Name: Chetana Adhikari

Class: ISTA 220

HW 7

1. A class systematically arranges information and behavior into a meaningful entity. Class makes it possible to write programs by classifying the different concepts inherent in a problem and to solution and then modeling these classes in a programming language.
2. The two purposes of encapsulation are to:
3. To combine methods and data within a class, in other words to support classification.
4. To control the accessibility of the methods and data; in other words, to control the use of the class.
5. a. By using the keyword new.
6. By assigning it to another variable of the same type.
7. By default the access is Private. That can be changed and made public by writing the keyword public before the declaration of the class.
8. The syntax for writing the constructor is created by adding a public method that does not return a value and give it the same name as class. For example a constructor in the class Circle is Public Circle().
9. 1
10. Static using statements enable you to bring a class into scope and omit the class name when accessing static members. They operate in much the same way as ordinary using statements that bring namespaces into scope.
11. Polymorphism is the ability of an object to take on many forms. It is the programs ability to process an object depending on their data types and class, or the ability to redefine methods for derived classes. For example calculating area for different shapes like circle, rectangle and triangle.
12. Smart Talk Language