Task No.4

Part 1: Multiple Choice 1.

1. What is the primary purpose of encapsulation in Dart?

a) To hide implementation details and control data access.

b) To improve code readability and maintainability.

c) To create reusable components.

d) All of the above.

Sol: d) All of the above.

2. How can you mark a property as private in Dart?

a) Using the private keyword.

b) Using the # symbol.

c) Prefacing the property name with an underscore (_).

d) None of the above.

Sol: c) Prefacing the property name with an underscore (_).

3. Which of the following statements describes polymorphism in Dart?

a) The ability for objects of different classes to respond to the same method call in different ways.

b) The process of creating objects from classes.

c) The inheritance of properties and methods from parent classes.

d) The use of interfaces to define contracts between classes.

Sol: a) The ability for objects of different classes to respond to the same method call in different ways.

4. What is the mechanism used to achieve polymorphism in Dart through inheritance?

a) Method overloading

b) Method overriding

c) Dynamic typing

d) Interface implementation

Sol: b) Method overriding

5. What is the main benefit of using abstract classes in Dart?

a) To define a template for creating concrete classes.

b) To enforce specific behavior in subclasses.

c) To hide implementation details and provide a simplified interface.

d) All of the above.

Sol: d) All of the above.