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.