


## Interfaces

### Direct MCQs


1. Which keyword is used to define an interface in Java?

- a) class
- b) **interface**
- c) implements
- d) abstract

 Answer: b


2. Can an interface contain method implementations in Java?

- a) Yes, always
- b) No, never
- c) **Only default and static methods**
- d) Only abstract methods

 Answer: c

3. Which keyword is used by a class to inherit an interface?

- a) extends
- b) **implements**
- c) inherits
- d) interface

 Answer: b

4. Can a Java interface extend another interface?

- a) No
- b) **Yes**
- c) Only if the interface is abstract
- d) Only one interface

 Answer: b

5. What is the default access modifier for methods in an interface?

- a) protected
- b) **public**
- c) private
- d) package-private


 Answer: b

### Scenario-Based MCQs

1. Class **CardPayment** implements **Payment** but forgets to override **process()**. What happens?

- a) **Compilation error**
- b) Runtime error
- c) Warning only

d) Nothing happens

 **Answer: a**


2. Class **Vehicle** implements **Engine** and **Transmission**, both with method **start()**. How to resolve ambiguity?

a) **Override start() in Vehicle**

b) Extend one interface

c) Rename methods

d) Java throws runtime error

 **Answer: a**


3. How to give a method in an interface a default implementation?

a) **default void methodName() {}**

b) public void methodName() {}

c) void methodName() {}

d) static void methodName() {}

 **Answer: a**

4. Multiple classes share logging behavior. What is the best Java approach?

a) Abstract class

b) **Interface with default method**

c) Utility class

d) Constructor chaining

 **Answer: b**

5. Class **Printer** implements **Device** but adds extra methods. Is it allowed?

a) No

b) Yes, with override

c) **Yes**

d) Only if methods are abstract

 **Answer: c**

## **Composition**

### **Direct MCQs**

1. Composition is a \_\_\_\_\_ relationship.

a) is-a

b) **has-a**

c) uses-a

d) none

 **Answer: b**

2. What is a key benefit of composition over inheritance?

a) Simpler code

b) **More flexibility and reusability**

c) Easier syntax

d) Faster runtime

✓ Answer: b

3. Which describes composition best?

- a) Extending a class
- b) Reusing code via interfaces
- c) **Including one class within another**
- d) Using static methods

✓ Answer: c

4. Can a class have multiple compositions?

- a) No
- b) Only with inheritance
- c) **Yes**
- d) Only through interface

✓ Answer: c

5. Preferred access modifier for composed objects?

- a) public
- b) **private**
- c) protected
- d) static

✓ Answer: b

### ◆ Scenario-Based MCQs

1. A class **Car** has an **Engine**. What is the relationship?

- a) Inheritance
- b) **Composition**
- c) Aggregation
- d) Interface

✓ Answer: b

2. If **Engine** is destroyed when **Car** is destroyed, it's a...

- a) Weak composition
- b) **Strong composition**
- c) Inheritance
- d) Association

✓ Answer: b

3. Why use composition in a **Printer** class with multiple formats?

- a) Avoid circular dependency
- b) **Allow runtime changes of components**
- c) Increase compile-time errors
- d) Force interface use

✓ Answer: b

4. Class **Team** includes **Player**. Team controls lifecycle. What is this?

- a) Aggregation
- b) Association
- c) **Composition**
- d) Inheritance

✓ Answer: c

5. What does declaring a composed object as **final** mean?

- a) Can't be accessed
- b) **Can't be reassigned**
- c) Can be inherited
- d) Becomes abstract

✓ Answer: b

## ✓ Overloading and Overriding

### ◆ Direct MCQs

1. What is method overloading?

- a) Defining method in subclass
- b) Redefining method body
- c) **Same method name with different parameters**
- d) Declaring abstract method

✓ Answer: c

2. What is method overriding?

- a) Hiding a static method
- b) Changing method name
- c) **Redefining inherited method**
- d) Overloading with same name

✓ Answer: c

3. Can a static method be overridden?

- a) Yes
- b) **No**
- c) Only in final classes
- d) Only with private methods

✓ Answer: b


4. Which annotation is used to override a method?

- a) @Overload
- b) **@Override**
- c) @Inherited
- d) @Implements

✓ Answer: b

5. Which of the following can be overloaded?


- a) Constructors
- b) Private methods
- c) Static methods
- d) All of the above

 Answer: d

## Scenario-Based MCQs

1. **MathUtil** has **add()** methods with different params. This is...

- a) Overriding
- b) Abstract method
- c) **Overloading**
- d) Interface method

 Answer: c


2. **Animal** class has **speak()**, **Dog** overrides it. What is this?

- a) Method hiding
- b) Overloading
- c) **Overriding**
- d) Abstraction

 Answer: c


3. Two methods: **print(String)** and **print(int)**. This is...

- a) Casting
- b) **Overloading**
- c) Inheritance
- d) Shadowing

 Answer: b

4. Subclass omits **@Override** annotation but overrides method. Result?

- a) Compilation error
- b) Runtime error
- c) **Still compiles**
- d) Logs warning

 Answer: c

5. Override a method but reduce visibility. Result?


- a) **Compilation error**
- b) Runtime error
- c) Logs warning
- d) No effect


 Answer: a


## Aggregation


## ◆ Direct MCQs


1. **Aggregation is also called:**
  - a) Inheritance
  - b) Composition
  - c) **Weak association**
  - d) Association

 **Answer: c**
2. **Lifecycle of child object in aggregation:**
  - a) Depends on parent
  - b) **Is independent**
  - c) Must be overridden
  - d) Must be abstract

 **Answer: b**
3. **Which is an example of aggregation?**
  - a) **Library and Book**
  - b) Car and Engine
  - c) Bird and Fly
  - d) Student and Subject


 **Answer: a**
4. **Aggregation is a form of:**
  - a) Polymorphism
  - b) Inheritance
  - c) **Association**
  - d) Abstraction

 **Answer: c**
5. **Aggregation allows:**
  - a) Only one-to-one relationships
  - b) Strong ownership
  - c) **Shared references**
  - d) Method overriding


 **Answer: c**

## ◆ Scenario-Based MCQs

1. **Team has Players, but Players can exist without Team. This is:**
  - a) Composition
  - b) **Aggregation**
  - c) Inheritance
  - d) Association

 **Answer: b**
2. **Professors work in multiple departments. Relationship type?**
  - a) Composition
  - b) **Aggregation**

- c) Inheritance
- d) Interface

 **Answer:** b

**3. Teachers transfer between schools. This is:**

- a) Association
- b) **Aggregation**
- c) Inheritance
- d) Composition

 **Answer:** b


**4. Library contains books, books can exist outside. This is:**

- a) **Aggregation**
- b) Composition
- c) Abstraction
- d) Interface

 **Answer:** a

**5. You want shared ownership without dependent lifecycle. Use:**

- a) **Aggregation**
- b) Composition
- c) Inheritance
- d) Polymorphism

 **Answer:** a