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1.What Is Object-Oriented Programming?

In []: Object-oriented programming(OOP) **is** a computer programming model that organizes software into small, reusable parts called objects. It combines functions **and** logic. An **object** can be defined **as** a data field that has unique attributes. OOP focuses on the **object** that developers want to manipulate rather than the logic. This approach to programming **is** well-suited **for** programs that are large, **complex**. This includes programs **for** manufacturing **and** design, **as** well **as** mobile applications. **for** examples oop can be used **for** manufacturing system simulation software. The structure, **or** building blocks of object-oriented programming includes the following:

- 1) classes: collection of variables **and** functions. A **class is** a blueprint.
- 2) Objects: Objects are instances of a **class** created with specifically defined data.
- 3) Methods: Methods are functions that are defined inside a **class** that describe the behavior of the class.
- 4) Attributes: Attributes are defined **in** the **class** template **and** represent the state of the object.

2.Difference between Procedural programming and OOPs?

In []: Procedural programming:

- 1) In procedural programming, the program **is** divided into small parts called functions.
- 2) Procedural programming follows a top-down approach.
- 3) There **is** no access specifier **in** procedural programming.
- 4) Adding new data **and** functions **is not** easy.
- 5) procedural programming does **not** have **any** proper way of hiding data so it **is** less secure.
- 6) In procedural programming, overloading **is not** possible.
- 7) procedural programming, there **is** no concept of data hiding **and** inheritance.
- 8) procedural programming, the function **is** more important than the data.
- 9) procedural programming **is** based on the unreal world.
- 10) procedural programming **is** used **for** designing medium-sized programs.
- 11) procedural programming uses the concept of procedure abstraction.
- 12) Code reusability absent **in** procedural programming, example: C, FORTRAN, Pascal, Basic.

Object-Oriented Programming programming:

- 1) In Object-Oriented programming, the program **is** divided into small parts called objects.
- 2) Object-Oriented programming follows a bottom-up approach.
- 3) There **is** access specifiers like private, public, protected, etc.
- 4) Adding new data **and** functions **is** easy.
- 5) Object-Oriented programming provides data hiding so it **is** more secure.
- 6) Object-Oriented programming, overloading possible.
- 7) Object-Oriented programming, there **is** concept of data hiding **and** inheritance.
- 8) Object-Oriented programming, the data **is** more important than the function.
- 9) Object-Oriented programming **is** based on the real world.
- 10) Object-Oriented programming **is** used **for** designing large **and** complex programs.
- 11) Object-Oriented programming uses the concept of procedure data abstraction.
- 12) Code reusability present in Object-Oriented programming, example: C++, Java, Python.

3.What are the fundamental principles/features of Object-Oriented

Programming?

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In [ ]: The four principles of object-oriented programming are :  
Inheritance  
Encapsulation  
Polymorphisam  
Abstraction
```

4.What is an object?

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In [ ]: Object can correspond to real-world objects or an abstract entity.  
Everything in python is called as an object.  
Object is an instance of class created with specifically defined data.  
When class is defined initially, the description is the only object that ia defin
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5.What is a class?

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In [ ]: It is collection of variables(attributes) and functions(method).  
classes are user-defined data types that act as the blueprint for individual obje  
for one class,we can create multiple object.  
objects are independent.
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6.What is the difference between a class and an object?

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In [ ]: class:  
1)class is used as a template for declaring and creating the objects.  
2) when no class is created, no memory is allocated.  
3)The class has to be declared first and only once.  
4) A class can not be manipulated as they are not available in the memory.  
5) class is a logical entity.  
6) It is declared with the class keyword.  
  
Object:  
1) An object is an instance of a class.  
2) Object are allocated memory space whenever they are created.  
3) An object is created many times as per requirement.  
4) Object can be manipulated.  
5) An object is physical entity.
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7.Can you call the base class method without creating an instance?

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In [ ]: Yes, it is possible,  
1) If it is a static method.  
2) By inheriting from that class.  
3) From derived classes using base keyword.
```

8.What is inheritance?

In []: It allows a **class** to **inherit** the **all** the methods **and** properties **from** another **class**. It **help** us to reuse the code.
 Parent **class** **is** the **class** **being** **inherited** **from**,also called base **class**.
 Child **class** **is** the **class** **that** **inherits** **from** another **class**,also called derived **class**.

9.What are the different types of inheritance?

In []: 1) Single Inheritance
 2) Multiple Inheritance
 3) Multiple Inheritance
 4) Hierarchical Inheritance
 5) Hybrid Inheritance

10.What is the difference between multiple and multilevel inheritances?

In []: Multiple inheritance:
 1) Multiple inheritance **is** an inheritance **type** where a **class** **inherits** **from** more than one **class**.
 2) Multiple inheritance **is not** widely used because it makes the system more complex.
 3) Multiple inheritance has two **class levels** **namely**,base **class** **and** derived **class**.
 Multilevel **class**:
 1) Multilevel inheritance **is** an inheritance **type** that inherits **from** derived **class**.
 2) Multilevel Inheritance **is** widely used.
 3) Multilevel inheritance has three **class levels** **namely**,base **class**, intermediate **class**, and derived **class**.

11.What are the limitations of inheritance?

In []: 1) Decreases the Execution Speed:
 Loading multiple classes because they are independent on each other.
 2) Tightly coupled classes:
 This means that even though parent classes can be executed independently,child classes are dependent on their parent classes.

12.What are the superclass and subclass?

In []: Superclass:
 The **class** **from** which a **class** **inherits** **is** called the parent **or** superclass.
 Subclass:
 The **class** **which** **inherits** **from** a superclass **is** called a subclass,also called child class.

13.What is the super keyword?

In []: The **super** keyword refers to superclass (parent) objects.
It **is** used to call superclass methods, **and** to access the superclass constructor.

14.What is encapsulation?

In []: It **is** used to restrict the access of methods **and** variables.
Protecting data **from** the modification.

15.What is the name mangling and how does it work?

In []: With the **help** of name mangling we can access private method/variable **from** outside
Syntax:
 __ClassName__Identifier

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In [9]: class EmployeeDetails:
        name="shubham"
        __company_name="TCS"

        def __init__(self,salary,location):
            print("Employee Details")
            self.salary=salary
            self.location=location
        def employee_salary(self):
            print("Employee_salary:",self.salary)
        def employee_location(self):
            print("Employee_loc:",self.location)
            print("Employee name:",self.__company_name)
emp=EmployeeDetails(40000,"pune")
emp.employee_salary()
emp.employee_location()
print(emp._EmployeeDetails__company_name)
```

```
Employee Details
Employee_salary: 40000
Employee_loc: pune
Employee name: TCS
TCS
```

16.What is the difference between public and private access modifiers?

In []: Public Variables/Methods:
Can be accessed **from** outside the **class**

Private Variables/Methods:
Can **not** be accessed **from** outside the **class**

17.Is Python 100 percent object-oriented?

In []: Yes, it **is**. With the exception of control flow, everything **in** python **is** an **object**

18.What is data abstraction?

In []: The process by which data **and** function are defined **in** such a way that only essential **and** unnecessary implementation are hidden **is** called Data abstraction.

19.How to achieve data abstraction?

In []: Abstraction can be achieved by using abstract classes **and** interfaces.
A **class** that consists of one **or** more abstract method **is** called the abstract **class**.
Abstract methods do **not** contain their implementation.

20.What is an abstract class?

In []: A **class** that consists of one **or** more abstract method **is** called the abstract **class**.
Abstract methods **is** a method that **is** declared, but contains no implementation.
We cannot create an **object** of an abstract **class**.
By default python does **not** support the abstraction **class** (We need to **import** the **abc** module).

21.Can you create an object of an abstract class?

In []: No, we can **not** create an **object** of an abstract **class** because an abstract **class** is incomplete (incomplete means it contains abstract methods without body **and** output)

22.Differentiate between data abstraction and encapsulation

In []: data abstraction:
 1) Abstraction works on the design level.
 2) Abstraction **is** implemented to hide unnecessary data **and** withdrawing relevant data.
 3) It highlights what the work of an **object** instead of how the **object** works **is**.
 4) Abstraction focuses on outside viewing, **for** example, shifting the car.
 encapsulation:
 1) Encapsulation works on the application level.
 2) Encapsulation **is** the mechanism of hiding the code **and** the data together **from** the user.
 3) It focuses on the inner details of how the **object** works. modification can be done.
 4) Encapsulation focuses on internal working **or** inner viewing, **for** example, the private variable.

23.What is polymorphism?

In []: The word polymorphism means having many forms.
In programming, polymorphism means the same function name being used **for** different

24.What is the overloading method?

In []: overloading **is** a method **or** operator that can do different functionalities **with** th

25.What are the limitations of OOPs

In []: 1) Object oriented programming language **and** the program **in** OOPS are **complex** to in
2) If we declare a **class as** private, then it cannot be accessed by **any** other class
3) It **is** a language which **is** made up of classes **and** objects so it **is** hard.
4) Designing a program **in** OOP concept **is** a little bit tricky.
5) The programmer should have a proper planning before designing a program using
6) Size of program created using OOP aproach are often larger than size of progr
7) Programs created using OOPS can sometimes consume large amount of memory.
8) Code written using OOP are difficult to understand **if** you do **not** have good exp