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**Assignment Questions 6**

**Q.1** What’s Constructor And Its Purpose?

Ans:- A constructor is a special type of method that is used to initialize an object. It is called when an object of a class is created. The constructor has the same name as the class and it has no return type.

The purpose of a constructor is to initialize the object's data members. This can be done by assigning values to the data members directly, or by calling other methods to initialize the data members.

**Q.2** Explain This Keyword and Its Purpose?

Ans:- The this keyword in programming languages with object-oriented features refers to the current object. It is used to access the object's properties and methods

the this keyword is used to refer to the Car object that is calling the toString() method.

**Q.3** What’s Call Apply Bind Method & Difference Between them?

Ans:- The call() method takes two arguments: the first argument is the object that you want to set the this keyword to, and the second argument is an array of arguments that you want to pass to the function.

The apply() method is similar to the call() method, but it takes an array of arguments instead of a single argument.

The bind() method is similar to the call() method, but it returns a new function that has the specified this value.

**Q.4** Explain OOPS ?

Ans:- Object-oriented programming (OOP) is a programming paradigm that treats objects as the basic unit of code. OOP languages allow programmers to create new data types, called classes, and to use these classes to create objects.

**Q.5** Whats Abstraction and Its Purpose?

Ans:- In object-oriented programming (OOP), abstraction is one of the four main concepts. The other three concepts are encapsulation, inheritance, and polymorphism.

Abstraction is important in OOP because it allows programmers to create reusable code. By abstracting the implementation details of an object, programmers can create a class that can be used in different projects. This makes it easier to maintain and extend the code.

Q.6 Whats Polymorphism and Purpose of it?

Ans:- Polymorphism is a feature of object-oriented programming (OOP) that allows objects of different types to respond to the same message in different ways.

Polymorphism is achieved through two main mechanisms: **overloading** and **overriding**.

**Q.7** Whats Inheritance and Purpose of it?

Ans:-   
Inheritance is the ability of one class to inherit the properties and methods of another class. This is a powerful feature of object-oriented programming (OOP) that allows programmers to reuse code and to create more complex objects.

**Q.8** Whats Encapsulation and Purpose of it ?

Ans:-   
Encapsulation is a key concept in object-oriented programming (OOP). It is the bundling of data and methods into a single unit. This makes it easier to manage the data and methods, and it also helps to protect the data from unauthorized access.

**Q.9** Explain Class in JavaScript?

Ans:- A class in JavaScript is a blueprint for creating objects. It defines the properties and methods of an object, and it is used to create new objects of that type.

**Q.10** What’s Super Keyword & What it does?

Ans:-   
The super keyword in JavaScript is used to refer to the parent class of an object. It can be used to access the properties and methods of the parent class, and it can also be used to call the constructors of the parent class.