

1. What are the four concepts of OOP with a short explanation for each? (15 Points)

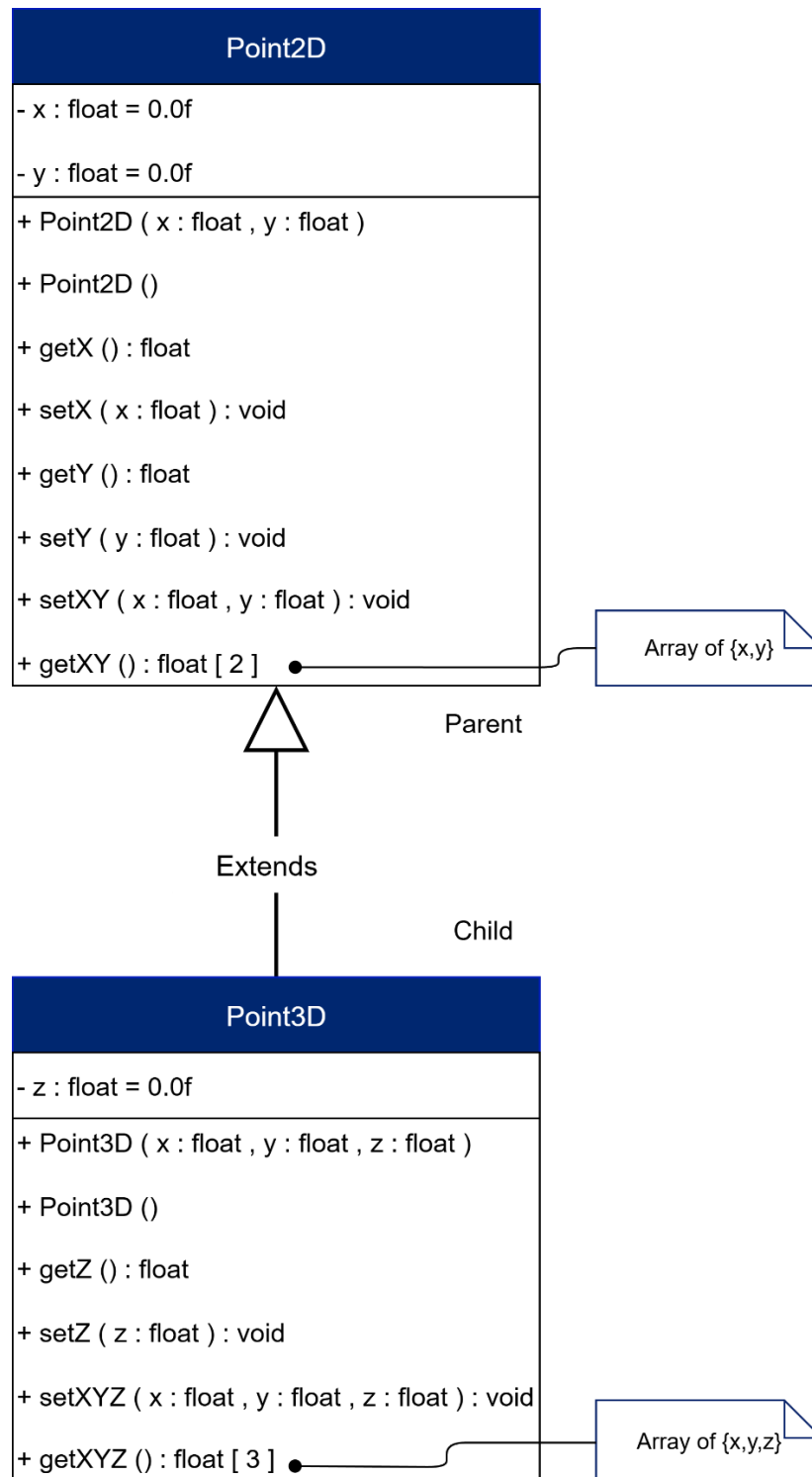
2. What is the difference between access modifiers? (15 Points)

3. Mention an example for Exception handling. (15 Points)

4. Mention an example for Template. (15 Points)

5. What is the difference between overloading and overriding? (20 Points)

6. Write a code that describes the next UML Diagram, Then, Implement it in the “Main” function. (20 Points)



Best Wishes.