

## **OOPS Concepts**

1. What is an Object?
2. What is Object Orientation?
3. What is modularity?
4. Principles of Object Orientation.
5. How Object Orientation helps in achieving modularity?
6. What kinds of problems are solved by following OOPs approach?
7. What is coupling and cohesion?
8. What is the concept of Abstraction? Why we need to achieve abstraction?
9. How does encapsulation of behavior help to limit the impact of changes in requirements?

## **OOPS Implementation in Java**

1. What is the default value of local variables?
2. Who is responsible for assigning the default values to instance variables?
3. What, according to you, would have been the code written inside the default constructor provided by Java Compiler?
4. Why can't a static method refer to non-static members of the class?
5. What is an immutable Object? How to write an immutable object?
6. Can a constructor call a static data member?
7. What is the need for Wrapper classes in Java?