i>clicker
Session 1
Question 1

Last lecture, in the design of our FriendsBook application, we identified 3 possible classes: Person, List and FriendsBook. Why having the data collection (in this case a List) as a possible class?

A. Because it is the first data collection we are investigating.
B. Because it was one of the requirements.
C. Because of the single responsibility principle.
D. All of the above
E. None of the above
Question 2

Why is it advantageous to design and implement our data collections as Abstract Data Types (ADTs)?

A. Because they can be reused easily.
B. Because their implementation can be modified without affecting client code.
C. Because they ease s/w development team work.
D. All of the above
E. None of the above
Question 3

What must be known about the ADT Bag in order for a client code to use it?

A. How elements in the bag are modelled.
B. How bag operations are implemented.
C. How many elements can be stored in the bag.
D. The public interface of the bag.
E. None of the above
Question 4

The elements of a List are always ...

A. Sorted.
B. Unique (not duplicated).
C. Accessed using their position in the List.
D. Stored in an array.
E. None of the above
In C++, we create ADTs by ...

A. By using the class mechanism
B. By encapsulating data and operations into a class
C. By using private and public access modifiers
D. All of the above
E. None of the above
Question 6

What can be said about arrays?

A. Their capacity can be over or under estimated (disadvantage).

B. They are indexing data structures, hence allowing direct access, i.e., O(1), to each of their elements (if the index of the element is known).

C. As data structure, they are part of an ADT’s implementation.

D. All of the above

E. None of the above