

Q)What are the differences between Unstructured PLs and Structered PLs?

Ans:

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- 1.** USPLs are out dated PLs, they are not suitable for our at present application requirements.
EX: BASIC, Fotran,....

SPLs are not out dated PLs, they are suitable for our at present application requirements.
EX: C, PASCAL,....

- 2.** USPLs are not having any proper strucuter to prepare application.
SPLs are having proper to prepare applications.

- 3.** USPLs are using Mnemonic codes, these are available in less no and they will provide less no of features.

SPLs are using high level syntaxes to design applications, these are available in more no and they will provide more no of features to prepare applications.

- 4.** USPLs are using only goto statement to rpepare flow of execution.
SPLs are using more and more no of flow controllers to define very good flow of execution.

2. Abstraction is not good in SPLs.

Abstraction is very good in OOPPLs.

3. SPLs are not having good security.

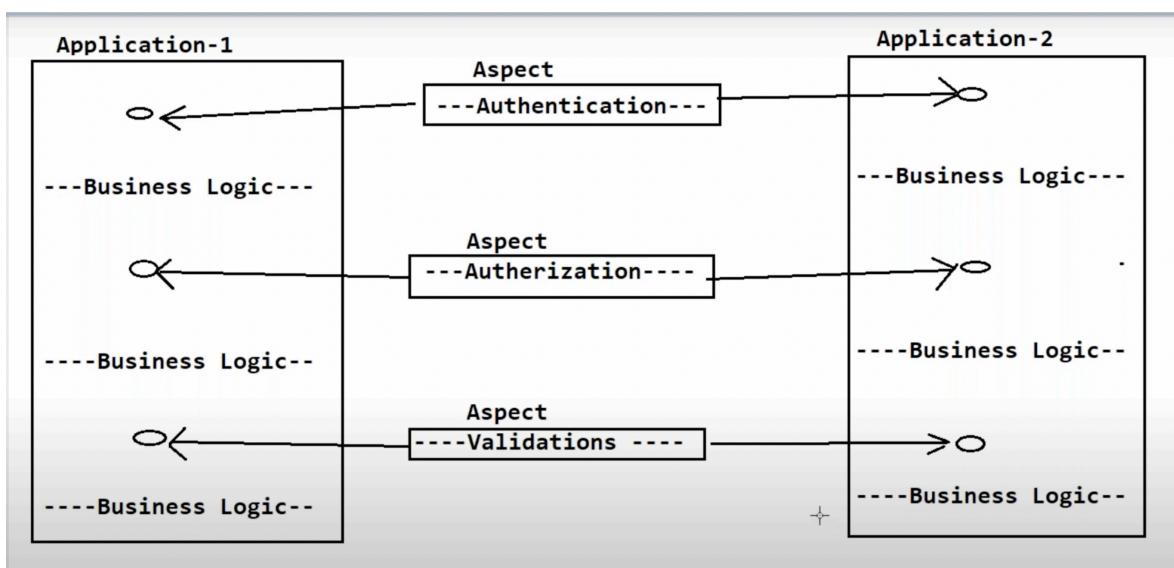
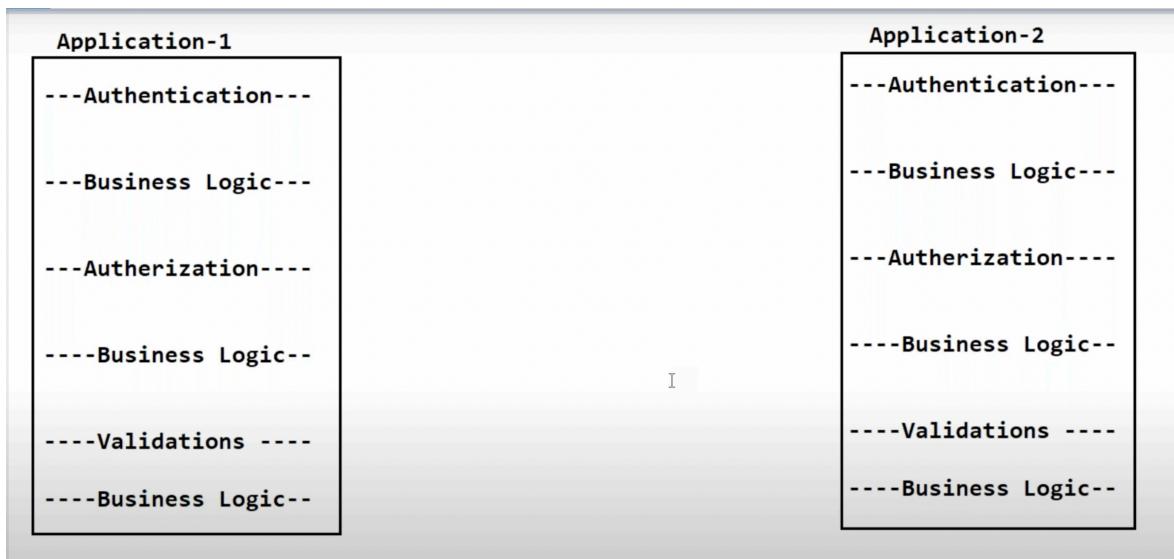
OOPPLs are having very good security for the data.

4. SPLs are not having good sharability.

OOPPLs are having very good sharability.

5. SPLs are not having good Reusability.

OOPPLs are having very good Reusability.



Q) What is the difference between Object Oriented PLs and Object based PLs?

Ans:

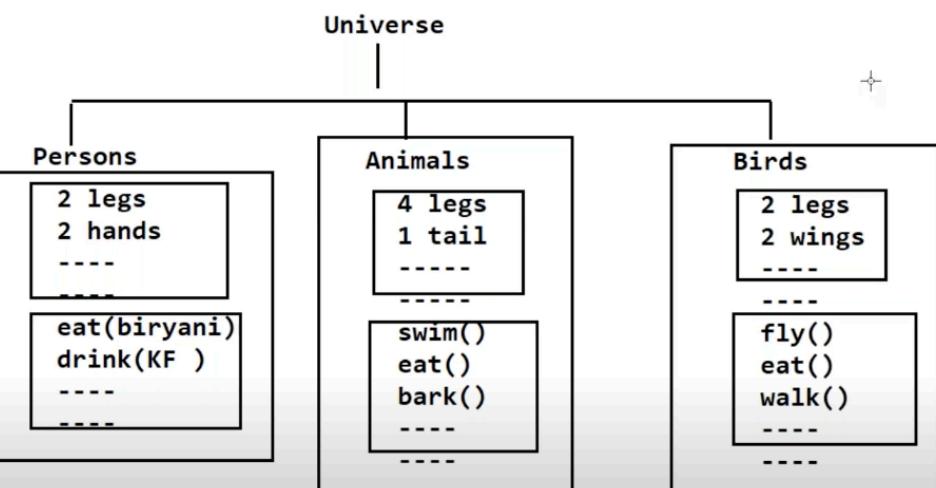
OOPLs--> All features. EX: JAVA

OBPLs --> All features except Inheritance : Java Script

Object Oriented Features:

To describe the nature of Object Orientation, Object Orientation has provided a set of features.

1. Class
2. Object
3. Encapsulation
4. Abstraction
5. Inheritance
6. Polymorphism
7. Message Passing



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1. Class is a group of elements having common properties and common behaviours.

Object is an individual element among the group of elements having physical properties and physical Behaviours.

2. Class is virtual.
Object is Real/Physical

3. Class is the virtual encapsulation of the properties and Behaviours.
Object is the real encapsulation of the properties and Behaviours.

**4. Class is Generalization
Object is Specialization**

**5. Class is a Model or Blue Print for all the Objects.
Object is an instance of the class.**

Q)What is the difference between Encapsulation and Abstraction?

Ans:

The process of binding data and Coding is called as Encapsulation.

The process of showing neccessary implementation and the procces of hiding unnecessary implementation is called as Abstraction.

5. Inheritance:

The process of getting variables and methods from one class to another class is called as Inheritance.

It is a relation between classes, it will bring variables and methods from one class to another class inorder to improve COde Reusability.

Encapsulation + Abstraction = Security

6. Polymorphism:

One is existed in more than one form is called as Polymorphism.

7. Message Passing:

The process of passing data from one instruction to another instruction along with flow of execution is calloed as Message Passing.

The main advantage of Message passing to improve data navigation from one entity to another entity.

Containers in JAVA:

Container is a Java element, it contains other java programming elements like variables, methods, constructors, blocks,.....

There are three types of Containers in Java.

- 1. Class**
- 2. Abstract Class**
- 3. Interface**