

Tutorial Unit 1
PGDCA II Semester
PS02CDC33: Object Technology
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Short Questions/Objective Questions

1. Define Object. Also give an example.
2. Define Class. Also give an example.
3. Define methods. Also give an example.
4. List only the three key concepts of object technology.
5. List only the three key mechanisms of object technology.
6. List advantages of encapsulation.
7. List advantages of polymorphism.
8. List advantages of inheritance.
9. Give full form of UML.
10. What is the main objective of using UML?
11. State various diagram types in UML.

Big Questions

12. List and explain three key concepts of object technology.
13. List and explain three key mechanisms of object technology.
14. Give an example of a class diagram in UML. Also give two instance (object) diagrams of it.
15. Explain relation between two classes in UML notation by giving an example.