**Chapter - 1:**

Q1. What is Object Oriented Programming??

Ans: Object Oriented programming (OOP) is a programming paradigm that relies on the concept of **classes** and **objects**. It is used to structure a software program into simple, reusable pieces of code blueprints (usually called classes), which are used to create individual instances of objects.

Q2. Why do we need OOPS??

Ans: Object-oriented programming aims to implement real-world entities like inheritance, hiding, polymorphism etc in programming. The main aim of OOP is to bind together the data and the functions that operate on them so that no other part of the code can access this data except that function.

Q2. What are the characteristics of OOPS??

Ans: The characteristics of OOPS are:

1. Objects: Objects are instances of a class created with specifically defined data.
2. Classes: Classes are the user defined data types.
3. Reusability: Creating a new class by using the properties of the existing class.
4. Inheritance: It is the procedure in which one class inherits the attributes and methods of another class.
5. Polymorphism: It is a feature of oops that allow us to perform a single action in different ways.
6. Overloading: It is a situation which occurs when two or more methods in a class have same name but different parameters.

**Chapter – 2:**

Q1. What do you mean by class and objects? Explain with example.

Ans: Classes are the user defined data types that has its own data members and member functions whereas objects are instances of a class created with specifically defined data.

For Eg: Consider a class Bank\_Account.

Class Bank\_account //Declaring Class

{

Int bank\_acc; // Data Members or Attributes

String bank\_name;

Void setbank\_details() // Member Functions or Methods

{

}

Void printbank\_details(){

}

};

Int main()

{

Bank\_Account acc1; // Object

acc1.setbank\_details();

acc1.printbank\_details();

}

Q2. Differentiate between private and public.

Ans: Public Access Specifiers: Members are accessible from outside the class.

Private Access Specifiers: Members are inaccessible from outside the class.

Q3. Define Constructors. What are the different types of constructors?

Ans: Constructor is a special type of member function of the class which initializes the 0bjects of the class.

There are three types of constructors:

1. Default Constructor: It is a constructor which do not contains any argument. It has no parameters.
2. Parameterized Constructors: It is a type of constructor which contain arguments.
3. Copy Constructor: It is a member function which initializes an object using another object of the same class.

**CHAPTER - 3:**

Q1. What is inheritance?

Ans: Inheritance is the process of creating new classes, called derived classes, from existing or base classes.

Q2.