Kotlin: Classes - Homework

Question 1:

Classes have a special method that serves as a blueprint for creating objects of that class. What is the method called?

A. A builder

B. An instantiator

C. A constructor

D. A blueprint

Question 2:

Which of the following statements about interfaces and abstract classes is NOT correct?

A. Abstract classes can have constructors.

B. Interfaces can't have constructors.

C. Interfaces and abstract classes can be instantiated directly.

D. Abstract properties must be implemented by subclasses of the abstract class.

Question 3:

Which of the following is NOT a Kotlin visibility modifier for properties, methods, etc.?

A. `internal`

B. `nosubclass`

C. `protected`

D. `private`

Question 4:

Consider this data class: `data class Fish(val name: String, val species:String, val colors:String)` Which of the following is NOT valid code to create and destructure a `Fish` object?

A. `val (name1, species1, colors1) = Fish("Pat", "Plecostomus", "gold")`

B. `val (name2, _, colors2) = Fish("Bitey", "shark", "gray")`

C. `val (name3, species3, _) = Fish("Amy", "angelfish", "blue and black stripes")`

D. `val (name4, species4, colors4) = Fish("Harry", "halibut")`

Question 5:

Let's say you own a zoo with lots of animals that all need to be taken care of. Which of the following would NOT be part of implementing caretaking?

A. An `interface` for different types of foods animals eat.

B. An `abstract Caretaker` class from which you can create different types of caretakers.

C. An `interface` for giving clean water to an animal.

D. A `data` class for an entry in a feeding schedule.