UNIVERSIDAD DE DAGUPAN

SCHOOL OF INFORMATION TECHNOLOGY EDUCATION

ITP03 | OBJECT ORIENTED PROGRAMMING

PRELIM EXAM

Instructions:

- Turn off your cell phone/s. Use of CP is not Allowed during exam.
- Write ALL YOUR ANSWERS LEGIBLY.
- Use black pen only. Strictly: **NO ERASURE**.
- READ and FOLLOW the DIRECTIONS carefully!

Name : _____

Year, Course & blk : _____

Subject : _____

Date : _____

PART I: MULTIPLE CHOICE (25 PTS)

Direction: Write your answer before the number. (USE UPPERCASE ONLY)

1. Which of the following is part of the university objectives?

a) To build sports facilities

b). To inculcate critical thinking and provide competent human resources

c) To create entertainment programs for students

d) . To develop only technical skills without ethics

2. Which statement BEST describes the University Philosophy?

a) Education is only for employment.

b). Education is mainly about discipline and equality.

c) Education helps discover and develop man's God-given gifts.

d) . Education is focused on technology alone.

3. According to the University Vision, what does the institution aim to create?

a) A community responsive to the challenges of the changing world

b). A community focused only on personal achievements

c) A community that enforces discipline and equality

d) . A community of technology innovators only

4. According to the University Vision, what does the institution aim to create?

a) To inculcate critical thinking

b). To uphold discipline, justice, and equality

c) To improve man's quality of life through research and community services

d) . To focus only on sports and physical education

5. In Object-Oriented Programming (OOP), objects represent real-world entities and contain which of the following?

a) Variables and constants

b). Data types and operators

c) Attributes (properties) and methods (functions)

d) . Classes and inheritance

6. In Object-Oriented Programming (OOP), what is the role of a class?

a) It is a real-world entity itself

b). It is a function that defines variables

c) . It is a blueprint for creating objects

d) . It is the memory location of an object

7. What is an object in Object-Oriented Programming (OOP)?

a) A class

b). A variable

c) . An instance of a class

d) . A function

8. In Object-Oriented Programming (OOP), access modifiers are used to:

a) Control the visibility and accessibility of class members

b). Create new objects in a class

c) . Define relationships between classes

d) . Store data in attributes

9. In OOP, what does the access modifier public mean?

a) . Class members can only be accessed inside the same class

b). Create new objects in a class

c) . Class members can only be accessed by subclasses

d) . Class members can be accessed from anywhere in the program

10. In OOP, what does encapsulation mean?

a) . Writing one function with many forms

b). Sharing attributes and methods from one class to another

c) . Hiding the details of how a function works from the user

d) . Data and functions are kept together inside the class and protected from direct access

11. In OOP, what does Abstraction mean?

a) . Keeping data and methods inside one class

b). Allowing a class to inherit attributes and methods from another class

c) . Providing a simple interface while hiding complex implementation details

d) . Defining multiple methods with the same name but different parameters

12. In OOP, what does Abstraction mean?

a) . Keeping data and methods inside one class

b). Allowing a class to inherit attributes and methods from another class

c) . Providing a simple interface while hiding complex implementation details

d) . Defining multiple methods with the same name but different parameters

13. In OOP, what does Inheritance mean?

a) . Keeping data and methods inside one class

b). Allowing a class to inherit attributes and methods from another class

c) . Providing a simple interface while hiding complex implementation details

d) . Defining multiple methods with the same name but different parameters

14. In OOP, what does Polymorphism mean?

a) . Keeping data and methods inside one class

b). Allowing a class to inherit attributes and methods from another class

c) . Providing a simple interface while hiding complex implementation details

d) . Defining multiple methods with the same name but different parameters

15. In OOP, what does Polymorphism mean?

a) . Keeping data and methods inside one class

b). Allowing a class to inherit attributes and methods from another class

c) . Providing a simple interface while hiding complex implementation details

d) . Defining multiple methods with the same name but different parameters

16. In PHP OOP, which operator is used to access properties and methods of an object?

a) . (dot)
b) :: (double colon)
c) -> (arrow)
d) : (colon)

17. In OOP, which access modifier means a class member cannot be accessed outside the class?

a) Public
b) Protected
c) Private
d) Static

18. In OOP, which access modifier allows class members to be accessed inside the same class and its subclasses, but not outside?

a) Public
b) Protected
c) Private
d) Static

19. In OOP, which access modifier allows class members to be accessed from anywhere, including other classes and packages?

a) Public
b) Protected
c) Private
d) Static

20. Which keyword in OOP means that a property or method belongs to the class itself and can be accessed without creating an object?

a) Public
b) Protected
c) Private
d) Static

21. Which OOP method runs automatically when an object is created?

a) Destructor
b) Static method
c) Constructor
d) Accessor

22. Which OOP method runs automatically when an object is destroyed?

a) Destructor
b) Static method
c) Constructor
d) Accessor

23. PHP stands for?

a) Personal Home Page
b) Private Hypertext Protocol
c) PHP: Hypertext Preprocessor
d) Public Hosting Platform

24. In PHP, which function can be used to read user input from the command line (terminal)?

a) scanf()
b) getInput()
c) fgets(STDIN)
d) print()

25. How do you declare a string variable in PHP?

a) $name = "John";
b) string name = "John";
c) $name == 'John';
d) var $name = John;

PART 2: Debugging (15PTS)

*Direction**:** Analyze the given code snippets carefully. Check if the code has an error or not. If there is an error, write the corrected code. If there is no error, write **NO ERROR**. Write your answer before the number (USE UPPERCASE ONLY).*

#	Code Snippet	Corrected Version (if incorrect)
1	echo "Hello World!";	
2	$name = "Alice";	
3	$num = 10;	

4	function sayHello()
	{
	echo "Hi!";
	}	

5	class Person {
	public name;
	private age;
	}	

6	class Car {
	public $model;
	public function __construct($model) {
	$this->model = $model;
	} }	

7	$greeting := "Hello";	

8	class Account {
	private $balance;
	public function
	setBalance($amount) {
	$balance = $amount;
	}
	}	

9	echo $num;	
10	$obj = Bank();	

11	class Student {
	private $name;
	public function getName() {
	$this->name;
	}
	}	

12	for($i = 0; $i < 5; $i++) {
	echo $i;
	}	

13	$number = 5;
	if ($number == 10) {
	echo "Ten";
	} else {
	echo "Not Ten";
	}	

14	$name = "John"; echo "My name is " . $Name;	

#	Code Snippet	Corrected Version (if incorrect)
15	$x = 5; $y = 10; echo $x + y;	

PART 2: Debugging (15PTS)

Make 2 classes from real-world concepts. Each class must have a name, 3 properties, 2 methods, and 2 objects. (5 points each)

PREPARED BY:

JERICO B. GARCIA
SITE, FACULTY

CHECKED BY:

ARNALDY D. FORTIN, DIT
SITE, PROGRAM HEAD

APPROVED BY:

JANN ALFRED ARZADON QUINTO, MSIB
SITE, DEAN