Quiz 1 – Object Oriented Programming

General Instructions:
1. Read each question carefully before answering.
2. No erasures allowed an erasure will be considered wrong

Part 1 Multiple Choice

1. Which of the following best describes Object-Oriented Programming (OOP)?

   a) A language for creating databases

   c) A method of writing only procedural code

   b) A paradigm based on objects containing data and behavior

   d) A way to format HTML documents

2. Which of the following is NOT a pillar of OOP?

   a) Inheritance

   c) Polymorphism

   b) Abstraction

   d) Compilation

3. In PHP, which operator is used for string concatenation?

   a) +

   c) &&

   b) .

   d) *

4. In OOP, which keyword is used to declare class members that can only be accessed within the same class?

   a) private

   c) protected

   b) public

   d) static

5. Which PHP function is used to display text to the screen?

   a) print()

   c) echo

b) display()   d) show()

6. In OOP, what is **a constructor** used for?

   a) To destroy objects after use   c) To access parent class members

   b) To declare static properties only   d) special method that runs
                                             automatically when an object is created

7. Which of the following keywords in OOP is used to create an object?

   a) build   c) new
   b) class   d) create

8. What does encapsulation in OOP mean?

   a) Combining multiple classes into one   c) Copying one class into another

   b) Writing code in a procedural style   d) data and functions are kept inside the
                                             class, and data is protected from direct
                                             access.

9. Which PHP superglobals are commonly used to get input from an HTML form?

   a) $_POST and $_GET   c) $_INPUT

   b) $_FORM   d) $_REQUEST

10. Which of the following best describes a class?

   a) A single instance of an object   c) A blueprint for creating objects

   b) A function inside PHP   d) A server that runs PHP

11. Which OOP principle allows a subclass to inherit methods and attributes from
    another class?
    a) Polymorphism   c) Encapsulation
    b) Inheritance   d) Abstraction

12. What does the $this keyword in PHP refer to?

a) The class itself

c) The current object instance

b) The parent class

d) A static method

13. What is the purpose of a destructor in PHP OOP?

a) special method that runs automatically when the object is destroyed

c) To make methods private

b) To initialize class properties

d) To allow multiple inheritance

14. What makes OOP code easier to maintain and debug?

a) Code is written in one large function

c) OOP automatically removes bugs

b) All code is hidden in a single file

d) Classes group related data and behaviors together

15. What does polymorphism in OOP allow?

a) Using the same method name in different classes with different behaviors

c) Copying attributes from one class to another

b) Hiding the internal details of a class

d) Grouping data and methods together

Part 2 True or False

True or False, write **T** if the statement is correct and **F** if it is incorrect.

_____1) OOP is based on objects that contain both data and behavior.
_____2) Procedural programming is the same as object-oriented programming.
_____3) Inheritance allows one class to reuse properties and methods of another class.
_____4) Polymorphism means that different classes can define methods with the same name but different behaviors.
_____5) Abstraction hides implementation details and shows only necessary features.
_____6) In PHP, variables must always start with a dollar sign ($).
_____7) The echo statement in PHP is used to read input from the user.
_____8) $this in PHP is used inside static methods to access class properties.

_____9) Access modifiers in OOP control the visibility of class members.

_____10) self refers to the current object instance of a class.

_____11) Indexed arrays in PHP use numeric indexes starting from 0.

_____12) Associative arrays in PHP use named keys instead of numbers.

_____13) OOP makes it harder to maintain and debug large systems.

_____14) Static methods in PHP can be accessed without creating an object instance.

_____15) A constructor in OOP is automatically called when an object is created.