 out of 10

⚠ Correct answers are hidden.

Score for this attempt: 10 out of 10

Submitted Oct 2 at 12:48am

This attempt took 1 minute.



Question 1

1 / 1 pts

What is the primary goal of abstraction in programming?

- ☒ To simplify a component by removing the implementation details.
- ☐ To ensure that code is duplicated every where it is needed.
- ☐ To optimize the performance of code.
- ☐ To make a component complex enough to contain all of the detail necessary.



Question 2

1 / 1 pts

In object-oriented programming, abstraction is typically achieved using:

- ☐ Loops

- ☒ Classes
- ☐ Conditionals
- ☐ Lists

✓ Quiz submitted



Question 3

1 / 1 pts

What is the relationship between a class and an instance?

- ☐ They are two words for the same concept.
- ☒ Classes are like templates. Instances are the actual objects created in memory, using that template.
- ☐ Every custom class in a program is called an instance.
- ☐ Instances are classes that relate to other classes.



Question 4

1 / 1 pts

Objects can contain other objects as member variables.

- ☒ True
- ☐ False



Question 5

1 / 1 pts

What is a method?

- ☒ A member function of a class.
- ☐ A custom class.
- ☐ The instantiation of a class.
- ☐ A member variable of a class.



Question 6

1 / 1 pts

What is encapsulation in object-oriented programming?

- ☒ The technique of hiding the internal implementation details and protecting the data.
- ☐ The process of creating a new object from a class.
- ☐ The ability to reuse code.
- ☐ The technique of combining multiple methods into a single method.



Question 7

1 / 1 pts

When we talk about information hiding in a program, who are we hiding it from?

- ☐ The end user.

- ☐ Potential hacker
- ☒ Other parts of the program
- ☐ Anyone on the internet.



Quiz submitted



Question 8

1 / 1 pts

Methods can call other methods.

- ☒ True
- ☐ False



Question 9

1 / 1 pts

Why might blindly creating getters and setters be a bad idea?

- ☒ Because they are exposing the way the data is stored internally, reducing the benefits of information hiding.
- ☐ Because there are so many of them that they tend to clutter up a program.
- ☐ Because they are not typically used in code in industry.
- ☐ Because they require so many unit tests to be created that they are not helpful.



Question 10

1 / 1 pts

In C#, if you do not define any constructors what happens?

- ☐ You will not be able to instantiate the object.
- ☒ It will create a default, no-argument constructor for you.
- ☐ The program will not compile.
- ☐ You will only be able to create one object from the class.

Quiz Score: 10 out of 10