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 comprises an object ?
7. What is meant by behavior of an object
8. What is meant by state of an object
9. Different access specifiers and their meanings.
10. What is a Constructor and when it gets called
11. What is a Destructor and when it gets called
12. What are instance and static variables. Understand their difference
13. Why static variables are used
14. What is abstract class
15. What is interface
16. Difference between abstract class and interface
17. How do objects of different classes communicate with each other.What is this process called as ?
18. What is polymorphism
19.What is the advantage of polymorphism.
20. Which are the different ways in which two classes can be related to each other
21. What is the term used to relate interface and class