1 – C;

2 - C;

3 – B;

4 – B;

5 – C;

6 – C;

7 – B;

8 – B;

9 – Abstraction – is the quality of dealing with ideas rather than events. For example, when you consider the case of e-mail, complex details such as what happens as soon as you send an e-mail, the protocol your e-mail server uses are hidden from the user. Therefore, to send an e-mail you just need to type the content, mention the address of the receiver, and click send.

Likewise in Object-oriented programming, abstraction is a process of hiding the implementation details from the user, only the functionality will be provided to the user. In other words, the user will have the information on what the object does instead of how it does it.

In Java, abstraction is achieved using Abstract classes and interfaces.

10 – Inheritance - Inheritance can be defined as the process where one class acquires the properties (methods and fields) of another. With the use of inheritance the information is made manageable in a hierarchical order.

The class which inherits the properties of other is known as subclass (derived class, child class) and the class whose properties are inherited is known as superclass (base class, parent class).

**extends** is the keyword used to inherit the properties of a class. Following is the syntax of extends keyword.

11 – OOP – It is good to use OOP because we can structure our program in readable way. We have in OOP very useful concepts as Abstraction, Encapsulation, Inheritance and Polymorphism which help us to protect, reuse and structure our code in the best way. Basically, Java OOP concepts let us create working methods and variables, then re-use all or part of them without compromising security.