## **CHAPTER 6 OOP CONCEPTS**

## One mark questions:

- 1. Define Structured Programming. (U) 2. Define Top-down design. (U) 3. What is Bottom up? (U) 4. What is Top-down approach? (U) 5. Define an Object. (U) 6 Expand OOP. 7. What is Object Oriented Programming (OOP)? (U) 8. What is Class? (U) 9. Define a Module. (U) 10. What is Bottom up approach? (U) 11. What is Modularity? (U) 12. What is Abstraction? (U) 13. What is Data Encapsulation.? (U) 14. What is Inheritance? (U) 15. What is Polymorphism? (U) 16. What is Dynamic binding? (U) 17. What is Message Passing? (U) 18. Mention any one benefit of OOP. (K) 19. Mention any one advantage of OOP. (K) 20. Mention any one disadvantage of OOP. (K)
- 21. Mention any one application of OOP. (K)
- 22. What is the use of member function? (U)

## **Two marks questions**

1. What is structured programming? (U) 2. Define a Module. (K) 3. What is Modularity? (U) 4. What is an object in OOP? (U) 5. What is a Class with reference to OOP? (U) 6. Differentiate class and object. (U) 7. Mention any two characteristics of OOP(K) 8. Explain Data Abstraction (U) 9. Explain about Data Encapsulation(U) 10. Explain about Inheritance. (U) 11. Explain about Polymorphism. (U) 12. Explain about Dynamic binding. (U) 13. Explain about Message Passing. (U) 14. Mention any two advantages of OOP. (K) 15. Mention any two disadvantages of OOP. (K) 16. List any two characteristics of OOP. (K) 17. Mention any two applications of OOP. (K) 18. Define the terms: a) Encapsulation b) Polymorphism. (U) 19. What is function overloading? Give example. (U) 20. Give an example for operator overloading. (U)