Top of Form

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| **1.** | developing a class to represent entity information is called as \_\_\_\_\_ |
| |  | | --- | | A.  Encapsulation |  |  | | --- | | B.  Inheritance |  |  | | --- | | C.  abstraction |  |  | | --- | | D.  polymorphism | | |
| **2.** | How to represent an entity in the object oriented programming languages? |
| |  | | --- | | A.  package |  |  | | --- | | B.  class |  |  | | --- | | C.  file |  |  | | --- | | D.  project | | |

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| **3.** | Is it advisable to develop two entity information in one class? |
| |  | | --- | | A.  yes |  |  | | --- | | B.  no | | |
| **4.** | Is it advisable to develop one entity information in two classes? |
| |  | | --- | | A.  yes |  |  | | --- | | B.  no | | |

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| **5.** | What could be the relation between entity and class |
| |  | | --- | | A.  one-to-one |  |  | | --- | | B.  one-to-many |  |  | | --- | | C.  many-to-one | | |