## CHAPTER 6

## **BASIC CONCEPTS OF OOP**

One mark questions:		
1.	What is an object?	(U)
2.	What is a class?	(U)
3.	What is data abstraction?	(U)
4.	What is meant by data encapsulation?	(U)
5.	What are methods?	(K)
6.	Define inheritance.	(U)
7.	What is a base class?	(U)
8.	What is a derived class?	(U)
9.	What do you mean by overloading?	(U)
10.	Mention the types of overloading.	(K)
11.	What is function overloading?	(K)
12.	Define polymorphism?	(K)
13.	What is dynamic binding?	(K)
14.	What is message passing?	(K)
Two marks questions:		
1.	What is base class and derived class?	(U)
2.	What is super class and subclass?	(U)
3.	What is the significance of Class in OOP?	(U)
4.	Explain the term polymorphism.	(U)
5.	Give any two advantages of OOP.	(A)
6.	Give any two applications of OOP.	(A)
7.	Mention any two limitations of OOP.	(U)
Three marks questions:		
1.	Explain any three features of OOP.	(U)
2.	What is inheritance? Mention its types.	(U)
3.	Define overloading. Mention its types.	(U)
4.	Mention any three High level languages that follow the OOP.	(U)
5.	Mention any three advantages of OOP.	(A)
6.	Differentiate between class and objects.	(A)
7.	Give any three applications of OOP.	(A)
8.	Write the limitations of OOP.	(A)
Five marks questions:		
1.	Explain any five characteristics /features/ basic concepts of OOP.	(U)
2.	Define: a. Object b. Class c. Data abstraction d. data encapsulation e. Polymorphi	sm (U)
3.	What are the advantages OOP over earlier programming methods?	(U)
4.	Define OOP. Write the limitations of OOP.	(U)
5.	Mention the different applications of OOP.	(A)

6. What are the advantages of OOP over procedural programming?

(U)