

Chapter 2 Questions

1. Compare static and dynamic polymorphism.
2. A program is implemented to find the area of a circle and areas of rectangle with two functions having same name but with different signature.
 - (a) Name the concept.
 - (b) Explain this concept by writing the above program.
3. Differentiate between data abstraction and data encapsulation.
4. What is the difference between structure and class?
5. Default access specifier is
 - (a) private (b) public (c) protected (d) none
6. Showing only the essential features and hiding complexities from Outside World refers to ____.
7. What is the object oriented programming paradigm? Give any two advantages?
8. The ability of data to be processed in more than one form is called ____.
9. What is procedural oriented programming? What are the disadvantages of Procedural Oriented Programming?
10. The wrapping up of data and functions into a single unit is called ____.
11. What is polymorphism? Give an example.
12. Distinguish between Procedural Oriented Programming and Object Oriented Programming.
13. What is polymorphism? Which are the different types of polymorphism?
14. In inheritance the existing class is called ____.
15. Write any two advantages of using object oriented programming language. (OOP)
16. What is polymorphism? Write short notes about the types of polymorphism.