**OOPS INTERVIEW QUESTIONS**

1. Explain the term constructor.
2. What is function overloading?
3. What is an abstraction?
4. What is dynamic or run time polymorphism?
5. How many instances can be created for an abstract class?
6. What are base class, subclass, and superclass?
7. What is the difference between structure and a class?
8. What are the various types of constructors?
9. What are the access modifiers?
10. Explain exception handling.
11. What is the main difference between overloading and overriding?
12. What is meant by the term OOPs?
13. Name any seven widely used OOP languages
14. Difference between Procedural programming and OOPS?
15. What are the advantages and disadvantaes of OOP?
16. What is the difference between a class and object?
17. What is meant by Garbage Collection in OOPs World?
18. What is Encapsulation?
19. What is Cohesion in OOP?
20. What are virtual function?
21. What is the purpose of ‘this’ keyword?
22. What are final variables or method?
23. What is a destructor?
24. What is early and late Binding?
25. Which OOPS concept is used as a reuse mechanism?
26. List the different inheritance types
27. What is multiple inheritance?
28. What is compile time polymorphism?
29. Which are the widely used OOP languages?
30. What is a virtual function?
31. What is the difference between an instance variable and a class variable?
32. What are the fundamental principles of OOPs?
33. What is the difference between private, protected and public access modifiers in OOPs?
34. What are the difference types of constructors?
35. Define a superclass?
36. What are the features of polymorphism?