

Content Android Lesson 4 Review Test Submission: [Raw] Lesson 4 Quiz A

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User	Heng Jing Han .
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Test	[Raw] Lesson 4 Quiz A
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Question 1 1 out of 1 points



Consider the following class Album, which has an inner class called Track.

The **Album** class also has variables at Line 5 to 7 with different modifiers.

At line 25, the constructor of Track is trying to print out these variables belonging to Album.

Which variables at Line 5 to 7 can the constructor of **Track** access?

```
public class Album {
       private String albumTitle;
       private int numberOfTracks;
       private static final String companyName = "Turtle Records";
@
       Album(String albumTitle, int numberOfTracks){
            this.albumTitle = albumTitle;
            this.numberOfTracks = numberOfTracks;
       int getNumberOfTracks(){ return numberOfTracks; }
       String getAlbumTitle(){ return albumTitle; }
       static class Track{
           String trackName;
           Track(String trackName){
                this.trackName = trackName;
                System.out.println(
```

Selected Answer: companyName only

Question 2 3 out of 3 points

In the class **DinosaurAdapter** below, fill in the blanks marked **A**, **B** and **C**.

```
package onlinequiz;
   ⇒interface Dinosaur{
0
        void roar();
   jinterface Exhibit{
0
        void makeSound();
0
   public class Rex implements Dinosaur {
        @Override
        public void roar() {
            System.out.println("I am T-Rex!!!");

deltass DinosaurAdapter implements Exhibit{
        private
        DinosaurAdapter(
                                 x){
@
            this.x = x;
        @Override
        public void makeSound() {
```

A: [a] (case-sensitive)

B: [b] (case-sensitive)

C: [c] (case-sensitive. There should not be any spaces in your answer.)

Specified Answer for: a Dinosaur Specified Answer for: b Dinosaur Specified Answer for: c x.roar()

Question 3 4 out of 4 points



Part of a class that implements the singleton design pattern is shown below.

Fill in the modifiers/keywords marked A, B, C and D. None of these are blank.

```
public class Singleton {
                      Singleton singleton;
    private
              Singleton(){
         //code not shown
                     Singleton getInstance(){
    public
         if( singleton == A ){
    singleton = new Singleton();
         return singleton;
```

```
B: [b] (case-sensitive)
C: [c] (case-sensitive)
D: [d] (case-sensitive)
```

A: [a] (case-sensitive)

Specified Answer for: a null Specified Answer for: b static Specified Answer for: c private Specified Answer for: d static

Question 4 1 out of 1 points



Study the following class definitions.

C is a nested class of A.

```
package onlinequiz;
class A {
    //no-arg constructor not shown
    static class C {
        //no-arg constructor not shown
```

What code should be written in main() below to instantiate C?

```
package onlinequiz;
public class TestingClass {
   public static void main(String[] argv){
        //Instantiate C
```

Selected Answer: A.C c = new A.C();

Question 5 3 out of 3 points



The class Fight has one behaviour, attackOpponent() that is delegated to objects that implement the Weapon interface.

Fill in the code blocks marked A and B.

```
public class Fight {
    interface Weapon{
        void attack();
    private Weapon weapon;
    Fight(){
        //code not shown
    public void setWeapon(Weapon weapon) {
    public void attackOpponent(){
```

A: [a1] = [a2] (both are case-sensitive)

B: [b] (case-sensitive)

Specified Answer for: a1 this.weapon Specified Answer for: a2 weapon

Specified Answer for: b weapon.attack()

Saturday, November 30, 2019 2:13:23 PM SGT

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