**Q1. Define Object-Oriented Programming (OOP) and its four main principles: Encapsulation, Inheritance, Polymorphism, and Abstraction.**

Ans.

* A programming approach that organizes code into objects.
* Objects are instances of classes, which are like blueprints.
* OOP focuses on reusability, modularity, and code organization.
* ***4 Main Principles of OOP:***
  + Encapsulation:
    - Wrapping data (properties) and functions (methods) together in a single unit (class).
    - Protects data by making it private and accessible only through public methods.
    - Example: Bank account balance hidden, accessible only through deposit/withdraw methods.
  + Inheritance:
    - A class can inherit properties and methods from another class.
    - Promotes code reuse.
    - Example: A Dog class can inherit general properties from an Animal class.
  + Polymorphism:
    - Allows one interface, many implementations.
    - Enables methods to do different things based on the object using it.
    - Example: A draw() method can have different effects in Circle and Square classes.
  + Abstraction:
    - Hides complex details and shows only essential information.
    - Simplifies code and makes it easier to manage.
    - Example: A Car class shows a simple drive() method but hides engine details.

**Q2. Explain the structure of a class in PHP, including properties and method.**

Ans.

* Class:

In PHP, a class is a blueprint for creating objects, which can have properties (variables) and methods (functions). Here’s a breakdown of the structure of a class in PHP:

class MyClass {

// Properties and methods go here

}

In PHP, classes are defined using the class keyword, followed by the class name.

* Properties:

Properties are variables that belong to the class. They

define the characteristics or data the class holds. Properties are declared within the class and are usually marked with visibility keywords (Public, protected, or private), which control access to these properties.

class MyClass {

public $publicProperty; // Accessible from outside the class

protected $protectedProperty; // Accessible within the class and subclasses private $privateProperty; // Accessible only within this class

}

* Methods

Methods are functions that perform actions and operate on the data within the class. They are defined within the class and, like properties, have visibility modifiers (public, protected, private).

class MyClass {

public function sayHello() {

return "Hello, World!";

}

protected function protectedMethod() {

// Only accessible within the class or subclasses

}

private function privateMethod() {

// Only accessible within this class

}

}

**Q3. What is an object in OOP? Discuss how objects are instantiated from classes in PHP.**

**Ans.**

In OOP, an object is an instance of a class, meaning it’s a concrete representation created from a class blueprint. Objects are the core units of OOP and can hold properties (data) and methods (functions) as defined by their class. When an object is created, it inherits all the properties and behaviours defined by the class and can also be modified independently.

**Creating (instantiating) Objects in PHP:**

To create an object in PHP, we instantiate it from a class using the new keyword followed by the class name and parentheses. This process initializes the object and, if a constructor is defined, it will automatically execute.

$object = new ClassName();

**Q4. Explain the concept of inheritance in OOP and how it is implemented in PHP?**

**Ans.**

Inheritance is a concept where a class (called the child or subclass) can inherit properties and methods from another class (called the parent or superclass). This allows for code reusability and establishes a relationship between classes, where a child class can use and extend the functionality of the parent class.

***Implementing inheritance in PHP***

In PHP, inheritance is implemented using the extends keyword, which indicates that a class inherits another class.

class ParentClass {

// Properties and methods of the parent class

}

class ChildClass extends ParentClass {

// Additional properties and methods specific to the child class

}

**Q5. Discuss method overloading and how it is implemented in PHP.**

**Ans.**

Method overloading allows multiple methods with the same name but different parameters to exist within a class. It enables flexibility in calling methods based on different argument types or counts. However, PHP does not support traditional method overloading.

class abc

{

function sum($a,$b)

{

echo $a+$b;

}

function sum($a,$b,$c)

{

echo $a+$b+$c;

}

}

$obj=new xyz;

$obj->sum(5,10);

$obj->sum(5,10,5);

**Q6. Explain the concept of abstraction and the use of interfaces in PHP.**

**Ans.**

Abstraction is an OOP concept that focuses on exposing only essential features of an object while hiding unnecessary implementation details. In PHP, abstraction is achieved through abstractclasses and interfaces, allowing developers to define a structure for the derived classes without specifying how the behavior should be implemented.

An abstract class is a class that cannot be instantiated directly; it’s meant to be a base class for other classes. It may contain both abstract methods (without implementation) and regular methods (with implementation). When a class inherits from an abstract class, it must implement all abstract methods defined in the abstract class.

***Use of interfaces in PHP:***

An interface is a completely abstract structure that only contains method signatures (no implementations). Classes that implement an interface must define each method declared in the interface. Interfaces are useful for defining a consistent API across multiple classes, even if they aren’t related through inheritance.

***Declaring an Interface***

In PHP, interfaces are defined using the interface keyword, and methods in an interface must be public.

interface Sound

{

public function makeSound();

}

class Bird implements Sound

{

public function makeSound()

{

return "Chirp!";

}

}

**Q7. What is a constructor in PHP? Discuss its purpose and how it is used.**

**Ans.**

A constructor is a special method called \_\_construct() that automatically executes when an object is created. Its purpose is to initialize properties or set up necessary values for the object.

***Purpose:***

* + - Initializes properties when an object is instantiated.
    - Ensures the object is in a valid state directly after creation.

class Car {

public $brand;

public function \_\_construct($brand) {

$this->brand = $brand;

}

}

$car = new Car("Toyota");

echo $car->brand; // Output: Toyota.

**Q8. Explain the role of a destructor in PHP and when it is called.**

**Ans.**

A destructor is a special method named \_\_destruct() that is called automatically when an object is no longer needed or goes out of scope, like at the end of a script.

***Role***

Resource Cleanup: Frees up resources, such as closing files or database connections, that the object used.

***When it is called***

Called automatically when the script ends or the object is explicitly unset (unset($object);).

**Q9. Define magic methods in PHP. Discuss commonly used magic methods like \_\_get(), \_\_set(), and \_\_construct().**

**Ans.**

Magic methods in PHP are special methods that start with double underscores (\_\_) and provide additional functionality. They are automatically called by PHP in specific scenarios**.**

* \_\_get():
  + Triggered when accessing an undefined or inaccessible property.
  + Allows custom behaviour for reading property values.
  + Syntax:

public function \_\_get($name)

{

return $this -> properties[$name] ?? null;

}

* \_\_set():
  + Triggered when assigning a value to an undefined or inaccessible property.
  + Allows custom behaviour for setting property values.
  + Syntax:

public function \_\_set($name, $value)

{

$this -> properties[$name]=$value;

}

* \_\_construct():
  + Initializes an object upon creation.
  + Automatically called when an object is instantiated.

**Q10. Explain the scope resolution operator (::) and its use in PHP.**

**Ans.**

The scope resolution operator (: :) in PHP is used to access properties and methods that belong to a class, rather than to an instance of the class. It is also known as the “Paamayim Nekudotayim” or “double colon”.

***Uses:***

1. **Accessing Static Properties and Methods**:
   1. Used to call static properties or methods directly on a class.
2. **Accessing Constants**:
   1. Used to access class constants.
3. **Accessing Parent Class Methods**:
   1. Used with parent:: to call a method from the parent class in an overridden method.

**Q11. Define traits in PHP and their purpose in code reuse.**

**Ans.**

Traits in PHP are a mechanism for code reuse that allows you to create methods that can be shared across multiple classes.

Purpose of Traits:

1. ***Code Reusability:*** Traits allow developers to define methods once and reuse them in different classes, promoting DRY (Don't Repeat Yourself) principles.
2. ***Avoiding Inheritance Complexity****:* They help avoid the complexity and limitations of deep inheritance hierarchies by allowing classes to mix in multiple traits.
3. ***Combining Functionality:*** Traits can include both method implementations and properties, enabling flexible combinations of behaviors in classes.

**Q12. Discuss the visibility of properties and methods in PHP (public, private, protected).**

**Ans.**

1. ***Public***
   1. Access level: Can be accessed from anywhere, inside and outside the class.
   2. Use case: When you want properties or methods to be freely accessible.
2. ***Private***
   1. Access level: Can only be accessed within the class itself.
   2. Use case: When you want to restrict access to certain properties or methods, ensuring they can’t be accessed from outside the class or by child classes.
3. ***Protected***
   1. Access level: Can be accessed within the class and by subclasses (child classes).
   2. Use case: When you want to properties or methods to be available to child.

**Q13. Explain type hinting in PHP and its benefits.**

**Ans.**

Type hinting allows you to specify the expected data types of function parameters and return values. This helps ensure that the right type of data is passed to functions and methods, improving code reliability and readability.

***Benefits of Type Hinting:***

1. Improved Code Quality:
   * + Ensures functions receive the correct types, reducing bugs.
2. Better Readability:
   * + Makes the intended use of functions clearer, helping developers understand how to use them.
3. Early Error Detection:
   * + PHP throws a TypeError if the wrong type is passed, making it easier to catch errors early during development.
4. Enhanced IDE Support:
   * + Many IDEs use type hints to provide better autocompletion and static analysis.
5. Documentation:
   * + Type hints serve as a form of documentation, helping others (or yourself later) understand what types are expected.

**Q14. Discuss the purpose of the final keyword in PHP and how it affects classes and methods.**

**Ans.**

The final keyword in PHP is used to prevent overriding and inheritance. It can be applied to classes and methods.

1. Final Classes
   1. A final class cannot be extended (inherited) by other classes.
   2. Ensures the class's functionality remains unchanged.
2. Final Methods
   1. A final method cannot be overridden in a subclass.
   2. Used to ensure critical functionality in a method remains unchanged.

**Keys Purpose**

1. **Prevent Modification**:
   1. Ensures critical classes or methods remain unaltered.
2. **Enforce Design**:
   1. Protects the integrity of core functionality.
3. **Code Stability**:
   1. Useful in frameworks or libraries where overriding specific methods or classes could break functionality.

**Q15. Explain the importance of email security and common practices to ensure secure email transmission.**

**Ans.**

Importance of Email Security:

1. **Protect Sensitive Information:**
   * Emails often carry personal or confidential data that can be exploited if intercepted.
2. **Prevent Unauthorized Access:**
   * Protects against hackers gaining access to accounts and sensitive content.
3. **Mitigate Phishing Attacks:**
   * Ensures that users are not tricked into revealing credentials or financial data.
4. **Avoid Malware and Spam:**
   * Prevents malicious attachments and links that could harm devices or steal data.

Common Practices for Secure Email Transmission:

1. **Use Encryption**:
   * TLS/SSL: Encrypt emails during transmission to prevent interception.
   * PGP or S/MIME: For end-to-end encryption, ensuring only the intended recipient can read the message.
2. **Enable Two-Factor Authentication (2FA):**
   * Adds an extra layer of security beyond just a password.
3. **Use Strong Passwords:**
   * Ensure passwords are unique, complex, and periodically updated.
4. **Verify Sender’s Identity:**
   * Use DKIM, SPF, and DMARC to authenticate sender domains and prevent email spoofing.
5. **Avoid Public Wi-Fi:**
   * Use VPNs to secure transmissions when accessing emails on public networks.
6. **Beware** **of Phishing Links:**
   * Verify URLs in emails before clicking, and avoid sharing sensitive information over email.
7. **Keep Software Updated:**
   * Regularly update email clients and antivirus software to fix vulnerabilities.
8. **Limit Attachments:**
   * Avoid sending sensitive data as plain-text attachments; encrypt or password-protect them.

**Q16. Discuss file handling in PHP, including opening, reading, writing, and closing files.**

**Ans.**

File handling in PHP allows you to create, read, write, and manage files on the server.

1. Opening a File
   * Use fopen() to open a file. Modes determine how the file is accessed.
2. Writing to a File
   * Use fwrite() or fputs() to write data to a file.
3. Reading from a File
   * Use fread() to read a specific number of bytes or fgets() to read a single line.
4. Closing a File
   * Always use fclose() to release system resources.

**Q.17 Discuss the Model-View-Controller (MVC) architecture and its advantages in web development.**

**Ans.**

MVC separates an application into three components:

1. Model:
   * + Manages data and business logic.
     + Interacts with the database and handles data retrieval, updates, and processing.
2. View:
   * + Handles the presentation layer (UI).
     + Displays data provided by the controller.
3. Control:
   * + Acts as an intermediary between the Model and the View.
     + Processes user inputs, calls the model, and updates the view.

**Advantages of MVC in Web Development:**

* 1. **Separation of Concerns:**
     1. Code for data handling, business logic, and presentation are isolated.
     2. Easier maintenance and debugging.
  2. **Reusability**:
     1. Models and Views can be reused in other parts of the application.
  3. **Scalability:**
     1. Components can be updated or scaled independently.
  4. **Collaborative Development:**
     1. Developers can work on different layers (Model, View, or Controller) simultaneously.
  5. **Testability:**
     1. Unit testing is simplified because of the decoupled structure.
  6. **Flexibility:**
     1. Views can change without modifying the business logic or database structure.

**Q18 Explain how to connect PHP to a MySQL database using mysqli**

**Ans**

<?php

// Database credentials

$host = 'localhost'; $username = 'root'; $password = ''; $database = 'testdb';

// Create connection

$conn = new mysqli($host, $username, $password, $database);

// Check connection

if ($conn->connect\_error) {

die("Connection failed: " . $conn->connect\_error);

}

echo "Connected successfully!";

?>

**Q19. Define SQL injection and its implications on security.**

**Ans.**

SQL Injection is a security vulnerability where an attacker manipulates SQL queries by injecting malicious input into a web application's database query.

**Data Breach:** Attackers can access, modify, or delete sensitive data.

**Authentication Bypass**: Gain unauthorized access (e.g., login without credentials).

**Data Corruption**: Tamper or destroy database records.

**Server Compromise**: Execute system commands via SQL.

**Reputation Damage**: Loss of user trust and legal repercussions.

**Q20. Explain the differences between sessions and cookies in PHP.**

**Ans.**

**Sessions vs Cookies in PHP:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Feature** | **Sessions** |  | **Cookies** |
| **Storage Location** | Server-side |  | Client-side (browser) |
| **Data Security** | More secure (data is not stored on the client) |  | Less secure (can be accessed/modified by the user) |
| **Lifetime** | Ends when the session expires or browser closes |  | Can persist until a specified expiry time |
| **Size Limit** | No strict size limit (depends on server configuration) |  | Limited to ~4KB |
| **Usage** | Store sensitive or temporary data |  | Store less sensitive data (e.g., preferences) |
| **Accessibility** | Requires session ID to access |  | Automatically sent with HTTP requests |

* **Sessions:** Better for sensitive or temporary data.
* **Cookies:** Best for non-sensitive, persistent client-side data.