1. Which of these keywords is used to refer to member of base class from a sub class?

a) upper b) super c) this d) None of the mentioned

**Answer - b) super**

3. The modifier which specifies that the member can only be accessed in its own class is

a) public b) private c) protected d) none

**Answer - b) private**

4. Which of these is a mechanism for naming and visibility control of a class and its content?

a) Object b) Packages c) Interfaces d) None of the Mentioned.

**Answer - b) Packages**

5. Which of the following is correct way of importing an entire package ‘pkg’?

a) import pkg. b) Import pkg. c) import pkg.\* d) Import pkg.\*

**Answer - c) import pkg.\***

6. Which of these method of class String is used to extract a single character from a String object?

a) CHARAT() b) charat() c) charAt() d) CharAt()

**Answer - b) charat()**

7. Which of these method of class String is used to obtain length of String object?

a) get() b) Sizeof() c) lengthof() d) length()

**Answer - d) length()**

**Part 03**

1. Real-world objects contain \_States\_ and \_Behaviors\_\_.

2. A software object's state is stored in \_instance variable\_.

3. A software object's behavior is exposed through \_methods\_\_.

4. Hiding internal data from the outside world, and accessing it only through publicly exposed methods is known as data \_Encapsulation\_.

5. A blueprint for a software object is called a \_Class\_\_.

6. Common behavior can be defined in a \_Super Class\_\_ and inherited into a \_Sub Class\_\_ using the \_extends\_\_ keyword.

7. A collection of methods with no implementation is called an \_interface\_\_.

8. A namespace that organizes classes and interfaces by functionality is called a \_package\_\_.

9. The term API stands for \_Application Programming Interface\_\_?