1. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_ programming practice is centered on creating functions that are

separate from the data that they work on. **b. procedural**

2. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_ programming practice is centered on creating objects. **d. object-oriented**

3. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_ is a component of a class that references data. **c. data attribute**

4. An object is a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_. **d. instance**

5. By doing this you can hide a class’s attribute from code outside the class. **b. begin the attribute’s name with two underscores**

6. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_ method gets the value of a data attribute but does not change

it.**d. accessor**

7. A(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_ method stores a value in a data attribute or changes its value in

some other way.**c. mutator**

8. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_ method is automatically called when an object is created.**a. \_\_init\_\_**

9. If a class has a method named \_\_str\_\_, which of these is a way to call the method?

**c. the method is automatically called when the object is created**

10. A set of standard diagrams for graphically depicting object-oriented systems is provided

by **a. the Unified Modeling Language**

11. In one approach to identifying the classes in a problem, the programmer identifies the

\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in a description of the problem domain**. d. nouns**

12. In one approach to identifying a class’s data attributes and methods, the programmer

identifies the class’s **\_\_\_\_\_\_\_\_\_\_\_\_\_\_. a. responsibilities**

**True or False**

1. F

2. T

3. F.

4. F

5. T

6. T

7. F