[Oops Question]

1. What are 'access specifiers?

Access specifiers or access modifiers are keywords that determine the accessibility of methods, classes, etc in OOPs. These access specifiers allow the implementation of encapsulation. The most common access specifiers are public, private and protected. However, there are a few more which are specific to the programming languages.

Differentiate between overloading and overriding.

Overloading	Overriding
Two or more methods having the same name but different parameters or signature	Child class redefining methods present in the base class with the same parameters/signature
Resolved during compile-time	Resolved during runtime

What is method overloading?

Method overloading is a feature of OOPs which makes it possible to give the same name to more than one methods within a class if the arguments passed differ.

What is method overriding?

Method overriding is a feature of OOPs by which the child class or the subclass can redefine methods present in the base class or parent class. Here, the method that is overridden has the same name as well as the signature meaning the arguments passed and the return type.

What is operator overloading?

A. Operator overloading refers to implementing operators using user-defined types based on the arguments passed along with it.

What are the limitations of OOPs?

- a. Usually not suitable for small problems
- b. Requires intensive testing
- c. Takes more time to solve the problem
- d. Requires proper planning

e. The programmer should think of solving a problem in terms of objects

7. What is the difference between an error and an exception?

Errors are problems that should not be	Conditions that an application might try to
encountered by applications	catch

8. What is exception handling?

A. Exception handling in Object-Oriented Programming is a very important concept that is used to manage errors. An exception handler allows errors to be thrown and caught and implements a centralized mechanism to resolve them.