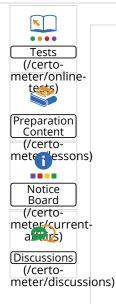


Redeem

Welcome Venkat



Hello Venkat! This is your 1st attempt

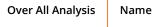
Set-04

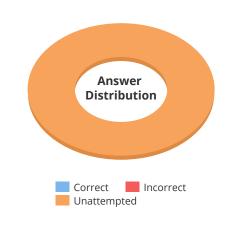
YOUR TIME: 1 MIN

35.71%

YOUR PERCENTILE:

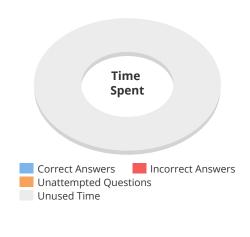
VIEW SOLUTIONS





YOUR SCORE:

0/30



Sections	Score	Time Spent
Name	0/30	0 min, 0 sec
Total	0/30	1/30 Min

VIEW IN TABLE FORMAT

ANSWER DISTRIBUTION

You have attempted 0 questions out of which 0 questions are correct, 0 questions are incorrect and 30 questions are unattempted.

TIME DISTRIBUTION

Out of the total duration of 30 minutes, 1 minutes have been utilized throughout. A time duration of 0 minutes have been utilized for correct answers and 0 minutes have been utilized for incorrect answers. A duration of 29 minutes is unused.

SECTIONAL COMPARISON



SOLUTIONS

✓ Prev
Next >

Question No:Question ID:Answer Status:Time Taken:8700778.0Missed0 Sec

You are asked to develop a program for a shopping application, and you are given the following information:

The application must contain the classes Toy, EduToy, and consToy. The Toy class is the superclass of the other two classes. The intcaicuiatePrice (Toy t) method calculates the price of a toy. The void printToy (Toy t) method prints the details of a toy. Which definition of the Toy class adds a valid layer of abstraction to the class hierarchy?

```
A) public abstract class Toy{
    public abstract int calculatePrice(Toy t);
    public void printToy(Toy t) { /* code goes here */ }
}

B) public abstract class Toy {
    public int calculatePrice(Toy t);
    public void printToy(Toy t);
}

C) public abstract class Toy {
    public int calculatePrice(Toy t);
    public final void printToy(Toy t) { /* code goes here */ }
}

D) public abstract class Toy {
    public abstract class Toy {
        public abstract class Toy {
            public abstract void printToy(Toy t) { /* code goes here */ }
            public abstract void printToy(Toy t) { /* code goes here */ }
}
```

- **A.** Option A
- **B.** Option B
- **C.** Option C
- **D.** Option D

A A B

JUMP TO QUESTION

29

30

28

