26 Lecture - CS201

Important Subjective

1. What is a constructor in a class?

Answer: A constructor is a special method in a class that is called when an object of that class is created. It is used to initialize the attributes of the object.

2. What is inheritance in object-oriented programming?

Answer: Inheritance is the process of creating a new class from an existing class. The new class inherits the attributes and methods of the existing class, and can add its own attributes and methods as well.

3. What is encapsulation in object-oriented programming?

Answer: Encapsulation is the practice of hiding the internal workings of an object from the outside world, and exposing only a public interface for interacting with the object.

4. What is polymorphism in object-oriented programming?

Answer: Polymorphism is the ability of objects of different classes to be treated as if they were of the same class. This allows for more flexible and dynamic code.

5. What is a method in a class?

Answer: A method is a function defined within a class, which can access and manipulate the data attributes of an object of that class.

6. What is an instance variable in a class?

Answer: An instance variable is a variable defined within a class, and is specific to each object created from that class.

7. What is a static variable in a class?

Answer: A static variable is a variable defined within a class, but is shared by all objects of that class.

8. What is the difference between a class and an object?

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

9. What is the difference between a method and a function?

Answer: A method is a function defined within a class, and is associated with objects of that class. A function, on the other hand, is not associated with any particular class or object.

10. What is the relationship between a superclass and a subclass?

Answer: A subclass is a new class created from an existing class (the superclass), and inherits the attributes and methods of the superclass. The subclass can add its own attributes and methods as well.