

1. What Is Object-Oriented Programming?

In []:

The **object** oriented programming **is** based on the **class and object**.
 -The classes are made **from** the data. and are blueprint of objects
 -the **object** contains variables **and** methods to operate on the data.
 object describes the **class**..

2. Difference between Procedural programming and OOPs?

In []:

-difference between pop **and** oop

pop
 1. **in** pop program **is** divided into small parts called functions.

2. it follows top to down approach

3. does **not** allow data hiding **in** proper way. hence it **is** less secure.

4. here function **is** more important

5. based on unreal world

oop
 1. program **is** divided into small parts

2. it follows bottom to up programming

3. provides data hiding, so **is** more secure

4. here data **is** important.

5. based on real world

3. What are the fundamental principles/features of Object-Oriented Programming?

In []:

-Features of oops:

1. inheritance
2. polymorphism
3. abstraction
4. encapsulation

4. What is an object?

In []:

-Object **is** a real time entity which has behavior **and** states.
 -e.g. dog has states as name, color etc. and behaviour like barking

5. What is a class?

In []:

class is a blueprint of **object**. it defines the behavior **and** functionality of **object**.

6. What is the difference between a class and an object?

In []:

-difference between **class** and **object**
class

1. memory **is not** allocated

2. **class** **is** created only once

3. **class** cannot be manipulated

4. **class** **is** used to bind the data **and** methods

object

1. memory **is** allocated

2. **object** **is** created more than once

3. **object** can be manipulated

4. **object** **is** like a variable

7. Can you call the base class method without creating an instance?

In []:

yes. a base **class** method can be called without using instance.

the way **is** by using inheritance.

in inheritance other **class** which can be called child **class** inherits all the variable **and** methods **and** can be called using instance of child **class**.

8. What is inheritance?

In []:

Inheritance:

- inheritance **is** a method which allows a **class** to inherit the properties of another **class**
- the **class** inheriting properties **is** child or derived **class**.
- **class** from which properties are inherited **is** base **class** or parent **class**

9. What are the different types of inheritance?

There are four types of inheritance:

1. single inheritance:

in single inheritance, one base class properties are derived by only one derived class.

1 base class/parent

||

1 derived class/child

2. multiple inheritance:

in multiple inheritance, there is one base class and multiple derived classes.
hence many classes inherit the properties of only one class.

```

base class/parent class
//      ||      \
child1  child2  child3

```

3. multilevel inheritance:

in this there is a parent, child and grandchild relationship in classes.
that is each class derives some properties from its bas class.

```

parent class
  ||
child class
  ||
grandchild class

```

In []:

10. What **is** the difference between multiple **and** multilevel inheritances?
11. What are the limitations of inheritance?
12. What are the superclass **and** subclass?
13. What **is** the **super** keyword?
14. What **is** encapsulation?
16. What **is** the difference between public **and** private access modifiers?
17. Is Python 100 percent **object**-oriented?
18. What **is** data abstraction?
19. How to achieve data abstraction?
20. What **is** an abstract **class**?
21. Can you create an **object** of an abstract **class**?
22. Differentiate between data abstraction **and** encapsulation
23. What **is** polymorphism?
24. What **is** the overloading method?
25. What are the limitations of OOPs?

10. What is the difference between multiple and multilevel inheritances?

difference between multiple and multilevel inheritance:

multiple inheritance	multilevel inheritance
1. Multiple Inheritance is an Inheritance type where a class inherits from more than one base class. derived class, making that base class for a new class.	1.Multilevel inherits from a derived class a
2. Multiple Inheritance is not widely used because Inheritance is widely used. it makes the system more complex.	2. Multilevel
3. Multiple Inheritance has two class levels namely, Inheritance has three class levels namely,	3. Multilevel

base class,

intermediate class and derived class.
base class and derived class.

11. What are the limitations of inheritance?

- Inherited functions work slower than normal function as there is indirection.
- Improper use of inheritance may lead to wrong solutions.
- Often, data members in the base class are left unused which may lead to memory wastage.
- Inheritance increases the coupling between base class and derived class.

12. What are the superclass and subclass?

superclass: In inheritance, one class can inherit the properties of other class. the class from which properties are inherited, is superclass

subclass: the subclass is class inheriting the properties.

13. What is the super keyword?

The super keyword refers to superclass (parent) objects. It is used to call superclass methods, and to access the superclass constructor. The most common use of the super keyword is to eliminate the confusion between superclasses and subclasses that have methods with the same name.

14. What is encapsulation?

Encapsulation: it refers to bundling of data into the methods or functions to which it belongs. - due to this only authorized entity can access that data. -encapsulation is done by using private variables and methods - it hides the data i.e. method and variables - the private variables can be defined using (__) double underscore. e.g. __add() # private variable

15. What is the name mangling and how does it work?

```
# -Name mangling is the loophole in encasulation.
-the variables and method declared as private to hide the data can be accessed through
name mangling process.
- in name mangling, the private variables can be accessed using _ preceding to classname.
eg.
class Employee():
    def __init__(self,name):
        self.name=name
    def emp_det(self,empname):
        __empname="sagar"
        print("empname", __empname)
obj=Employee()
obj._Employee.__empname()
```

```
>> o/p >> "sagar"
```

16. What is the difference between public and private access modifiers?

#	public modifier	private modifier
1.	This modifier is applicable for both top-level classes and interfaces	This modifier is not applicable for both top-level classes and interfaces.
2.	Public members can be accessed from the child class of the same package.	Private members cannot be accessed from the child class of the same package.
3.	Public member can be accessed from non-child class of same package.	Private members cannot be accessed from non-child class of same package.
4.	Public members can be accessed from child class of outside package.	Private members cannot be accessed from child class of outside package.
5.	Public modifier is the most accessible modifier.	Private modifier is the most restricted modifier.

17. Is Python 100 percent object-oriented?

In []:

Python supports **all** the concept of "object oriented programming" but it **is** NOT fully **object** because - The code **in** Python can also be written without creating classes.

18. What is data abstraction?

In []:

- Data Abstraction **is** used to hide the internal functionality of the function **from** the users
- The users only interact **with** the basic implementation of the function, but inner working **i**
- using this user dont need to deal **with** the complexity of **any** code.
- he knows what the code does, but dont know how it does.

19. How to achieve data abstraction?

In []:

-In Python, abstraction can be achieved by using abstract classes and interfaces.
 -A class that consists of one or more abstract method is called the abstract class.
 =Abstract methods do not contain their implementation.
 = Python provides the abc module to use the abstraction in the Python program.

20. What is an abstract class?

In []:

Abstract Class is a type of class in OOPs, that declare one or more abstract methods. These classes can have abstract methods as well as concrete methods. A normal class cannot have abstract methods. An abstract class is a class that contains at

21. Can you create an object of an abstract class

In []:

no, object of abstract class cannot be created. its only for declaration not for implementa

22. Differentiate between data abstraction and encapsulation

In []:

abstraction	encapsulation
1. abstraction is process of hiding complicated code from user.	1. encapsulation binds data
2. it makes easy to user to implement the function rather knowing the inner code	2. it is use for securing unauthorised user.
3. it is achieved using abstract class and abc module	3. it is achieved using pri __priv_var

23. What is polymorphism?

In []:

polymorphism is one of the features of oops.
 poly means many, morphism means form.
 so polymorphism is many forms of single function
 single function can be used for multiple type of data.
 e.g.
 length()
 the len function can be used to find the length of more than one data type.
 1. len("str") 2. len([list]) 3. len(tuple)

24. What is the overloading method?

In []:

Method overloading **is** a concept of Java **in** which we can create multiple methods of the same **and all** methods work **in** different ways. When more than one method of the same name **is** created this **type** of method **is** called Overloaded Method. it **is** same **as** polymorphism.

25. What are the limitations of OOPs?

In []:

Size: OO programs are much larger than other programs. ...
Effort: OO programs require a lot of work to create. ...
Speed: OO programs are slower than other programs, partially because of their size.

In []: