

Prep 2 quiz: Object-Oriented Programming

Due Sep 18 at 10am
Time Limit None

Points 6
Allowed Attempts Unlimited

Questions 6

Available after Sep 13 at 9am

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Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	1,694 minutes	4.5 out of 6

❗ Correct answers are hidden.

Score for this attempt: **4.5** out of 6

Submitted Sep 17 at 10:25pm

This attempt took 1,694 minutes.

Here's the outline for a class that we'll work with in the next few questions.

```
class HockeyTeam:
    """A hockey team in a League

    === Attributes ===
    name: the name of this team
    games_played: number of games this team has played
    wins: the number of games this team has won
    """
    name: str
    games_played: int
    wins: int

    def __init__(self, name: str) -> None:
        """Initialize this hockey team, with no games played yet.
        """
        # TODO: Record team name.
        # TODO: Set number of games and wins to zero.

    def record_result(self, result: str) -> None:
```

```
"""Record a win/loss from a game.
```

```
Precondition: result == 'W' or result == 'L'
"""
```

```
# TODO: Update number of games played and number of wins,
# as appropriate.
```

Question 1

1 / 1 pts

Which of the following correctly creates a team called the `'DCS timbits'`?

- ☐ `team = HockeyTeam(self, 'DCS timbits', 0)`
- ☐ `team = HockeyTeam(self, 'DCS timbits')`
- ☐ `team.HockeyTeam('DCS timbits')`
- ☐ `team = HockeyTeam('DCS timbits', 0, 0)`
- ☐ `team = new HockeyTeam('DCS timbits')`
- ☒ `team = HockeyTeam('DCS timbits')`

Incorrect

Question 2

0 / 1 pts

Which of the following is true?

- ☐ An initializer has a return statement if and only if the newly constructed object has at least one instance attribute.
- ☐ An initializer never has a return statement, or always returns None.

☐ An initializer must have a return statement.

☒ An initializer may have a return statement that returns a non-None value, but this is optional.

Question 3

1 / 1 pts

Now consider the body of our initializer. Which line of code correctly records the team name?

☐ name = self.name

☐ name = name

☐ self.name = teamName

☐ self.teamName = name

☒ self.name = name

Question 4

1 / 1 pts

Which of the following is a correct body for method `HockeyTeam.record_result?`

☒

```
self.games_played += 1
if result == 'W':
    self.wins += 1
```

☐

```
self.games_played += 1
if result == 'W':
    self.wins += 1
return self
```

☐

```
self.games_played += 1
if result == 'W':
    self.wins += 1
return HockeyTeam(self.name)
```

☐

```
self.__init__(self.name)
self.games_played += 1
if result == 'W':
    self.wins += 1
```

Partial

Question 5

0.5 / 1 pts

Suppose we complete the class correctly, import it, and run this line of code.

```
team = HockeyTeam('Team 148')
```

Which of the following lines will run without error?

☐

```
team.record_result(team, 'W')
```

☐

```
HockeyTeam.record_result(team, 'W')
```

☐

```
HockeyTeam.record_result('W')
```

☒

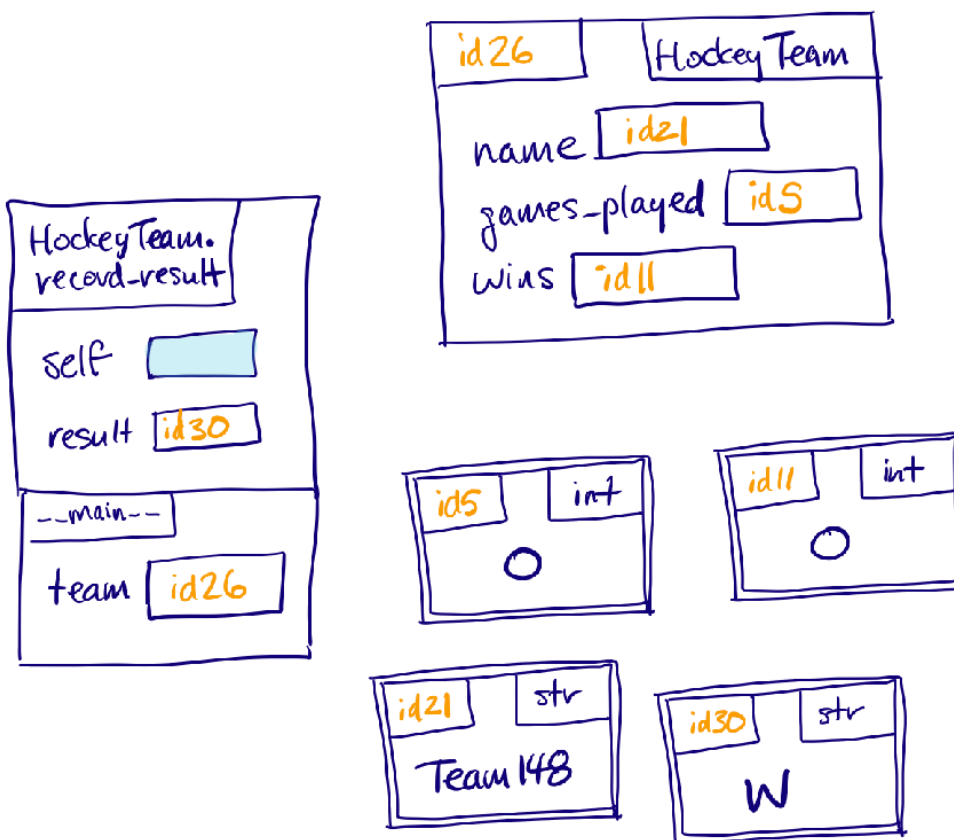
```
team.record_result('W')
```

☐ `team.record_result(self, 'W')`

Question 6

1 / 1 pts

Now suppose we successfully call `record_result` to record a win and the method has just started. The state of memory is as shown below.



What id should go in the box next to `self` in the top stack frame? Write your answer in the form "idX", where X is the correct number.

 Quiz Score: **4.5** out of 6

