



Course: JAVA (2)
Semester: 1st term 2025/2026.

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Assistants:

Tutorial: Sheet 2

Write T (True) or F (False):

- Q1.** The class can be defined as an instance of an object. ()
- Q2.** If one task is performed in different ways, it is known as polymorphism. ()
- Q3.** The object is a template for a class, and a class is an instance of an object. ()
- Q4.** Method overloading and method overriding are used to achieve polymorphism. ()
- Q5.** OOPs is a methodology that simplifies software development and maintenance. ()
- Q6.** Showing class internal details and showing functionality is known as abstraction. ()
- Q7.** Encapsulation refers to binding (or wrapping) code and data together into a single unit. ()
- Q8.** Inheritance means that an object acquires all the properties and behaviors of a parent one. ()
- Q9.** Object-oriented Programming (OOP) means we organize our software as a combination of different types of objects that incorporate both data and behavior. ()

Develop the following programs:

Q10. Write an employee class that contains the following data members (id, name, address, and Salary) and has a method that prints employee information. Then, do the following:

- Create multiple objects (Emp1 and Emp2) with different properties and print information for each one.
- Create multiple objects (Emp3 and Emp4) from the employee class in another class and print information for each one.

Q11. Create a student class with the following attributes (id, name, age, universityName=” Borg El-Arab University”) and have a method that prints student information.

Please prevent users from changing the value of the “universityName” property when creating their objects.