Quizizz

NAME : _____

CLASS : _____

Kuis Algorithms (OOP) - Kelas C
39 Questions

DATE : _____

1. 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

2. 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

3. 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

4. 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.

5. 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

6. 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

7. 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());
```

8. 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;
}
```

9. 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.

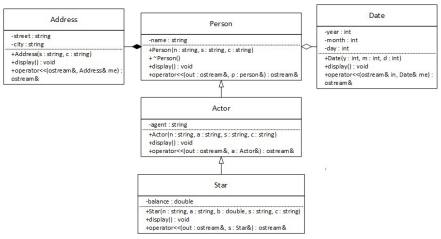
10. What is Inheritance?

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.

11. 

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

12.
```
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

13.
```
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();

14. kemampuan untuk menggunakan kembali kelas yang sudah ada disebut

A	Enkapsulasi	B	Modularity
C	Reuseability	D	Inheritance

15. What is the main advantage of using Composition in object-oriented programming?

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	It allows a program to be divided into separate, interchangeable components.	D	A class has a field that is an object.

16. Organize these options into the right categories
Groups: (a) Data Types , (b) Classes , (c) Methods

A	Integer	_____	B	Float	_____
C	String	_____	D	Circle	_____
E	Car	_____	F	Person	_____
G	getRadius()	_____	H	Boolean	_____
I	Double	_____	J	Character	_____
K	Rectangle	_____	L	Triangle	_____
M	Animal	_____	N	calculateArea()	_____
O	startEngine()	_____	P	getName()	_____
Q	accelerate()	_____	R	stop()	_____

17. Sesuaikan pernyataan-pernyataan berikut ini sesuai dengan konvensi
Groups: (a) Methods , (b) Class , (c) Constructors

A	Menggunakan kata kerja _____	B	Kata pertama ditulis menggunakan huruf kecil, kata berikutnya diawali dengan huruf besar _____
C	Nama kelas harus berupa kata benda _____	D	Setiap kata harus diawali dengan huruf besar (camel case) _____
E	Nama constructor harus sama dengan nama kelas, termasuk cara penulisannya _____	F	Tidak memiliki nilai pengembalian _____
G	Hanya dapat dijalankan menggunakan operator “new” _____		

18. What is Abstraction?

A	Process of taking away or removing characteristics from something in order to reduce it to a set of essential characteristics.	B	Division into parts takes a complex system, and divides into component parts, which can then be considered in isolation.
C	The set of actions a component can perform	D	The class is the repository for behavior associated with an object.

19. Which of the following concepts of OOPS means exposing only necessary information to client?

A	Encapsulation	B	Abstraction
C	Data hiding	D	Data binding

20. As a blueprint is a design for a house, a class is a design for a(n):

A	object	B	variable
C	constant	D	statement

21. A single object can also be referred to as an...

A	Object	B	Singular Object
C	Instance	D	Singular

22. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data ___.

A inheritance
B polymorphism
C abstraction
D encapsulation

23. Refers to the bundling of data, along with the methods that operate on that data, into a single unit.

A Inheritance
B Polymorphism
C Abstraction
D Encapsulation

24. Hak akses (Enkapsulasi) yang memberikan hak akses pada anggota class dan pewarisannya disebut ...

A Private
B Global
C Protected
D Public
E Polimorfisme

25.
```
13  public class Karyawan {
14      //variabel gaji adalah variabel private static.
15      private static double gaji;
16
17      //DEPARTEMENT adalah konstanta.
18      public static final String DEPARTEMENT="Pengembangan";
19
20      public static void main(String args[])
21      {
22          gaji=1000;
23          System.out.println(DEPARTEMENT+" Gaji Rata-Rata : "+gaji);
24      }
25  }
```
Tampilan Kode Java

Variabel yang digaris bawahi pada kode pemrograman diatas disebut variabel ...

A Global
B Private
C Non-static
D Lokal
E Protected

26. Kosep PBO yang memungkinkan sebuah class dapat menggunakan member dari class induknya adalah ...

A Interface
B Inheritance
C Enkapsulasi
D Polimorfisme

27. Dibawah ini yang termasuk dalam attribut objek mobil adalah…..

A Warna, mogok, berjalan
B Diperbaiki, kecepatan, warna
C Bahan bakar, roda, kecepatan
D Mogok, diperbaiki, warna
E Diperbaiki, kecepatan, warna

28. Salah satu perbedaan antara pemrograman berorientasi objek dengan pemrograman terstruktur adalah….

A. Pada pemrogran berorientasi objek menggunakan method sedangkan pemrograman terstruktur menggunakan function

B. Pada pemrogran berorientasi objek fungsi panggilan digunakan sedangkan pemrograman terstruktur message passing digunakan

C. Pada pemrograman berorientasi objek algoritma diberikan penting sedangkan pemrograman terstruktur tidak

D. Pada pemrograman berorientasi objek tidak ada enkapsulasi sedangkan pada pemrograman terstuktur ada enkapsulasi

E. Pemrograman tersturktur fokus pada model obyek

29. Dibawah ini yang termasuk dalam ciri-ciri dari metode overriding method adalah…..

A. Daftar parameter harus berbeda

B. Return type boleh sama boleh berbeda

C. Nama method berbeda

D. Nama method harus sama

E. Return type harus berbeda

30. Metode dimana suatu keadaan beberapa method mempunyai nama yang sama tetapi mempunyai fungsionalitas yang berbeda adalah ….

A. metode overriding method

B. metode overloading

C. metode enkapsulasi

D. metode parameter

E. metode superclass

31. Di bawah ini yang termasuk dalam ciri – ciri dari metode overriding method adalah ….

A. Daftar parameter harus berbeda

B. Return type boleh sama boleh berbeda

C. Nama method berbeda

D. Nama method harus sama

E. Return type harus berbeda

32. Method getter adalah method yang disediakan agar suatu atribut private dapat dibaca nilainya dari luar kelas.

A. benar

B. salah

C. pertanyaannya salah

D. pertanyaannya tidak tepat

33. Suatu method yang dapat dijalankan otomatis pada saat object dari class dibuat, dikenal dengan ..

A Constructor
B Initializer
C Garbage Collector
D Inheritance

34. Abstraksi dan sesuatu yang mewakili dunia nyata seperti benda, manusia, satuan organisasi, tempat, kejadian, struktur, status, atau hal – hal lain yang bersifat abstrak dinamakan ….

A Kelas
B Objek
C Metode
D Pewarisan

35. Fungsi new() dalam Java adalah

A Keperluan pewarisan
B Instansiasi obyek
C Keperluan pewarisan jamak
D Penanda program yang akan dijalankan oleh Java

36. Statement yang tepat untuk membuat objek myObj dari class MyClass adalah ...

A class MyClass = new myObj;
B class MyClass = new myObj();
C MyClass myObj;
D new myObj = MyClass();

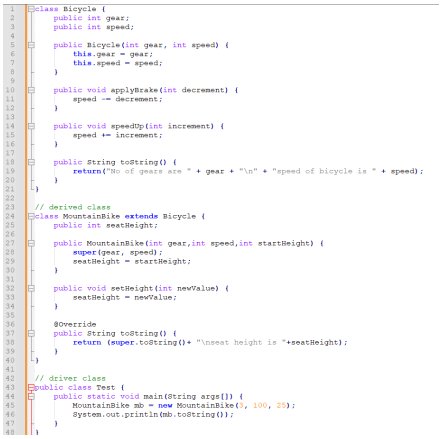
37.
```
public class mahasiswa{
String Nim;
String Nama;
String Alamat;

public void registrasi(){
System.out.println("Nim :"+Nim);
System.out.println("Nama :"+Nama);
System.out.println("Alamat :"+Alamat);
}

}
```
Diketahui terdapat class mahasiswa seperti gambar di atas. Buatlah deklarasi sebuah objek dengan nama objek mhs! (hanya menginstansiasi sebuah objek)
(a) _____ (b) _____

A mahasiswa mhs = new mahasiswa();
B Object mhs = new mahasiswa();
C Object mhs = Class mahasiswa();
D mahasiswa newMhs = new mahasiswa();

38. Jika diketahui terdapat sebuah class dimana class tersebut hanya bisa diakses oleh package itu sendiri, tidak dapat diakses oleh kelas lain yang berbeda package kecuai class keturunannya, maka class tersebut memiliki akses modifier ...

A private
B public
C default
D protected

39.



```
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());
    }
}
```

Perhatikan kode pada gambar.

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

A 25

B 3

C 100

D 125