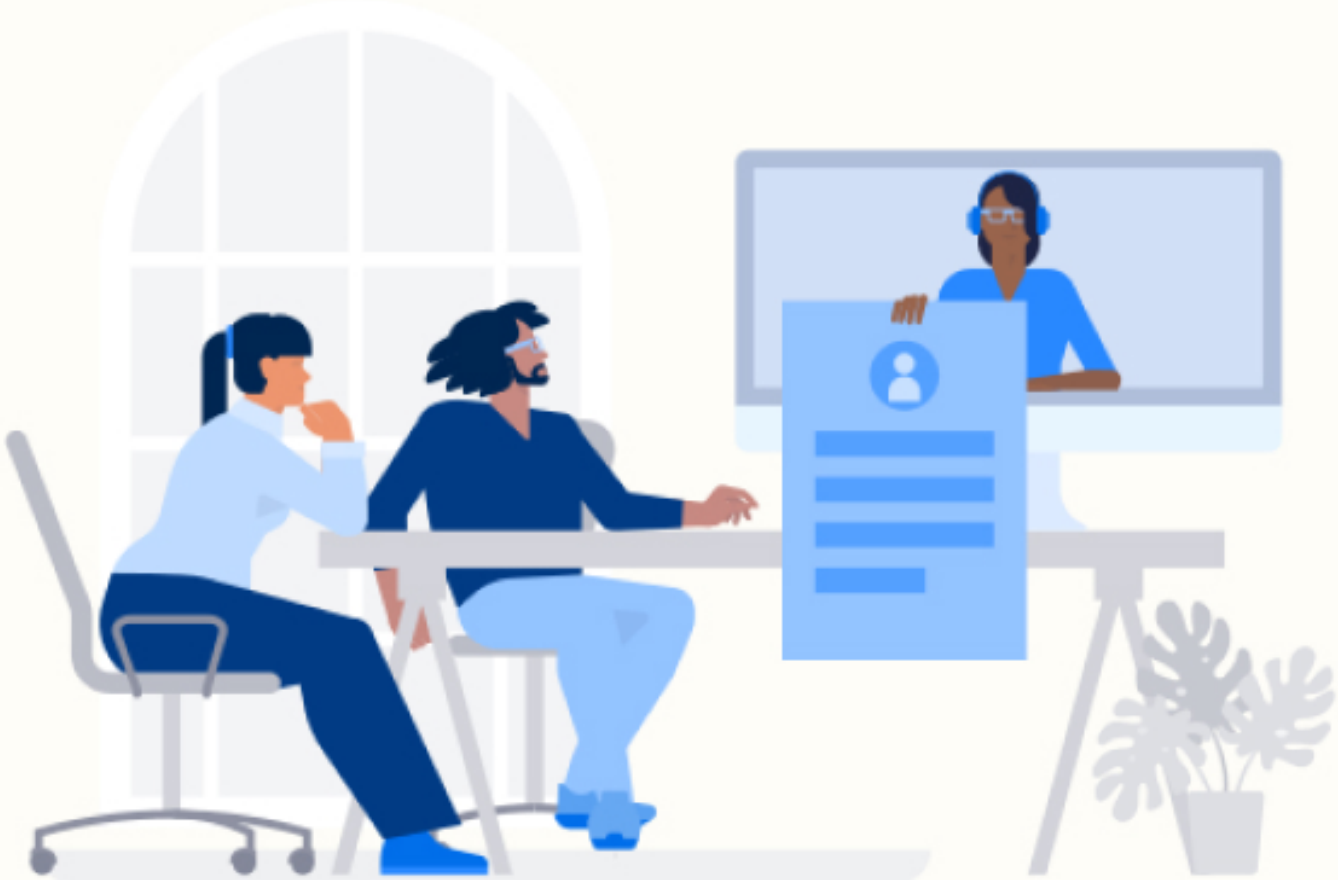
SHERYIANS
CODING SCHOOL

Interview

Top 10 OPPS Interview Questions

Swipe to Start



Que 1. What do you understand by OOPs?

1. OPPs stands for Object Oriented Programming Language it refers to languages that use objects in programming.
2. Its main aim is to bind together the data and the functions so that other parts of the code do NOT access this data.

Que 2. What are the main concept of OPPs?

Following are the 4 main concept or Object Oriented Programming :

1.Inheritance

2.Encapsulation

3.Polymorphism

4.Data Abstraction

Que 3. What is a class?

1. A class is a prototype, a blueprint from which objects are created.
2. Class can have attributes(variables) and behavior(methods).
3. It is a set of properties or methods common to all objects.

For example, a car's template is created. Then multiple units of vehicles are made based on that template.

Que 4. What is an object?

1. An object is an instance of a class. It has its own state, behavior, and identity as well.
2. Object is a real thing, it is a building itself, while class is a blueprint of building.
3. It is a basic unit of Object-Oriented Programming and it represents real-life entities.

For example, a specific car.

Que 5. What is an interface?

1. An interface refers to a special type of class, which contains methods, but not their definition.

2. Only the declaration of methods is allowed inside an interface.

3. To use an interface, you cannot create objects. Instead, you need to implement that interface and define the methods for their implementation.

Que 6. What are the various types of inheritance?

The various types of inheritance include:

1. Single inheritance
2. Multiple inheritances
3. Multi-level inheritance
4. Hierarchical inheritance
5. Hybrid inheritance

Que 7. Why do we need an interface when we have an abstract class?

1. Abstract classes may contain non-final variables, whereas variables in the interface are final, public, and static.
2. Static methods are also added in Java 8 they can be called only by interface name.

Que 8. What is meant by exception handling?

1. Exception handling is the mechanism for identifying the undesirable states that the program can reach and specifying the desirable outcomes of such states.
2. Try-catch is the most common method used for handling exceptions in the program.

Que 9. What is the difference between overloading and overriding?

1. Overloading is a compile-time polymorphism feature in which an entity has multiple implementations with the same name. For example, Method overloading and Operator overloading.
2. Whereas, Overriding is a runtime polymorphism feature in which an entity has the same name, but its implementation changes during execution. For example, Method overriding.

Que 10. What do you understand by static polymorphism and dynamic polymorphism?

Static Polymorphism:-

- Static Polymorphism is commonly known as the Compile time polymorphism.
- It is achieved by method overloading.

Dynamic Polymorphism:-

- Dynamic Polymorphism or runtime polymorphism refers to the type of Polymorphism in OOPs, by which the actual implementation of the function

is decided during the runtime or execution.

- It is achieved by method overriding.