SASKATCHEWAN COMPUTER SCIENCE 30 · UNIT D

Object-Oriented Programming — Practice Test

Saskatchewan Computer Science 30 • 25 questions

This practice test was made by AI and there may be mistakes. If a question or answer looks wrong, use the Flag a mistake button to let Brett know so he can fix it.

1

A blueprint for creating objects is called



A class

B attribute

C method

D inheritance

Understand It with Pulse

Flag a mistake

2 **A class is best described as a**

- A single object
- B blueprint for objects
- C data file
- D function only

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3 **A variable starts at 0. A loop adds 2 each time it runs, and it runs 5 times. The final value of the variable is ____**

ANSWER _____

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4

The tree shows a class hierarchy with a parent and two children. The number of child classes is

A 1

B 3

C 2

D 4

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5 **One red toy car made from a Car class, with its own data, is called**



A method

B inheritance

C encapsulation

D object

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6 **An object is**

A an instance of a class

B a class itself

C a method only

D a variable type only

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7 **A variable starts at 10. A loop adds 3 each time it runs, and it runs 4 times. The final value of the variable is ____**

ANSWER _____

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8 **The tree shows inheritance. A subclass inherits from its**

A child class

B parent class

C sibling class

D leaf class

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9 **Data stored in an object is called**

A inheritance

B encapsulation

C attribute

D polymorphism

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10 Inheritance lets a Puppy subclass



A delete the parent

B avoid methods

C store only numbers

D reuse a parent class code

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11 **A variable starts at 5. A loop adds 4 each time it runs, and it runs 3 times. The final value of the variable is _____**

ANSWER _____

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12 **A function that belongs to a class is called**

A method

B encapsulation

C polymorphism

D constructor

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13 **Encapsulation mainly**

A exposes all data

B hides internal details

C removes methods

D copies objects

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14 **A loop starts a counter at 0 and adds 2 each time while the counter is less than 12. The number of times the loop runs is ____**

ANSWER _____

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15 **A class gaining attributes and methods from a parent class is called**

A polymorphism

B constructor

C inheritance

D instance

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16 **A constructor, like the builder of a house, is used to**



A delete an object

B print a class

C sort objects

D create and set up an object

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17 **A loop starts a counter at 1 and adds 4 each time while the counter is less than 17. The number of times the loop runs is ____**

ANSWER _____

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18 **Hiding internal details and exposing only what is needed is called**

A encapsulation

B constructor

C instance

D abstraction

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19 **Polymorphism means different classes can**

A share all data

B respond to the same method in their own way

C never use methods

D be identical

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20 **In object oriented programming, a class, like a cookie cutter, is a**



A blueprint for creating objects

B single object only

C type of loop

D file on disk

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21 **Different classes responding to the same method in their own way is called**

A instance

B abstraction

C polymorphism

D class

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22 **A loop starts a counter at 0 and adds 3 each time while the counter is less than 18. The number of times the loop runs is ____**

ANSWER _____

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23 **A special method that creates and sets up an object is called**

- A abstraction
- B class
- C object
- D constructor

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24 **An object created from a class is called an**

- A instance
- B function
- C array
- D variable

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25 **One chocolate chip cookie created from a cookie cutter class is called**



A instance

B class

C object

D attribute

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ANSWER KEY

1.	A	**10.**	D	**19.**	B
2.	B	**11.**	17	**20.**	A
3.	10	**12.**	A	**21.**	C
4.	C	**13.**	B	**22.**	6
5.	D	**14.**	6	**23.**	D
6.	A	**15.**	C	**24.**	A
7.	22	**16.**	D	**25.**	A
8.	B	**17.**	4		
9.	C	**18.**	A		

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