1. What is "encapsulation"?

(a) It is a collection of similar data items

(b) It is a combination of similar data items and the function

(c) It is the combination of data items and function

(d) It is the division of a program into independent module

Ans. c

2. Abstraction is

(a) A collection of similar data items

(b) A combination of similar data items and the function

(c) The combination of data items and function

(d) A collection of necessary data items and function

Ans. d

3. Encapsulation is used

(a) to hide the information

(b) for data abstraction

(c) to define all necessary features of the real-world objects

(d) all of the above

Ans. d

4. Which of the following property distinguishes one object from the others?

(a) Behaviour

(b) Identity

(c) State

(d) Message

Ans. c

5. Object-oriented programming approach focuses on

(a) Function

(b) Data

(c) Both

(d) None of the above

Ans. b

6. Procedure-oriented programming approach focuses on

(a) Function

(b) Data

(c) Both

(d) None of the above

Ans. a

7. Which of the following language supports Inheritance?

(a) Object-oriented programming

(b) Procedure-oriented programming

(c) Object-based programming

(d) Structure-oriented programming

Ans. a

8. Which of the following language supports data abstraction?

(a) Object oriented programming

(b) Object-based programming

(c) Both a and b

(d) None of the above

Ans. c

9. UML stands for

(a) unified master language

(b) unified modelling language

(c) unique modelling language

(d) unique modern language

Ans. b

10. Which of the following language supports top-down design concept?

(a) Object-oriented programming

(b) Object-based programming

(c) Procedure-oriented programming

(d) None of the above

Ans. c

11. Encapsulation is an

(a) abstraction of structure

(b) abstraction of class

(c) abstraction of privilege

(d) abstraction of object

Ans. d

12. Class is a collection of

(a) similar objects

(b) similar function

(c) dissimilar objects

(d) dissimilar functions

Ans. a

13. Which of the following have state and behavior?

(a) Class

(b) Object

(c) Function

(d) Base class

Ans. b

14. Which of the following supports the capability of one class to use properties of another class?

(a) Class

(b) Inheritance

(c) Polymorphism

(d) Encapsulation

Ans. b

15. Which of the following supports the capability of sending same message to objects of several different classes?

(a) Class

(b) Inheritance

(c) Polymorphism

(d) Encapsulation

Ans. c

16. Which of the following language makes the software reuse possible?

(a) Object-oriented programming

(b) Object-based programming

(c) Procedure-oriented programming

(d) Structure-oriented programming

Ans. a

17. Which of the following is true?

(a) Class is an object

(b) Object is a class

(c) Modular programming is a procedure- oriented programming

(d) A base class can inherit the properties of a derived class

Ans. c

18. Which of the following is not true?

(a) Object represents data and its associated function under single unit

(b) Object have some identity and behaviour

(c) Objects are the instances of a class

(d) Class is an instance of an object

Ans. d

19. Which of the following feature is used to implement data abstraction?

(a) Object

(b) Encapsulation

(c) Inheritance

(d) Polymorphism

Ans. b

20. Which of the following is not true?

(a) A class is a group of similar objects that do not share common properties and behavior

(b) Data abstraction specifies the essential features

(c) Inheritance supports code reusability

(d) Encapsulation is the way of implementing abstraction

Ans. a

21. Which of the following is true?

(a) Object represents data and its associated function under single unit

(b) Polymorphism supports sending same message to objects of several different classes

(c) Encapsulation is the way of implementing abstraction

(d) All the above

Ans. d

22. Which of the following is true?

(a) Object-based languages supports only class, object, polymorphism and inheritance

(b) Object-based languages support only class, object and polymorphism

(c) Object-based languages supports only class, object and inheritance

(d) Object-based languages supports only class and object

Ans. d

23. The polymorphism is a way

(a) for an entity to behave in several forms

(b) for an entity to inherit some proper- ties from the other class

(c) for an entity to group an object as a data member

(d) none of the above

Ans. a

24. Which of the following is true for inheritance?

(a) We can eliminate the redundant code

(b) We can derive features from different classes

(c) We can reuse the existing code

(d) All of the above

Ans. d

25. Which of the followings are the main features of OOP?

(a) Overloading, inheritance and poly- morphism

(b) Encapsulation, inheritance and poly- morphism

(c) Inheritance, templates and exception handling

(d) Inheritance, templates and polymorphism

Ans. d

26. Which of the following property hides the details of implementation from the user?

(a) Data abstraction

(b) Encapsulation

(c) Information hiding

(d) All the above

Ans. d

27. A class

(a) is a user-defined data type

(b) is a metadata

(c) is a technique to implement encapsulation

(d) all the above

Ans. d

28. Which of the following is correct?

(a) Object is an instance of a class

(b) Object is a real-time entity

(c) Object is a variable of class name type

(d) All the above

Ans. d

29. The child class is called the

(a) derived class

(b) base class

(c) ancestor class

(d) super class

Ans. a

30. The object name is also called as its

(a) identity

(b) state

(c) behaviour

(d) all of the above

Ans. a

31. An object has

(a) state, behavior and identity

(b) state, message, behavior

(c) behavior, identity and message

(d) none of the above

Ans. a

32. Encapsulation allows

(a) data abstraction

(b) data hiding

(c) inheritance

(d) all the above

Ans. a

33. Which of the following notation is used to draw the object diagram?

(a) Circle

(b) Triangle

(c) Square box

(d) Rectangle box

Ans. d

34. Where would you place the class name on the diagram?

(a) Outside the diagram

(b) Top

(c) Bottom

(d) Middle

Ans. b

35. The first parent class is also called as

(a) ancestor class

(b) base class

(c) super class

(d) all the above

Ans. d

36. An object is an instance of

(a) class

(b) state

(c) behaviour

(d) message

Ans. a