



恭喜！您通过了！

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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.

正确

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?

- ☒ A struct contains only data while a class can also contain methods.

正确

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.

Module 3 Quiz

测验, 7 个问题

7/7 分 (100%)

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3.

Which of the following refers to data hiding?

- ☐ Instantiation
- ☐ Polymorphism
- ☐ Inheritance
- ☒ Encapsulation

正确
Correct!

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分数

4.
How do you associate a method with an arbitrary data type on Go?

- ☒ Define the method so that its receiver type is the data type of interest.

正确
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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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.
- ☒ Give the variable/function a name which starts with a lower-case letter

Module 3 Quiz

Correct!
测验, 7 个问题

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- ☐ 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()

正确

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

正确

Correct!



Module 3 Quiz

Module 3 Quiz

测验, 7 个问题

7/7 分 (100%)

