Module 3 Quiz

Quiz, 7 questions

7/7 points (100%)

Congratulations! You passed!

Next Item

1 / 1 point

1.
What is the difference between an **object** and a **class**?

- An object is a field of data inside a class.
- A class is a template and an object is an instance of that template.

Correct
Correct!

- An object is a particular kind of class.
- An object typically contains more data fields than a class.

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2.

What is the difference between a struct in Go and a class in an object-oriented language?

- [x] A struct contains only data while a class can also contain methods.

Correct

Correct!

- [ ] A class describes data fields but a struct does not.
- [ ] A struct can only be created inside a class.
- [ ] A struct cannot contain another struct.

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1 / 1 point

3.

Which of the following refers to data hiding?

- [ ] Instantiation
- [ ] Polymorphism
- [ ] Inheritance
- [x] Encapsulation

Correct

Correct!

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4.

How do you associate a method with an arbitrary data type on Go?

- [x] Define the method so that its receiver type is the data type of interest.

Correct

Correct!

- [ ] Define the method inside the data type definition.
- [ ] Include the name of the data type in the name of the method.
- [ ] Define the data type and the method in the same file.

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1 / 1 point

5.

In Go, how do you hide variables or functions in a package, so that functions outside of the package cannot access them?

- [ ] Use the **package** keyword
- [ ] Use the **private** keyword.
- [x] Give the variable/function a name which starts with a lower-case letter

Correct

Correct!

- [ ] Define the variable/function inside the package.

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6.

Say that you have defined a type **t** and you have declared an object of that type called ***t1***. Assume that the type **t** is the receiver type for a method called Foo(). Which expression shows a proper invocation of the the method Foo()?

- Foo(t1)
- Foo(t)
- t1.Foo()

Correct

Correct!

- t.Foo(t1)

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7.

Assume that that the type **t** is the receiver type for a method called **Foo()**. Under what conditions would it be better to make the receiver type of **Foo()** a pointer to **t**, rather than itself?

I. When the receiver type t uses a large amount of memory.

II. When the method Foo() must modify the data in the object of the receiver type.

- Only I
- Only II
- Both I and II

Correct

Correct!

- Neither I nor II