**Unit 1 - Activity 11 - Unit Test Part 1**

**Name:**

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| **Knowledge/Under** | **Thinking** | **Communication** | **Application** |
| **/ 10** | **/ 15** | **/ 10** | **/ 20** |

**Knowledge/Understanding**  **(10 marks)**

Q1) Define the following terms with examples:

1) Modular Programming:

2) One dimensional array:

3) Encapsulation:

4) Polymorphism:

**Thinking/Inquiry** (15 marks)

Q2a) Investigate the program which convert string into integer.

Q2b) Compute a program to print array in reverse order.

**Communication** (10 marks)

Q3) Explain with an example of method of overloading or method of overriding by using modular design concept that support reusable code.

**Application** (20 marks)

Q4a) Demonstrate user defined class with an example.

Q4b) Show the program to calculate the number of characters in first name of the person.