

Using objects (revisited from Quiz 1)

1. c
2. a
3. a
4. a

Unit testing (revisited from Quiz 1)

5. d
6. c
7. c
8. c

Sets and dictionaries (revisited from Quiz 2)

9. c
10. b
11. d
12. b

Abstract methods

13. a
14. c
15. c
16. d

Inheritance

17. a
18. a
19. c
20. a

Interpreting UML diagrams

21. c
22. d
23. a
24. a

Identifying privacy issues

25. a
26. b
27. b
28. c