Q05. Classes

| **Due** Oct 27 at 11:59pm | **Points** 20 | **Questions** 20 | **Time Limit** 60 Minutes |

Allowed Attempts 3

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Attempt History

	Attempt	Time	Score
KEPT	**Attempt 2**	8 minutes	16 out of 20
LATEST	**Attempt 2**	8 minutes	16 out of 20
	Attempt 1	22 minutes	16 out of 20

⚠ Answers will be shown after your last attempt

Score for this attempt: **16** out of 20
Submitted Oct 25 at 1:02pm
This attempt took 8 minutes.

Question 1	**1 / 1 pts**

An object's **properties** are also known as what?

- ○ methods
- ◉ instance variables
- ○ orientations
- ○ messages
- ○ class variables

Question 2   1 / 1 pts

What is another name for an object?

- ○ a method

- ○ a variable

- ○ a data type

- ◉ an instance of a class

- ○ a gadget

Incorrect

Question 3   0 / 1 pts

Which of the following is the **name** of an **instance variable** in the
CSC142Point class provided in this week's samples?

- ○ private

- ○ double

- ○ x

- ◉ xCoord

- ○ Point

Question 4   1 / 1 pts

How many <u>constructors</u> are defined in the CSC142Point class provided in
this week's examples?

○ 3

◉ 2

○ 1

○ 0

Question 5   1 / 1 pts

Which of the following is the <u>name</u> of a <u>query method</u> in the CSC142Point class in this week's examples?

○ Point

○ double

◉ distance

○ diffX

○ public

Question 6   1 / 1 pts

Which of the following is the <u>name</u> of an <u>update (mutator) method</u> in the CSC142Point class in this week's examples?

○ getX

◉ setPoint

○ void

○ public

○ newX

Question 7
1 / 1 pts

Which <u>method</u> in the CSC142Point class <u>returns</u> a reference to <u>a new CSC142Point object</u>?

○ setX()

○ getX()

○ setPoint()

◉ midPoint()

○ toString()

Question 8
1 / 1 pts

Which of the following statements is FALSE?

○ A private method may be called from anywhere **within the class** in which it is declared.

◉ A public attribute may be examined from anywhere in the program, but may not be changed.

○ The keyword **void** indicates that a method does not return any value.

Question 9   1 / 1 pts

Which of the following things does this statement do?

Color darkBrown = new Color(120, 160, 0);

○ declare a new variable

○ construct a new object

○ create a binding

◉ All of the above

○ None of the above

Question 10   1 / 1 pts

An <u>object diagram</u> represents what?

○ the makeup of a class

◉ the state of memory at a particular point during the execution of a program

○ the collection of all possible objects

○ the same thing as a flowchart

Question 11   1 / 1 pts

When drawing an <u>object diagram</u>, you evaluate a series of program
statements to figure out how they change the contents of memory. Which of

the following is <u>a question you should ask as you evaluate each line of code</u>?

    ○   Does the line of code declare a variable?

    ○   Does the line of code instantiate an object?

    ○   Does the line of code create a binding?

    ◉   All of the above

    ○   None of the above

Question 12

1 / 1 pts

Which of the following valid statements <u>declares a variable</u>?
/* 1 */ Oval dot = new Oval();
/* 2 */ dot.setColor(new Color(0, 0, 255));
/* 3 */ dot.setFilled();
/* 4 */ Oval circle;
/* 5 */ circle = dot;

    ○   1

    ○   1 and 2

    ◉   1 and 4

    ○   1, 4 and 5

    ○   None of the above

Incorrect

Question 13

0 / 1 pts

Which of the following valid statements <u>creates (constructs) an object</u>? [Read very carefully!]

/* 1 */ Oval dot = new Oval();

/* 2 */ dot.setColor(new Color(0, 0, 255));

/* 3 */ dot.setFilled();

/* 4 */ Oval circle;

/* 5 */ circle = dot;

◉ 1

○ 1 and 2

○ 1 and 4

○ 1, 4 and 5

○ None of the above

Incorrect

Question 14   0 / 1 pts

Which of the following valid statements <u>creates a binding (assigns a value to a variable</u>)?

/* 1 */ Oval dot = new Oval();

/* 2 */ dot.setColor(new Color(0, 0, 255));

/* 3 */ dot.setFilled();

/* 4 */ Oval circle;

/* 5 */ circle = dot;

○ 1

○ 1 and 4

○ 1 and 5

◉ 1, 2, 3 and 5

○ None of the above

Question 15   1 / 1 pts

Which of the following valid statements creates an <u>alias</u>?
/* 1 */ Oval dot = new Oval();
/* 2 */ dot.setColor(new Color(0, 0, 255));
/* 3 */ dot.setFilled();
/* 4 */ Oval circle;
/* 5 */ circle = dot;

○ 1

○ 2

○ 3

○ 4

◉ 5

Question 16   1 / 1 pts

What is an <u>orphan</u>?

○ another name for a void method

◉ an object which has no references to it

○ a temporary variable used in a swap operation

○ a programming consultant with no contract

Question 17   1 / 1 pts

What are the different views of a class?

 I. Source code
 II. UML Class Diagram
III. Javadoc comments

○ I

○ I & II

○ II & III

◉ I, II, & III

Incorrect

Question 18   0 / 1 pts

What does the keyword 'this' refer to when used in a statement in code?

○ the program in which the statement exists

○ the class in which the statement is located

○ the particular object executing the statement

◉ the method in which the statement is located

○ None of the above

Question 19   1 / 1 pts

Which of the following is the name of the client class; in this code?

```
public class Marge {
 public Crayon favorite() {
 Crayon fav = new Crayon();
 return fav;
 }
}
```

○ public

○ Crayon

◉ Marge

○ favorite

○ generateCrayon

Question 20   1 / 1 pts

Which is an access modifier?

◉ public

○ new

○ this

○ String

Quiz Score: **16** out of 20