# Software Development Intern - Foundation Knowledge Questions

1. Which principle of OOP helps to hide implementation details from the user?

* A) Encapsulation
* B) Inheritance
* C) Polymorphism
* D) Abstraction

Answer: D) Abstraction

2. What is an example of polymorphism in OOP?

* A) Defining multiple constructors
* B) Inheriting a base class
* C) Using the same function name for different behaviors
* D) Declaring private members

Answer: C) Using the same function name for different behaviors

3. Which of these is not an OOP principle?

* A) Abstraction
* B) Composition
* C) Encapsulation
* D) Inheritance

Answer: B) Composition

4. In OOP, what term describes the ability of different classes to be treated as instances of the same class?

* A) Inheritance
* B) Encapsulation
* C) Polymorphism
* D) Abstraction

Answer: C) Polymorphism

5. What does the term 'constructor' in OOP refer to?

* A) A method used for data hiding
* B) A special method to initialize objects
* C) A function for memory allocation
* D) A method to destroy objects

Answer: B) A special method to initialize objects