

Question2: True Or False [16 points]

1- Encapsulation is a mechanism which represent the essential features without including implementation details.

Answer: False

2- Encapsulation lets you focus on what the object does instead of how it does it

Answer: True

3- Abstraction means hiding the internal details or mechanics of how an object does something

Answer: True

4- Overriding happens at compile-time

Answer: False

5- Overloading happens at runtime

Answer: False

6- Static binding is being used for overloaded methods and dynamic binding is being used for overridden/overriding method

Answer: True

7- Binding object state(fields) and behavior(methods) together. If you are creating class, you are doing encapsulation.

Answer: True

8- Polymorphism is a object oriented programming feature that allows us to perform a single action in different ways.

Answer: True