✓ 1) Type Objects are useful for nesting groupings recursively.
   (a) True
   b) False

✓ 2) Data specific to the instance can be stored in the **type object** class.
   a) True
   (b) False

✗ 3) Data specific to the instance can be stored in the **typed object** class.
   a) True
   (b) False

✓ 4) Using a type object increases implementation complexity.
   (a) True
   b) False

✗ 5) TypeObject provides the same benefits as inheritance without the hardcoded/fixed
   subclasses.
   a) True
   (b) False

✓ 6) The type object pattern requires **only one** concrete class.
   a) True
   (b) False

✓ 7) The application must maintain a TypeObject-Object relationship.
   (a) True
   b) False

✓ 8) You can use TypeObject to create new groupings at runtime.
   (a) True
   b) False

✗ 9) Behavior stored in the **type object** class is shared across all instances of the same type
   object.
   a) True
   (b) False

✓ 10) A defined **type object** represents a logical type.
   (a) True
   b) False