- 1. What are the four pillars of OOP?
- 2. What is the difference between an abstract class and an interface?
- 3. Explain method overloading and method overriding.
- 4. What is polymorphism?
- 5. What are the differences between encapsulation and abstraction?
- 6. What is the use of the virtual, sealed, and override keywords?
- 7. Can a class inherit multiple interfaces in C#?
- 8. What is the difference between composition and inheritance?
- 9. Explain the SOLID principles.
- 10. How does C# implement encapsulation?
- 11. What is the difference between public, private, and protected access modifiers?
- 12. What is a constructor, and how is it different from a method?
- 13. Can you explain the concept of a static class and its use?
- 14. What is the difference between is-a and has-a relationships in OOP?
- 15. What is the significance of the base keyword in inheritance?
- Pro Tip: Understanding these concepts thoroughly is key to nailing your OOP-based interview questions!

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