OBJECT ORIENTED PROGRAMMING

TECHNIQUES

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2012127

BSCS-2

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Class assignment

**Question No: 1: - Define Classes and objects with real life examples.**

Classes are the conceptual model of any entity. It is the template or blueprint for ceating an object.

Classes are defined as the main element of Object Oriented Programming. It is a logical entity that is why classes doesn’t occupy space.

Lets take an example of boy and a girl.

A boy have black hair, blue eyes,fair complexion and can perform actions like eat(),sleep(),walk().

Similarly

A girl has brown hair, black eyes,dark complexion and can perform actions like eat(),sleep(),walk()

Both objects are different but the class is same “PERSON”.

Whereas

Objects are entities that have state and behaviour state refers to properties and behaviour refers to actions.

For example: A person

It has its properties like brown hair, blue eyes and behaviour like a person can eat(), sleep() etc.

Graphical user interface

Description automatically generated with medium confidence

**Question NO 2- What must be defined before you can create an object.**

A class must be defined before creating an object.

**Question No: 3: - What is the difference between a constant and a variable.**

|  |  |
| --- | --- |
| The value of constant variable cannot change when we execute the program, as it has the constant value. We can make our variable constant by adding “FINAL” keyword.  For example:  Final a=3; | The value of variable can change when we execute the program.  For example:  Int a = 23; |

**Question No: 4: - Define method overloading**.

Two or more methods having same name but different parameters , these methods are called method overloading.

For example:

Class Demo{

Void Demo()

{

}

Void Demo(int a)

{

}

Void Demo(int a,String b)

{

}

Diagram

Description automatically generated }

**Question No: 5: - Can we make multiple objects of a single class? If yes, How? If no, Why?**

Yes, we can create multiple objects of a same single class.

For example:

Demo d1 = new Demo(“ALI”, 2 , 78.9);

Demo d2 = new Demo(“Ahmed” ,5 ,98.3);

Demo d3 = new Demo(“Fizza” , 8 , 23.6);

The advantage of creating multiple objects of same class is that each class can have different values to their variables. And the method only hit the specific object.