Quizizz

NAME : _____

CLASS : _____

Kuis Algorithms (OOP) - Kelas A
40 Questions

DATE : _____

1. Which sentence is not best to describe a Method?

A. A block of code which only runs when it is called.

B. It is defined with the name, followed by parentheses ().

C. Its name shall be a verb, or a verb phrase made up of several words.

D. It is a realization of a particular item of a class

2. What is a Class?

A. A blueprint that defines and describes the static attributes and dynamic behaviors common to all objects of the same kind.

B. It is a realization of a particular item of an object

C. A block of code which only runs when it is called.

D. A data field that has unique attributes and behavior

3. The mechanism of hiding of data implementation by restricting access to public methods, is the definition of?

A. Abstraction

B. Encapsulation

C. Object Oriented Programming

D. Polymorphism

4. The best way to naming a class based on the Class Naming Convention are… (3 answers)

A. It shall be a noun or a noun phrase made up of several words

B. Choose a meaningful and self-descriptive classname.

C. All the words shall be initial-capitalized (camel-case).

D. They are denoted with a pair of parentheses

5. What is a Constructor?

A. A block of code that initializes the newly created object.

B. It resembles an instance class in java but it's not a method as it doesn't have a return type.

C. It only reveal internal mechanisms that are relevant for the use of other objects, hiding any unnecessary implementation code.

6. A concept of having more than one constructor with different parameters list, in such a way so that each constructor performs a different task.
(a) _____

A. Constructor Overloading

B. Constructor Overriding

C. Constructor Listing

D. Default Constructor

7. What is the differences of public and private access modifiers?

A. The public method is accessible and available within this class only.

B. A private variable is accessible and available to all the other objects in the system.

C. A public method is accessible and available to all the other objects in the system.

D. The private variable could not be accessed anywhere

8. Which is the correct syntax to instantiate a class?

A.
```
c1 = new Circle();
System.out.println(c1.toString());
```

B.
```
Circle c1;
c2 = new Circle(2.5);
System.out.println(c2.toString());
```

C.
```
Circle c3, c3 = new Circle(2.5);
System.out.println(c3.toString());
```

9. Which one is a constructor?

A.
```
Circle c1;
c2 = new Circle(2.5);
System.out.println(c2.toString());
```

B.
```
public Circle (double rad) {
    radius = rad;
    color = "red";
}
```

C.
```
public double getRadius() {
    return radius;
}
```

10. What are the ways of reusing existing classes in java? (2 choices)

A. Composition

B. Inheritance

C. Overloading

D. Overriding

11. What is the best way to describe Composition?

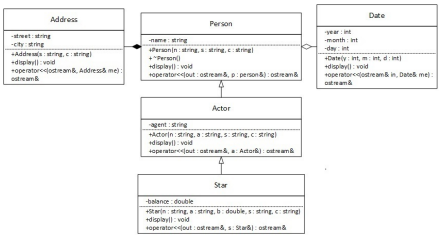
A. A new class extends the definition of an existing class by adding fields and methods.
B. The derived classes can reuse the code of existing super classes.
C. All answers are wrong.
D. A class has a field that is an object.

12. What syntax used for inheritance?

A. extends
B. public
C. private
D. abstract

13. What is Inheritance?

A. It is the mechanism whereby the implementation details of a class are kept hidden from the user.
B. It is the mechanism of basing an object or class upon another object or class, retaining similar implementation.
C. It is a feature that allows a class to have more than one method having the same name, if their argument lists are different.
D. It defines the behavior of the objects that are created from the class.

14. 

Look at the picture, which one is the Class Inheritance?

A. Class Actor to Class Person
B. Class Address to Class Person
C. OutSream() in each class
D. Class Person to Class Address and Class Date

15. What are the best sentences to describe Polymorphism? (2 answers)

A. It is the ability of an object to take on many forms.
B. It is the ability to define a behavior that's specific to the subclass type.
C. When a parent class reference is used to refer to a child class object.
D. It is a process of hiding the implementation details from the user, only the functionality will be provided to the user.

16.
```
public class Animal{}
public class Deer extends Animal
```
Which statements are correct to describe class Deer? (3 answers)

A	A Deer is an Animal	B	A Deer is an Object
C	Class Deer is the super-class of Animal	D	Class Deer inherits all behavior from Animal

17.
```
class Animal {
  public void animalSound() {
    System.out.println("The animal makes a sound");
  }
}

class Pig extends Animal {
  public void animalSound() {
    System.out.println("The pig says: wee wee");
  }
}

class Dog extends Animal {
  public void animalSound() {
    System.out.println("The dog says: bow wow");
  }
}
```
The correct syntax to instantiate all the objects are... (3 answers)

A	Animal myDog = new Dog();	B	Pig myPig = new Pig();
C	Pig myPig = new Animal();	D	Animal myFish = new Dog();
E	Dog theDog = new Pig();		

18. kemampuan untuk menggunakan kembali kelas yang sudah ada disebut

A	Enkapsulasi	B	Modularity
C	Reuseability	D	Inheritance

19. Salah satu sifat Java yang memiliki arti "*banyak bentuk*" disebut?

A	Polymorphism	B	Inheritance
C	Data Hiding	D	Modifier

20. public, protected,private, dan friendly termasuk dalam modifier jenis apa?

A	Final modifier	B	Access modifier
C	Static modifier	D	Native modifier

21. "*public int getTinggi(){}*" adalah contoh pendeklarasian modifier di?

A Class
B Attribute
C Method
D Objek

22. instansiasi atau hasil ciptaan dari suatu class disebut

A Modifer
B Objek
C Attribute
D Class

23. Kemudahan dalam pengembangan program aplikasi berorientasi objek adalah ...

A mengikuti model yang ada dalam kehidupan nyata
B mengikuti perkembangan zaman
C kemudahan membuat kode program
D biaya perawatan (maintenance) murah

24. Dalam konsep pemrograman berorientasi objek terdapat istilah Enkapsulasi, maksudnya ...

A suatu mekanisme untuk menyembunyikan atau memproteksi suatu proses dari kemungkinan interprensi atau penyalahgunaandari luar sistem
B suatu proses dimana suatu class diturunkan dari class lainnya sehingga ia mendapatkan ciri atau sifat dari class tersebut
C digunakannya suatu interface yang sama untuk memerintah suatu objek agar melakukan suatu aksi atau tindakan yang mungkin hasil akhir yang serupa, tetapi melalui proses yang berbeda
D Benar Semua

25. Dalam konsep pemrograman berorientasi objek terdapat istilah Polymorphism, maksudnya ...

A suatu mekanisme untuk menyembunyikan atau memproteksi suatu proses dari kemungkinan interprensi atau penyalahgunaandari luar sistem
B suatu proses dimana suatu class diturunkan dari class lainnya sehingga ia mendapatkan ciri atau sifat dari class tersebut
C digunakannya suatu interface yang sama untuk memerintah suatu objek agar melakukan suatu aksi atau tindakan yang mungkin hasil akhir yang serupa, tetapi melalui proses yang berbeda
D Benar Semua

26. Perangkat Lunak yang digunakan untuk membuat aplikasi berbasis objek adalah ...

A Star UML
B Dev C++
C Ms. Access
D NetBeans

27. **Attributes of an object are also known as.....**

A properties
B functions
C classes
D methods

28. Which from the following is a feature that allows us to perform a single action in different ways.

A Inheritance
B Abstraction
C Polymorphism
D Encapsulation

29. How many objects can be made from a class?

A None, you make classes from objects
B As many as you want
C one
D All of the above

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

A A class is a blueprint to make an object
B A blueprint is an object to make a class
C An object is a blueprint to make a class
D Blueprint class is an object make a class

31. The wrapping up of data and functions into a single unit is called

A overloading
B object
C class
D encapsulation

32. What is the output of the code below?

```
public class ExampleVoid {

public static void main(String[] args) {
methodRankPoints(255.7);
}

public static void methodRankPoints(double points) {
if (points >= 202.5) {
System.out.println("Rank:A1");
}else if (points >= 122.4) {
System.out.println("Rank:A2");
}else {
System.out.println("Rank:A3");
}
}
}
```

A Rank:A1

B Rank:A3

C Rank:A2

D No output

33.

```
class kucing:
  def __init__(self, nama, perilaku):
    self.nama = nama
    self.perilaku = perilaku

  def perkenalan (self):
    print(f'Perkenalkan nama kucingku {self.nama}, dia kucing yang {self.perilaku}')

meowy = kucing('Meo', 'suka berlari'+"\n")
kitty = kucing(perilaku = 'suka tidur', nama = 'Kitty')
meowy.perkenalan()
kitty.perkenalan()
print()
```

Pilih salah satu yang termasuk Atribut!

A Nama, Perilaku

B Meowy, Kitty

C Perkenalan

D Self

34. Kelas turunan yang ada pada *Inheritance* dapat memiliki konstruktor tetapi memiliki perilaku yang sedikit berbeda dengan konstruktor yang terdapat pada kelas induk, apa perilaku yang berbeda tersebut?

A Apabila kelas turunan memiliki konstruktor sendiri, maka ia akan mengeksekusi konstruktor miliknya sendiri dan kelas induk.

B Apabila kelas turunan memiliki konstruktor sendiri, maka ia akan menimpa konstruktor dari kelas induk sehingga konstruktor kelas induk tidak akan pernah dieksekusi.

C Apabila kelas turunan memiliki konstruktor sendiri, maka ia akan menjalankan konstruktor dari kelas induk sehingga konstruktor pada kelas turunan tidak akan pernah dieksekusi.

D Apabila kelas turunan memiliki konstruktor sendiri, maka ia akan mengeksekusi konstruktor dari kelas induk terlebih dahulu, baru menjalankan konstruktor dari kelas turunan.

35. Perhatikan kode di bawah ini:

```
class Parent {
final void show() {}
}
class Child extends Parent {
void show() {}
}
```

Jika kode di atas dijalankan, apa yang terjadi?

A Terjadi proses inheritance

B Terjadi proses enkapsulasi

C Terjadi error

D Terjadi polimorfisme

36. Perhatikan kode berikut.

```
class Bicycle
{
public int gear;
public int speed;
public Bicycle(int gear, int speed)
{
this.gear = gear;
this.speed = speed;
}

public void applyBrake(int decrement)
{
speed -= decrement;
}
public void speedUp(int increment)
{
speed += increment;
}
public String toString()
{
return("No of gears are "+gear
+"\n"
+ "speed of bicycle is "+speed);
}
}

// derived class
class MountainBike extends Bicycle
{

public int seatHeight;

public MountainBike(int gear,int speed,
int startHeight)
{

super(gear, speed);
seatHeight = startHeight;
}
public void setHeight(int newValue)
{
seatHeight = newValue;
}

@Override
```

```
public String toString()
{
return (super.toString()+
"\nseat height is "+seatHeight);
}
}

// driver class
public class Test
{
public static void main(String args[])
{
MountainBike mb = new MountainBike(3, 100, 25);
System.out.println(mb.toString());
}
}
```

Ketika dijalankan, nilai yang ditampilkan untuk no of gears adalah

A 3

B 100

C 25

D Salah semua

37. Perhatikan kode berikut.

```
class Bicycle
{
public int gear;
public int speed;
public Bicycle(int gear, int speed)
{
this.gear = gear;
this.speed = speed;
}

public void applyBrake(int decrement)
{
speed -= decrement;
}
public void speedUp(int increment)
{
speed += increment;
}
public String toString()
{
return("No of gears are "+gear
+"\n"
+ "speed of bicycle is "+speed);
}
}

// derived class
class MountainBike extends Bicycle
{

public int seatHeight;

public MountainBike(int gear,int speed,
int startHeight)
{

super(gear, speed);
seatHeight = startHeight;
}
public void setHeight(int newValue)
{
seatHeight = newValue;
}

@Override
```

```
public String toString()
{
return (super.toString()+
"\nseat height is "+seatHeight);
}
}

// driver class
public class Test
{
public static void main(String args[])
{
MountainBike mb = new MountainBike(3, 100, 25);
System.out.println(mb.toString());
}
}
```

Ketika dijalankan, nilai yang ditampilkan untuk "speed of bicycle" adalah

A	25	B	3
C	100	D	125

38. Jika sebuah kelas diberi keyword final maka ...

A	Kelas itu tidak dapat diturunkan (diwariskan)	B	Kelas itu tida kdapat di-override
C	Kelas dapat dienkapsulasi	D	Semau salah karena kelas tidak bisa diberi keyword final

39. Menyembunyikan implementasi internal dikenal dengan nama...

A	abstraksi	B	enkapsulasi
C	pewarisan	D	overriding

40. Class yang diwariskan dapat menggunakan atau mengakses atribut dan method yang ada pada class parent selayaknya class parent itu sendiri.

A	True	B	False