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Question 1:

OOP is structuring programs so that properties and behaviors are bundled into individual objects.

True

False

Question 2:

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An object could represent a person with properties like a name, age, and address, and behaviors such as walking, talking, breathing, and running.

Or it could represent an email with properties like a recipient list, subject, and body and behaviors like adding attachments and sending.

True

False

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Question 3:

Everything in python is an object, even functions.

True

False

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Question 4:

Classes are used to create user-defined data structures

True

False

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Question 5:

While the class is the blueprint, an instance is an object that is built from a class and contains real data.

An instance of the Dog class is not a blueprint anymore. It’s an actual dog with a name, like Miles, who’s four years old.

True

False

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Question 6:

\_\_init\_\_ method create the object memory and assign the attributes

True

False

It just assigns the data. A step before calling it is automatic memory creation.

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Question 7:

The first argument of any method must be named self, representing the calling object

True

False

It can be named whatever. Self is a common convention. Use it

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Question 8:

Once attributes are assigned in the init method, we can't add any attributes

True

False

We can add even outside the class. Python is very flexible.

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Question 9:

The init method is called by users with 2 arguments only?

1. class Person:
2. def \_\_init\_\_(self, name, age):
3. self.name = name
4. self.age = age

True

False

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Question 10:

This code works well?

1. class Em:
2. def \_\_init\_\_(self):
3. return 1
5. em = Em()

True

False

TypeError: \_\_init\_\_() should return None, not 'int'

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Question 11:

Which of the following are popular programming paradigms for building software

Object-Oriented Programming

Procedural programming

The above 2

Functional Programming

All of the above

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Question 12:

OOP can help to avoid (or reduce the pain) of Software Crisis

True

False

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Question 13:

Design principles are the best practices for some repetitive design sub-tasks

True

False

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Question 14:

Does this code works well?

1. class Employee:
2. def \_\_init\_\_(self, name):
3. self.name = name
5. def special\_print(self):
6. print('Employee name: ' + self.name)
8. Em = Employee
9. emp = Em('Hello')
10. f = emp.special\_print
11. f()

Yes

No

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