OOP Oral/Practical Questions

1. What is Object-Oriented Programming?
2. What are the four main principles of OOP?
3. What is a class and an object?
4. Explain the concept of Encapsulation.
5. What is Inheritance?
6. What is Polymorphism?
7. What is Abstraction?
8. What is the difference between an abstract class and an interface?
9. Can you explain method overloading and method overriding?
10. What are constructors and destructors?
11. What is the difference between static and dynamic binding?
12. What are access modifiers?
13. Explain the concept of multiple inheritance and how it's implemented in Java and C++.
14. What is a virtual function?
15. What are the different ways for a method to be overloaded?
16. What is an abstraction and why is it important?
17. What is the function of pure virtual functions?
18. What is the difference between data hiding and implementation?
19. What are the major differences between late and dynamic binding? What is Inheritance?
20. What is Polymorphism?
21. Define a constructor?
22. Define Destructor?
23. What is Inline function?
24. What is avirtual function?
25. What is function overloading?
26. What is operator overloading?
27. What is method overriding?
28. Difference between overloading and overriding?
29. Difference between class and an object?
30. What is ‘this’ pointer?
31. What is the difference between structure and a class?
32. What are all the operators that cannot be overloaded?
33. How many instances can be created for an abstract class?