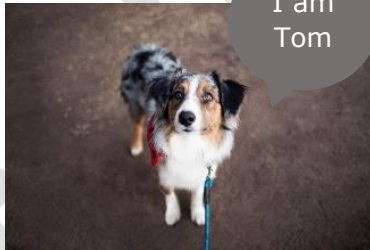**Hands-on No.**   : 1
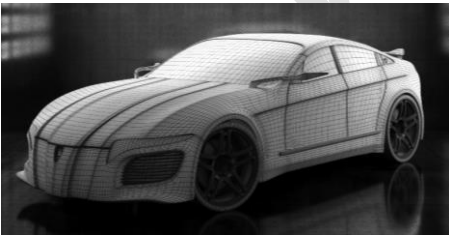
Topic   : OOPs Concept Realization

Date   : 02.05.2024

Solve the following problems

Question No.	Question Detail	Level
1	Identify the STATE, BEHAVIOUR and IDENTITY of the following Objects	Easy
2	Realize the concept of class in OOPs using an example of a class called "Sportsman" and explain what states and behaviors it might include to represent athletes from various sports.	Easy
3	Can you explain how a letter, envelope, or courier service demonstrates the concept of encapsulation in Object-Oriented Programming (OOP)?	Easy
4	You are about to board an airplane. What's your general view of the plane? How do you observe the concept of abstraction	Easy

Knowledge is of no value unless you put it into practice – Anton Chekhov

	of the following individuals considering their distinct perspectives on airplanes? • Passengers, • Pilots, • Aerospace engineers, • Design engineers	
5	Identify and define Encapsulation and Abstraction in the following pictures. 	Easy
6	Realize the concept of inheritance in object-oriented programming (OOP) by considering different versions of ChatGPT.	Easy
7	Explain how the concept of a pen adapting its behavior based on the surface it writes on relates to the concept of polymorphism in Object-Oriented Programming (OOP)?	Easy
8	Realize Association and its types • Association using book and author • Aggregation using wallet and money • Composition using drummer and drums	Easy

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