OOP (Object Oriented Programming)

Encapsulation, Abstraction, Inheritance and Polymorphism

Questions

1. What's is class and what's object? What is the difference?

2. Abstraction, Encapsulation - how is it different from abstraction; access modifiers

3. Problems with multiple inheritance; example (not codding one)

4. Polymorphism (static one and dynamic one)

5. Data types: value types and reference types? Where are we saving then in memory?

6. Comparation by value and comparation by reference? Garbage collector; phases of cleaning memory?

Bonus questions:

Generics

1. Managed and unmanaged code

2. Aggregation and composition

3. Serialization and deserialization

Git

1. merge vs rebase

2. revert and reset

3. types of reset