**High School Of Haifa**

**Question 1:**What is encapsulation in object-oriented programming?

a) A process of hiding internal implementation details and providing access only through defined interfaces.

b) A process of making objects communicate with each other.

c) A process of creating objects from classes.

d) A process of reusing code from existing classes.

**Question 2:**What is inheritance in object-oriented programming?

a) A mechanism that allows a class to inherit properties and behaviors from another class.

b) A mechanism that allows a class to have multiple instances.

c) A mechanism that allows a class to contain objects of other classes.

d) A mechanism that allows a class to be divided into smaller parts.

**Question 3:**What is polymorphism in object-oriented programming?

a) The ability of an object to take on many forms.

b) The process of creating multiple objects from a single class.

c) The process of breaking a complex problem into smaller parts.

d) The process of creating objects based on existing classes.

**Question 4:**What is a constructor in Java?

a) A special method that is used to initialize objects.

b) A keyword used to define variables.

c) A type of loop used to iterate over collections.

d) A keyword used to control the flow of a program.

**Question 5:**What is the difference between an abstract class and an interface?

a) An abstract class can have method implementations, while an interface only defines method signatures.

b) An abstract class can be instantiated, while an interface cannot.

c) An abstract class can inherit from multiple classes, while an interface cannot.

d) An abstract class is used for single inheritance, while an interface is used for multiple inheritance.