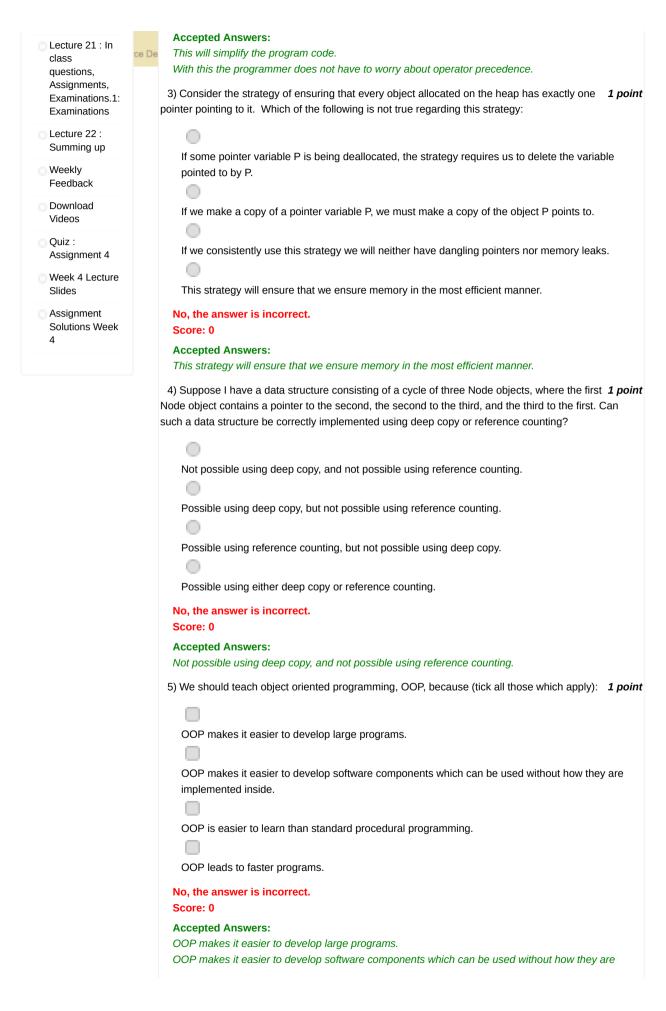




## Design and pedagogy of the introductory prog...



### implemented inside.

6) Which of the following is not a reason to allow access to data members of an object using **1** point member functions only?

The data members can be changed without having to change the user program.

It is more efficient to access data members using member functions.

 $\odot$ 

 $\bigcirc$ 

Score: 0

 $\bigcirc$ 

 $\bigcirc$ 

Typical operations may need to modify several data members, in which case member functions will ensure consistent modification.

We do not want to expose the implementation of the functionality to the user.

## No, the answer is incorrect.

Accepted Answers: It is more efficient to access data members using member functions.

7) Which of the following is false?

1 point

# If I have two categories of objects one of which is a subcategory of the other I should use inheritance.

I notice that a certain member function is identical in two classes, I should inherit the classes from a superclass and define the common member function in the superclass.

If A is a superclass of B, then objects of class B can be pointed to by variables of type A\*.

Inheritance is harder to understand than encapsulation.

### No, the answer is incorrect.

Score: 0

#### **Accepted Answers:**

I notice that a certain member function is identical in two classes, I should inherit the classes from a superclass and define the common member function in the superclass.

8) For the introductory programming course, which of the following features of objected **1** point programming is least important?

encapsulation
---------------

- member functions
- inheritance
- composition/aggregation

## No, the answer is incorrect. Score: 0

Accepted Answers: inheritance

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