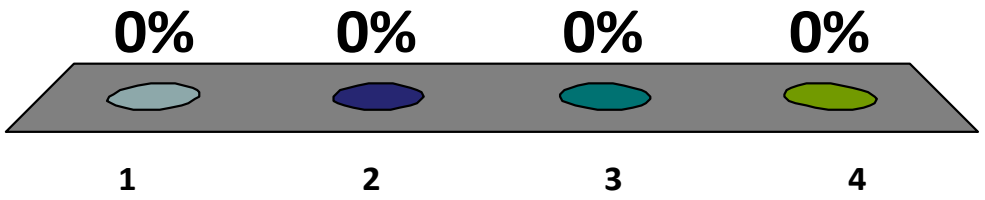
Which of the following is **NOT** a fundamental OOP principle?

1. Inheritance
2. ✓ Behavioralism
3. Encapsulation
4. Polymorphism

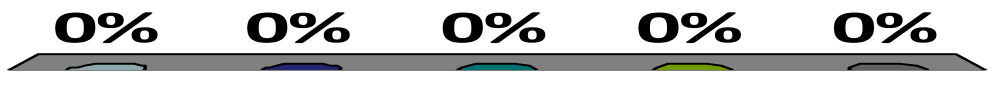
Response Counter



Encapsulation suggests that you should:

A. Keep each class in its own file.
B. Keep all of a class's behaviors private.
✓ C. Keep all of a class's data private.
D. Prefer to use static variables
E. Write you code in a Japanese capsule hotel.

Response Counter



Which statement is NOT true?

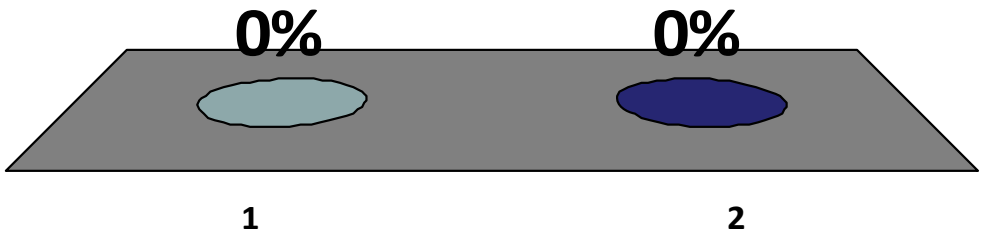
1. All methods in an interface should be public.
2. You may not declare an instance variable in an interface.
3. An interface should be well commented.
4. An interface may include some methods that are completely implemented.

Response Counter

A constructor is the first place a variable is initialized?

1. Yes
2. ✓ No

Response Counter



You do not need to specify the size of an array when you declare it.

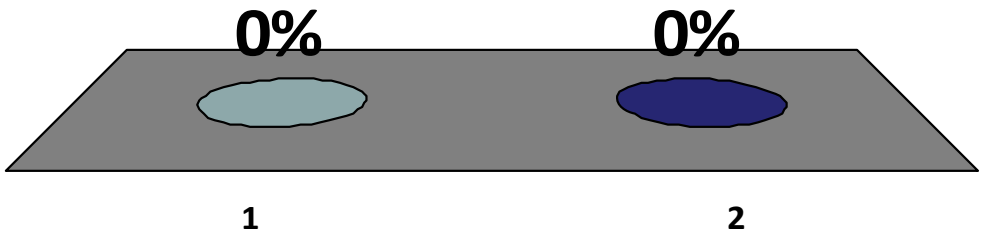
1. True
2. False

Response Counter

A static variable can be accessed **only** by a static method.

1. True
2. ✓ False

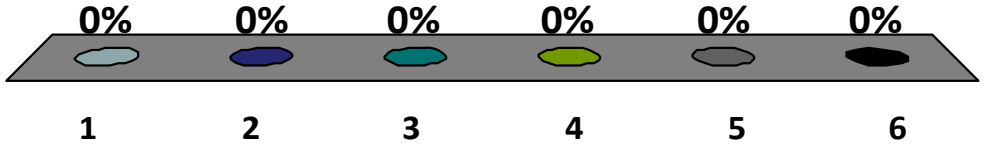
Response Counter



Which of the following is **NOT** a benefit of encapsulation?

Response Counter

1. Modularity
2. Bug reduction
3. Information (data) hiding
4. Implementation hiding
5. Logical code organization
6. None of the above.



Interfaces are primarily useful as a conceptual method of separation, and have little practical impact on my program.

1. True
2. False ✓
3. Sort of

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