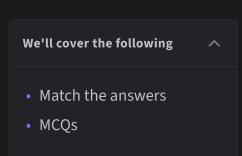
Quiz: Object-oriented Basics

Test your basic OOP concepts explained in this chapter with a quiz.



Match the answers

You're a game developer who's been tasked with developing some of the popular games such as tic-tac-toe, Sudoku, and so on. To define the requirements and implement an initial structure of your project, you decide to use object-oriented programming that helps in establishing relationships and visualizing them.

An example of how the structure of this project will be defined is given below:

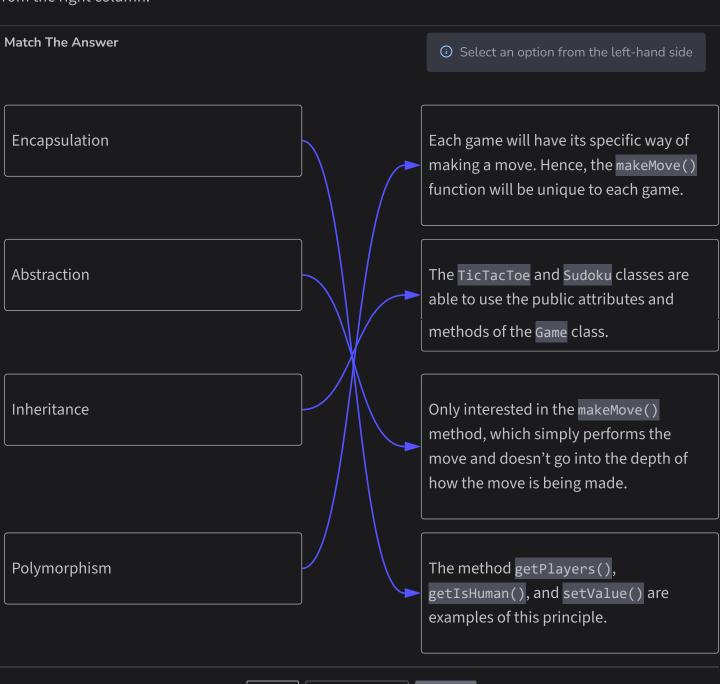
```
-> Game : class
    -> playerNum : int
    -> makeMove() : void
    -> getPlayers() : string

-> TicTacToe : Game
    -> isHuman : bool
    -> getIsHuman() : bool

-> Sudoku : Game
    -> value : int
    -> setValue() : void
```

The structure of OOP classes

Using the scenario given above, match the OOP principles in the left column with their correct examples from the right column.



MCQs

Challenge yourself by solving the following quiz questions.

Reset

