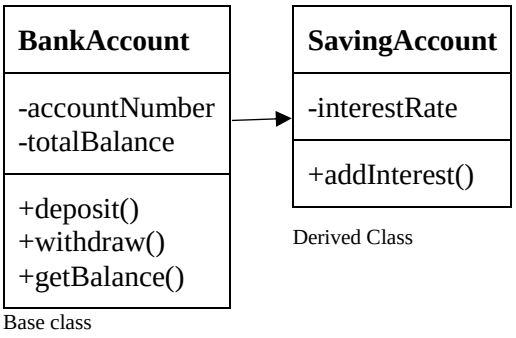
1. What is class and object? illustrate it with suitable example.
2. Explain Three the visibility mode for variable and method in php.
3. What is constructor? How you implement such concept in php.
4. Explain different types of construct supported by PHP.
5. What is destructor? Explain how it works in php scripting.
6. What is method overloading? how you achieve it. Give suitable example.
7. What is polymorphism? Illustrate suitable example of it.
8. What is encapsulation? Illustrate with suitable example.
9. What is inheritance? Write down advantages of using it.
10. Explain different types of inheritance supported by PHP.
11. Differentiate between class and interface.
12. What do you mean by the term method overriding? How you solve such problem in php environment. Give suitable example.
13. What is static function? Explain its importance in web development.
14. Write an Object-Oriented PHP Program to implement the concept of inheritance in considering with following class diagram.



15. Create a class named 'Member' having the following data members like name, age, phone, address, salary. It also has a method named 'setMemberDetails' which initialized all data members and another method 'printMemberDetails' which displays the member details. Second classes 'Employee' and 'Manager' inherit the 'Member' class. The 'Employee' and 'Manager' classes have data members 'specialization' and 'printSpecialization' and 'Manager' class contains a method named 'setDepartment' and 'printDepartment'. Provide a main class and create objects of 'Employee' and 'Manager', set the details and print them.
16. Create an abstract class called 'Fmachine' having methods getdata() and putdata(). Derive a class 'Airplane' having instance variables code, name, capacity and methods getdata() and pudata() (that overrides Fmachine's getdata() and putdata()) to read and display the result. Create some instances of Airplane and call the required methods.

17. Make a class “Rectangle” with attributes length and breath. The class contains methods computeArea and displayArea. Write a program with main method that create two object of Rectangle class and find their areas and display are of larger rectangle.

18. Make an interface named num with two methods int add(int x, int y) and int diff(int x, int y) then make a class that implements that interface num.

19. Create an interface called calculate which has method int add(int x, int y) and perform addition and subtraction of numbers passed as argument. Then define a class that implements interface calculate.

20. Create a class student with instance variable roll_no and two methods to read and display the roll_no. then, create another class Test that inherits class student, consisting of its own instance variables to hold the marks of two subjects and also methods to read and display the marks. Finally, create another class Result which inherits class Test. It also has its own instance variable total to hold the total two marks scored by the student. Similarly, it has methods to calculate and display the total. Create some instances of above classes and demonstrate inheritance.

21. Create an interface Shape with has methods get_data() and display_area(). Create two classes Rectangle and Square which implements this interface. Define the instance variables of these classes as per requirement in class itself. Create some instance of Rectangle and Square classes and demonstrate interface implementation by classes.

22. create a class Number with three integer instance variables x,y and z. the class will have one constructor to initialize instance variable. The class also will contain method getMax() method that will return the larger number. Create a class NumberDemo with main method that will create an object of Number and will print the largest number.

23. Create a class box with instance variables length, breath and height. Add one method getVolume() to compute the volume of box. Use suitable constructors. Create a subclass boxWeight that extends Box that add one variable weight. Add two methods setWeight() and getWeight() that sets and displays the weight of box to this class. Add sutable constructors. Your class should use upper keyword to call superclass constructor, then create a class BoxDemo with main() method that creates two objects of BoxWeight and display volumes and weight of box boxes.

24. Create a class hierarchy for a zoo. Define a base class Animal with data members for the name and age of an animal, and a method to make a sound. Create subclasses for different types of animals, such as Lion, Tiger, Giraffe, and Zebra, and override the makeSound() method for each subclass to make the appropriate sound.