SASKATCHEWAN COMPUTER SCIENCE 30 · UNIT D · 5 QUESTIONS

# Object-Oriented Programming — Practice Test

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 loop starts a counter at 3 and adds 3 each time while the counter is less than 15. The number of times the loop runs is ____**

ANSWER _____

Understand It with Pulse | Flag a mistake

2 **Focusing on essential features and hiding detail is called**

A object

B abstraction

C attribute

D method

Understand It with Pulse | Flag a mistake

3 **A variable starts at 100. A loop adds 5 each time it runs, and it runs 3 times. The final value of the variable is ____**

ANSWER _____

Understand It with Pulse | Flag a mistake

4 **A loop starts a counter at 0 and adds 5 each time while the counter is less than 25. The number of times the loop runs is ____**

ANSWER _____

Understand It with Pulse | Flag a mistake

5 **A variable starts at 7. A loop adds 2 each time it runs, and it runs 6 times. The final value of the variable is ____**

ANSWER _____

Understand It with Pulse | Flag a mistake

# ANSWER KEY

1. 4
2. B
3. 115
4. 5
5. 19

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