1. In Object-Oriented Programming (OOP), objects represent real-world entities and contain which of the following?  
   A. Variables and constants  
   B. Attributes (properties) and methods (functions) ✅  
   C. Data types and operators  
   D. Classes and inheritance
2. In Object-Oriented Programming (OOP), what is the role of a class?

A. It is a real-world entity itself  
B. It is a blueprint for creating objects ✅  
C. It is a function that defines variables  
D. It is the memory location of an object

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

A. A class  
B. An instance of a class ✅  
C. A variable  
D. A function

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

A. Create new objects in a class  
B. Control the visibility and accessibility of class members ✅  
C. Store data in attributes  
D. Define relationships between classes

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

A. Class members can only be accessed inside the same class  
B. Class members can be accessed from anywhere in the program ✅  
C. Class members can only be accessed by subclasses  
D. Class members cannot be accessed at all

6. In OOP, what does encapsulation mean?

A. Data and functions are kept together inside the class and protected from direct access ✅  
B. Sharing attributes and methods from one class to another  
C. Writing one function with many forms  
D. Hiding the details of how a function works from the user

7. In OOP, what does encapsulation mean?

A. Keeping data and methods inside one class  
B. Providing a simple interface while hiding complex implementation details ✅  
C. Allowing a class to inherit attributes and methods from another class  
D. Defining multiple methods with the same name but different parameters

8. In OOP, what does inheritance mean?

A. Keeping data and methods inside one class  
B. Providing a simple interface while hiding complex implementation details   
C. Allowing a class to inherit attributes and methods from another class ✅  
D. Defining multiple methods with the same name but different parameters

9. In OOP, what does Polymorphism mean?

A. Keeping data and methods inside one class  
B. Providing a simple interface while hiding complex implementation details   
C. Allowing a class to inherit attributes and methods from another class   
D. Defining multiple methods with the same name but each have different behavior.✅

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

A. scanf()  
B. readline() ✅  
C. getInput()  
D. print()

11. In OOP, what are **methods** inside a class?

A. Variables that store information  
B. Functions that define behavior ✅  
C. Blueprints for creating classes  
D. Access levels for attributes

12. In OOP, what are properties inside a class?

A. Functions that define behavior  
B. Variables that hold data ✅  
C. Access modifiers for visibility  
D. Objects created from a class

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

A. . (dot)  
B. -> (arrow) ✅  
C. :: (double colon)  
D. : (colon)

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

A. Public  
B. Private ✅  
C. Protected  
D. Static

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

A. Public  
B. Private   
C. Protected✅  
D. Static

16. 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. Private  
C. Protected  
D. Static ✅

17. Used when accessing instance (non-static) properties or methods.

A. $this ✅  
B. self::  
C. static::  
D. parent::

18. Used to access static properties/methods within the same class.

A. $this   
B. self ✅  
C. static::  
D. parent::

19. According to the university philosophy, what is the primary goal of education?

A. To provide technical skills only  
B. To discover and develop man’s God-given gifts for personal and community ✅growth  
C. To focus solely on research and publications  
D. To enforce strict rules and regulations

20. According to the university philosophy, what is the primary goal of education?

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

A. Destructor  
B. Constructor ✅  
C. Static method  
D. Accessor

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

A. Constructor  
B. Destructor ✅  
C. Static method  
D. Accessor

22. 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

23. 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 ✅

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24. What is the vision of the university?

A. To provide free education to all students  
B. To create a community responsive to the challenges of the changing world ✅  
C. To focus solely on research and publications  
D. To prioritize sports achievements over academics

25. PHP stands for?

A. Personal Home Page  
B. Private Hypertext Protocol  
C. PHP: Hypertext Preprocessor✅  
D. Public Hosting Platform

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

A. $name = "John"; ✅  
B. string name = "John";  
C. $name == 'John';  
D. var $name = John;

27. How can you run a PHP file named example.php in the terminal?

A. run example.php  
B. php example.php ✅  
C. execute example.php  
D. start example.php

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

A. scanf()  
B. fgets(STDIN) ✅  
C. getInput()  
D. print()

29. Which PHP variables are used to receive input from an HTML form?

A. $FORM and $INPUT  
B. $\_POST and $\_GET ✅  
C. $DATA and $REQUEST  
D. $\_FORM and $\_INPUT

30. Which of the following is used to start and end a PHP block in a file?

A. <script> </script>  
B. <?php ?> ✅  
C. <php> </php>  
D. {php} {/php}

Debugging x 2

| **#** | **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;  } | class Person {  public $name;  private $age;  } |
| 6 | class Car {  public $model;  public function \_\_construct($model) {  $this->model = $model;  } } | — |
| 7 | $greeting := "Hello"; | $greeting = "Hello"; |
| 8 | class Account {  private $balance;  public function setBalance($amount) { $balance = $amount;  }  } | class Account {  private $balance;  public function setBalance($amount) { $this->balance = $amount;  }  } |
| 9 | echo $num; | — |
| 10 | $obj = Bank(); | $obj = new Bank(); |