

Assignment on OOP using JAVA

1. What do you understand by OOP?
2. What are the features of OOP?
3. Write down the advantages and disadvantages of OOP.
4. What are the differences between OOP and structural programming?
5. Why JAVA is not a purely object-oriented programming language?
6. What is the use of 'static' keyword?
7. What do you mean by wrapper class?
8. Explain initialization of a JAVA object.
9. What are the different types of inheritance?
10. Why interface is required?