

# 26 Lecture - CS201

## Important Mcqs

1. **What is a class in object-oriented programming?**

- a. An instance of an object
- b. A function that returns a value
- c. A blueprint or template for creating objects
- d. A data type used for arithmetic operations

**Answer: c. A blueprint or template for creating objects**

2. **Which of the following is NOT an advantage of using classes and objects?**

- a. Reusability of code
- b. Encapsulation of data and behavior
- c. Easier to understand and maintain code
- d. Slower program execution

**Answer: d. Slower program execution**

3. **Which keyword is used to create an object of a class in Python?**

- a. create
- b. new
- c. make
- d. None of the above

**Answer: d. None of the above (In Python, objects are created simply by calling the class as if it were a function)**

4. **Which of the following is a characteristic of an object?**

- a. Data
- b. Behavior
- c. Both A and B
- d. None of the above

**Answer: c. Both A and B**

5. **Which method is called when an object is created?**

- a. `init`
- b. `new`
- c. `create`
- d. None of the above

**Answer: b. `new`**

6. **Which of the following is a feature of object-oriented programming?**

- a. Inheritance

- b. Encapsulation
- c. Polymorphism
- d. All of the above

**Answer: d. All of the above**

7. **What is inheritance in object-oriented programming?**
- a. The process of creating a new object from an existing object
  - b. The ability to create a new class from an existing class
  - c. The process of adding new methods to a class
  - d. The ability to call methods from another class

**Answer: b. The ability to create a new class from an existing class**

8. **What is encapsulation in object-oriented programming?**
- a. The ability to hide the internal workings of an object
  - b. The process of creating a new object from an existing object
  - c. The ability to call methods from another class
  - d. The process of adding new methods to a class

**Answer: a. The ability to hide the internal workings of an object**

9. **What is polymorphism in object-oriented programming?**
- a. The ability to create a new class from an existing class
  - b. The process of adding new methods to a class
  - c. The ability of objects of different classes to be treated as if they were of the same class
  - d. The ability to call methods from another class

**Answer: c. The ability of objects of different classes to be treated as if they were of the same class**

10. **What is the difference between a class and an object?**
- a. A class is a blueprint for creating objects, while an object is an instance of a class.
  - b. A class is an instance of an object, while an object is a blueprint for creating classes.
  - c. A class and an object are the same thing.
  - d. None of the above.

**Answer: a. A class is a blueprint for creating objects, while an object is an instance of a class.**