# 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.