**OOP & UML**

1. Behavior of the object depend on :
2. Response
3. Attributes
4. State
5. None
6. What is true about a class?
7. Attributes of a class provides the behavior of the object.
8. Operations determine the state of the object.
9. Classes are blueprint that creates object
10. All the above
11. If a class C is derived from class B , which is derived from class A, all through public inheritance then a class C member functions can access:
12. Protected and public data only in C and B.
13. Protected and public data only in C
14. Private data in A and B
15. Protected data in A and B
16. Override is a method \_\_\_\_
17. For an operation that replaces that replaces an inherited method for the same operation.
18. For a data that replaces that replaces an inherited method for the same operation.
19. For an operation that takes argument from library function.
20. None of these.
21. Which diagram in UML shows a complete or partial view of the structure of a modeled system at a specific time?

a. Sequence Diagram

b. Collaboration Diagram

c. Class Diagram

d. Object Diagram

6. In object-oriented design,

a. operations and methods are identical,

b. methods specify algorithms whereas operations only state what is to be done,

c. methods do not change values of attributes,

d. methods and constructors are same.

7. By abstraction in object-oriented modelling, we mean picking,

a. only attributes appropriate to model an object,

b. only operations,

c. both operations and attributes with operations appropriate to model an object,

d. the appropriate abstract data type.

8. Encapsulation in object-oriented modelling is useful as

a. it allows improving methods of an object independent of other parts of system,

b. it hides implementation details of methods,

c. it allows easy designing,

d. encapsulates attributes an operations of objects.

9. Objects may be viewed as

a. clients in a system,

b. servers in a system,

c. as both clients and servers in a system,

d. neither as client nor as server in a system.

10. Inheritance in object-oriented modelling can be used to

a. generalize classes,

b. specialise classes,

c. generalise and specialise classes,

d. create new classes.

11. Polymorphism can be characterized by the phrase

a. One Interface,Multiple methods

b. Multiple Interfaces, One method

c. One Interface,One method

d. None of the above

12. The mechanism that binds data and code together and keeps them secure from outside world

is known as

a. Abstraction

b. Inheritance

c. Encapsulation

d. Polymorphism

13. Exception handling is targeted at

a. Run time error

b. Compile time error

c. Logical error

d. All of the above

14. Over loading otherwise called as

a. Virtual polymorphism

b. Transient polymorphism

c. Pseudo polymorphism

d. ad-hoc polymorphism

15. Which of the following can not be declared as static?

a. Class

b. Object

c. Functions

d. Both a & b

16. In UML diagram that organize system elements into groups are classified as

a. Package diagram

b. Organized diagram

c. System diagram

d. Class diagram

17. Which of the following diagram in UML comes under Dynamic type?

a. Use case diagram

b. Class Diagram

c. Object Diagram

d. Component Diagram