# Quiz Submissions - Quiz 3 - OOP and classes

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**Attempt 2**

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**Submission View**

You successfully submitted your quiz.

| Question 1 | 1 / 1 point |
|---|---|

How do you access attributes and methods of an instance in Python? Choose the BEST answer.

○ Using the @property decorator

○ Using "->", for example: `student->gpa()`

○ Using "getattr()", for example: `getattr(student, "gpa")`

● Using the ".", for example: `student.gpa()`

| Question 2 | 1 / 1 point |
|---|---|

Creating a class in Python based on real life objects (deciding which attributes / behaviours it has) is called:

○ encapsulation

● analysis or modeling

○ inheritance

○ polymorphism

| Question 3 | 1 / 1 point |
|---|---|

What is the name of the function/method usually considered as the constructor in Python? Just type in the name of the method, without parentheses, arguments, or "def".

Answer: __init__

▷   View question 3 feedback

## Question 4

**1 / 1 point**

```
class Example:
  pass

quiz = Example()
```

In the code above, "quiz" is a class.

- ○ True
- ● False

## Question 5

**1 / 1 point**

```
class Example:
  def __init__(self):
    self._value = True

  def change_value(self):
    self._value = False

# Instantiate the Example class
quiz = Example
quiz._value = False
```

Which of the following sentences are true (several answers are correct)?

- ☐ "Example" is not a valid class name for PEP8
- ☑ The program does not respect the encapsulation principle
- ☑ Indentation is incorrect for the "change_value" method
- ☑ quiz is not an instance of Example (parentheses are missing)

## Question 6

**1 / 1 point**

Making sure your class has a "clean" public interface that hides complex implementation details is called

○ polymorphism

◉ abstraction

○ encapsulation

○ modeling

## Question 7                                                                   1 / 1 point

```
class Dog:
  def __init__(self, name, age):
    self.name = name
    self.age = age
```

What is the proper way of instantiating the class above?

○ rocky = Dog.__init__("Rocky", 10)

○ rocky = Dog()

◉ rocky = Dog("Rocky", 10)

○ rocky = Dog.__init__("Rocky", "10")

○ rocky = new Dog("Rocky", 10)

## Question 8                                                                   1 / 1 point

What is the name of the variable that is usually used to refer to the current instance in an instance method?

○ object

○ class

○ this

◉ self

## Question 9                                                                   1 / 1 point

How do you make a method behave like an attribute (or a "getter") in Python?

○ Use an _ in front of its name

○ Use @getter

◉ Use @property

○ Use @attribute.setter

## Question 10 | 1 / 1 point

Which of the following names DO respect the naming conventions (PEP8) for classes?

☐ my_nice_class

☑ MyNiceClass

☐ myNiceClass

☐ NICE_CLASS

## Question 11 | 1 / 1 point

In a Python program, you see the following: `self._variable`. Is `variable` part of the public interface?

○ True

◉ False

▷ View question 11 feedback

**Attempt Score:** 11 / 11 - 100 %

**Overall Grade (highest attempt):** 11 / 11 - 100 %

**Done**