**Pre-Test: Object Oriented Programming (20ECSC204)**

1. List programming paradigms
2. Designing an object oriented program can be quite hard?
   1. True b) False
3. To model my world in a computer program, I have to model\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
4. If I try to model the world, or part of the world, I need to model \_\_\_\_\_\_\_\_\_\_\_\_\_\_ and rather than modeling each separate \_\_\_\_\_\_\_\_\_\_.
5. List classes and objects from the given document.
6. Define class.
7. Define object.
8. How many objects of a class can be created?
9. What are the attributes of a student object?
10. Identify one object of your choice, list attributes and behaviours. (Object of your choice is based on your experience with courses you studied in previous semesters).
11. The document content might helped you to understand the new programming paradigm, if so list the new terms you have come across in this document.
12. Write your inference about the new programming paradigm in few words from the given document.