OOP UML FAQ

1. What is the meaning of abstraction

2. What is the meaning of encapsulation

3. What is meant by hierarchy

4. How many types of hierarchies are possible ? Name them

5. What is the meaning of modularity

6. What is the meaning of composition. What is its representation in UML

7. What is the meaning of aggregation. What is its representation in UML

8. What comprises an object ?

9. What is meant by behavior of an object

10. What is meant by state of an object

11. Different access specifiers and their meanings.

12. What is a Constructor and when it gets called

13. What is a Destructor and when it gets called

14. What are instance and static variables. Understand their difference

15. Why static variables are used

16. What is abstract class

17. What is interface

18. Difference between abstract class and interface

19. How do objects of different classes communicate with each other.What is this process called as ?

20. What is polymorphism

21. What is the advantage of polymorphism.

22. Which are the different types of static UML diagrams

23. Which are the different types of dynamic UML diagrams

24. Which are the different views provided by UML

25. What is a use case ?

26. Which are the ways to relate two or more use cases

27. Understand the different between answers to the above question

28. Different notations and terms used in class diagram

29. Different notations and terms used in sequence diagram

30. Different notations and terms used in activity diagram

31. Different notations and terms used in use case diagram

32. Different UML extension mechanisms used and their purpose

33. Which are the notations used for acccess specifiers in UML

34. Which are the different ways in which two classes can be related to each other

35. What is the term used to relate interface and class