

## CMP167 – Quiz #09

Instructor: Michael Iannelli

Name: \_\_\_\_\_

Results: \_\_\_\_\_

Class: \_\_\_\_\_

Date: \_\_\_\_\_

1. Object Oriented Design is the process of finding and defining a useful set of functions for solving a problem.
  - a. True
  - b. False
2. Candidate Objects can be found by looking at the verbs in a problem definition.
  - a. True
  - b. False
3. A superclass inherits behaviors from its subclasses.
  - a. True
  - b. False
4. Hiding the details of an object in a class definition is called *instantiation*.
  - a. True
  - b. False
5. Typically the design process contains considerable trial and error.
  - a. True
  - b. False

6. Define *polymorphism*.

The ability of an object to take on many forms

7. Define *encapsulation*.

The binding of data and functions in an object that sometimes hides details from the user

8. Define *inheritance*.

When an object or class is based on another object or class using the same implementation