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Pregunta 1:

What is an argument to a method?

☐ A verbal confrontation that attempts to coerce the method to perform its duties

☐ An integer that represents the number of seconds the method should wait before executing

☒ An input to a method that the method uses in its body

Pregunta 2:

What symbol concludes all predicate / Boolean methods?

☐ !

☐ =

☐ ^

☒ ?

Pregunta 3:

What is the shorthand syntax for the code below?

`a = a * 5`

☐ `a == 5`

☒ `a *= 5`

☐ `a -= 5`

☐ `a != 5`

Pregunta 4:

What does the `.times` method do?

☐ Multiple a number by another.

☐ Calculate the difference between two times.

☒ Perform a specific operation a number of times.

☐ Multiply a number by itself a number of times.

Pregunta 5:

What do we call the special attachment to a method such as `.times` or `.upto` that clarifies what the method does on every iteration?

☒ The block

☐ The argument

☐ The parameter

☐ The Boolean



¡Buen trabajo! Ya estás listo para pasar a la siguiente clase.

Has acertado 5 de 5.

✓ Lo que sabes ⓘ

What is an argument to a method?

What symbol concludes all predicate / Boolean methods?

What is the shorthand syntax for the code below? `a = a * 5`

What does the `.times` method do?

What do we call the special attachment to a method such as `.times` or `.upto` that clarifies what the met...