

Challenges



Community

FAQ

Roadmap

Boile

# 플러터 챌린지

신청자 **72명** 

기간 2주

Day 4 of 14

챌린지 사용방법

슬랙 이용방법

플러터 챌린지 진도표



Previous Solution 지난 과제 모범 답안 확인하기



Today's Blueprint 이번 과제 블루프린트 바로가기

Today's Assignment

**Progress Report** 

Q&A



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## Get ready!

- 오늘의 강의: Dart 시작하기: From #4.0 to #4.10
- 오늘의 과제: 위의 강의를 시청하신 후, 아래 퀴즈를 풀면 됩니다.
- 제출기간: 익일 오전 6시까지
- 퀴즈는 단 1회만 응할 수 있습니다.

Your score is: 9/9

## **QUESTION 1 OF 9**

#### CORRECT

When we create an instance of a class we need to use new keyword.



False

## **QUESTION 2 OF 9**

## **CORRECT**

Class methods need to use the keyword this to refer to their own properties.



False

## **QUESTION 3 OF 9**

## CORRECT

A class can have final properties.



True

#### **QUESTION 4 OF 9**



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Reviews

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FAQ

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False

#### **QUESTION 5 OF 9**

#### **CORRECT**

Constructors can use positional and named parameters.



True

#### **QUESTION 6 OF 9**

#### **CORRECT**

Dart classes can only have one constructor.



False

## **QUESTION 7 OF 9**

## **CORRECT**

This code will compile:

```
enum Transmition { auto, manual }
class Car {
   Transmition transmition;
   Car(this.transmition);
}
void main(){
 var car = Car("auto");
```



False



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What is the difference between a class and an abstract class?



We can't create an instance of an abstract class

## **QUESTION 9 OF 9**

## **CORRECT**

Why do we call super?



To call the constructor of the class we are extending from

## **NOMAD CODERS**

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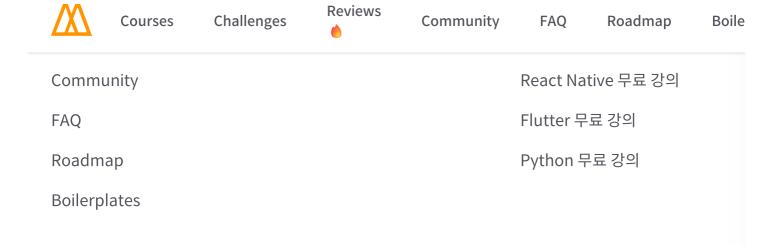
**NAVIGATION** 

**LEGAL** 

**COURSES** 

이용약관 Courses

Langchain 강의











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