Object Oriented Programming

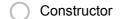**TOTAL POINTS 11**

1. Which came first, the instance or the class?   1 point

   ○ method

   ○ instance

   ○ function

   ● class

2. In Object Oriented Programming, what is another name for the "attributes" of an object?   1 point

   ○ messages

   ● fields

   ○ forms

   ○ portions

   ○ methods

3. At the moment of creation of a new object, Python looks at the _____ definition to define the structure and capabilities of the newly created object.   1 point

   ● class

   ○ method

   ○ constructor

   ○ cache

   ○ instance

4. Which of the following is **NOT** a good synonym for "class" in Python?   1 point

○ blueprint

○ pattern

◉ direction

○ template

5. What does this Python statement do if PartyAnimal is a class?　　　　1 point

```
1       zap = PartyAnimal()
```

◉ Use the PartyAnimal template to make a new object and assign it to zap

○ Clear out all the data in the PartyAnimal variable and put the old values for the data in zap

○ Copy the value from the PartyAnimal variable to the variable zap

○ Subtract the value of the zap variable from the value in the PartyAnimal variable and put the difference in zap

6. What is the syntax to look up the fullname attribute in an object stored in the variable colleen?　　　　1 point

○ colleen::fullname

○ colleen->fullname

◉ colleen.fullname

○ colleen['fullname']

7. Which of these statements is used to indicate that class A will inherit all the features of class B?　　　　1 point

○ class A instanceOf B :

○ class A extends B :

○ A=B++;

◉ class A(B) :

○ class A inherits B :

8. What keyword is used to indicate the start of a method in a Python class? 1 point

○ continue

◉ def

○ function

○ break

9. What is "self" typically used for in a Python method within a class? 1 point

○ To set the residual value in an expression where the method is used

◉ To refer to the instance in which the method is being called

○ The number of parameters to the method

○ To terminate a loop

10. What does the Python dir() function show when we pass an object into it as a parameter? 1 point

◉ It shows the methods and attributes of the object

○ It shows the number of parameters to the constructor

○ It shows the type of the object

○ It shows the parent class

11. Which of the following is rarely used in Object Oriented Programming? 1 point

○ Method

◉ Destructor

○ Attribute

○ Constructor

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