

## XC++04a - Object-Oriented Terminology

**Due** Sep 29 at 11:59pm **Points** 5 **Questions** 5 **Available** Sep 16 at 12am - Oct 6 at 11:59pm 21 days  
**Time Limit** None **Allowed Attempts** 4

Take the Quiz Again

### Attempt History

	Attempt	Time	Score
LATEST	<a href="#">Attempt 1</a>	36 minutes	3.1 out of 5

Score for this attempt: **3.1** out of 5

Submitted Sep 26 at 4:32pm

This attempt took 36 minutes.

Question 1		1 / 1 pts
Match the terms		
Correct!	An object is an instance of a	<input type="text" value="class"/>
Correct!	A class is a template for creating	<input type="text" value="objects"/>
Correct!	When a message is sent to an object it executes a	<input type="text" value="method"/>
Correct!	Data in a class should always be	<input type="text" value="private"/>
Correct!	The behavior of a class is the sum total of all the	<input type="text" value="public methods"/>
Correct!	To create an object is called	<input type="text" value="instantiation"/>

**Question 2**

0 / 1 pts

If the object doesn't require methods to be called in a particular order, the object is called

You Answered

Correct Answers

stateless

**Question 3**

0.6 / 1 pts

Match the terms

You Answered

**Hiding the internals of objects is called**

Correct Answer

encapsulation

Correct!

**Creating an object from a class is called**

Correct!

**Building a class based on another one in an is-a relationship is called**

Correct!

**Values in a class that everyone can see are declared**

You Answered

**Values in a class that only the implementor should see are declared**

Correct Answer

private

**Question 4**

1 / 1 pts

For each coding example, match to the object-oriented term that describes what is happening

Correct!

**f1 = new Fraction()**

instantiation

Correct!

**class A { private int x; ...**

encapsulation

Correct!

**public class A : public B {**

inheritance

Correct!

**public class A : private C{**

inheritance

**Question 5**

0.5 / 1 pts

```
class A {  
    private:  
        int x;  
        static int count = 0;  
    public:  
        A() { x = 2; count++; }  
        void setX(int x) { this.x = x; }  
        static int getCount() { return count; }  
}
```

Correct!

**data member**

x

Correct!

**shared (classwide) data**

count

You Answered

**exactly one for each object of type A**

setX()

Correct Answer

x

**one for all objects of type A**

You Answered

A

Correct Answer

count

You Answered

method

public class A

Correct Answer

setX()

Correct!

constructor

A()

Other Incorrect Match Options:

- public class A
- A

Quiz Score: **3.1** out of 5