

# Java Programming



1. What is Constructor ?
2. What is the use of constructor ?
3. What are the rules in defining constructor ?
4. Can we have both default & parameterized constructor in class ?
5. Define a class ?
6. Why do we define class ?
7. Can we execute a java program with out a class ?
8. What keyword is used to define a class ?
9. Can we declare a class as static ?
10. What is an Object ?

11. What are the different ways to create the objects ?
12. What are the OOP Principles ?
13. Will OOP principles provide any predefined code ?
14. What are the benefits of OOPS principles ?
15. What is encapsulation ?
16. What is polymorphism ?
17. What is abstraction ?
18. Explain all 4 principles with real-world examples ?
19. How will you write a class for representing multiple objects of same type has same properties & same behavior implementation ?
20. Create a project to store & display student object data ?

# THANK YOU