OOP UML FAQ

1. What is the meaning of abstraction
2. What is the meaning of encapsulation
3. What is meant by hierarchy
4. How many types of hierarchies are possible ? Name them
5. What is the meaning of modularity
6. What is the meaning of composition. What is its representation in UML
7. What is the meaning of aggregation. What is its representation in UML
8. What comprises an object ?
9. What is meant by behavior of an object
10. What is meant by state of an object
11. Different access specifiers and their meanings.
12. What is a Constructor and when it gets called
13. What is a Destructor and when it gets called
14. What are instance and static variables. Understand their difference
15. Why static variables are used
16. What is abstract class
17. What is interface
18. Difference between abstract class and interface
19. How do objects of different classes communicate with each other.What is this process called as ?
20. What is polymorphism
21. What is the advantage of polymorphism.
22. Which are the different types of static UML diagrams
23. Which are the different types of dynamic UML diagrams
24. Which are the different views provided by UML
25. What is a use case ?
26. Which are the ways to relate two or more use cases
27. Understand the different between answers to the above question
28. Different notations and terms used in class diagram
29. Different notations and terms used in sequence diagram
30. Different notations and terms used in activity diagram
31. Different notations and terms used in use case diagram
32. Different UML extension mechanisms used and their purpose
33. Which are the notations used for acccess specifiers in UML
34. Which are the different ways in which two classes can be related to each other
35. What is the term used to relate interface and class