

Computers
Assignment-3
Object Oriented Programming (2 Marks Ques.)

- Q1. What is the difference between object oriented programming and procedural Programming?**
- Q2. What is the difference between an object and a class?**
- Q3. What do you mean by Abstraction and Encapsulation? How are these two terms interrelated ?**
- Q4. What is base class? What is derived class? How are these two interrelated?**
- Q5. What do you understand by polymorphism? Give an example illustrating its use in a C++ program.**
- Q6. How are objects implemented in C++?**
- Q7. How does a class enforce data-hiding, abstraction and encapsulation?**
- Q8. State the advantages of OOP.**
- Q9. What is polymorphism? Give an example in C++ to show its implementation in C++.**
- Q10. What do you understand by programming paradigm? Name various programming paradigms.**
- Q11. What is object oriented programming paradigm? Name the basic concepts of OOPs.**
- Q12. Define the following terms-**
- 1) Inheritance**
 - 2) Encapsulation**
- Q13. What is polymorphism? How does the function overloading implement polymorphism.**
- Q14. Encapsulation is one of the major properties of OOP. How is it implemented in C++.**
- Q15. Reusability of classes is one of the major properties of OOP. How is it implemented in C++?**

