

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.