Advanced OOPs Interview Questions

1. What is a class?
2. What is an object?
3. What is encapsulation?
4. What is Polymorphism?
5. What is Compile time Polymorphism and how is it different from Runtime Polymorphism?
6. How does C++ support Polymorphism?
7. What is meant by Inheritance?
8. What is Abstraction?
9. How much memory does a class occupy?
10. Is it always necessary to create objects from class?
11. What is a constructor?
12. What are the various types of constructors in C++?
13. What is a copy constructor?
14. What is a destructor?
15. Are class and structure the same? If not, what's the difference between a class and a structure?
16. Explain Inheritance with an example?
17. Are there any limitations of Inheritance?
18. What are the various types of inheritance?
19. What is a subclass?
20. Define a superclass?
21. What is an interface?
22. What is meant by static polymorphism?
23. What is meant by dynamic polymorphism?
24. What is the difference between overloading and overriding?
25. How is data abstraction accomplished?
26. What is an abstract class?
27. How is an abstract class different from an interface?
28. What are access specifiers and what is their significance?
29. What is an exception?
30. What is meant by exception handling?
31. What is meant by Garbage Collection in OOPs world?
32. Can we run a Java application without implementing the OOPs concept?

OOPs Coding Problems

1. What is the output of the below code?
2. What will be the output of the below code?
3. Predict the output?
4. What will be the output in below code?
5. Predict the output?
6. What is the output of the below program?

OOPs MCQ

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