



Course: JAVA (2)

Semester: 1<sup>st</sup> 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.