

27 Lecture - CS201

Important Mcqs

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

- a) An instance of an object
- b) A blueprint or template for creating objects
- c) A method for manipulating data
- d) A data structure for storing information

Answer: b

2. **What is an object in object-oriented programming?**

- a) A blueprint or template for creating classes
- b) A method for manipulating data
- c) An instance of a class
- d) A data structure for storing information

Answer: c

3. **What is encapsulation in object-oriented programming?**

- a) The ability of objects of different classes to be treated as if they were of the same class
- b) The ability to hide the internal workings of an object from the outside world
- c) The ability to create a new class from an existing class
- d) The ability to initialize the attributes of an object

Answer: b

4. **What is inheritance in object-oriented programming?**

- a) The ability of objects of different classes to be treated as if they were of the same class
- b) The ability to hide the internal workings of an object from the outside world
- c) The ability to create a new class from an existing class
- d) The ability to initialize the attributes of an object

Answer: c

5. **What is polymorphism in object-oriented programming?**

- a) The ability of objects of different classes to be treated as if they were of the same class
- b) The ability to hide the internal workings of an object from the outside world
- c) The ability to create a new class from an existing class
- d) The ability to initialize the attributes of an object

Answer: a

6. **What is a constructor in object-oriented programming?**

- a) A method for manipulating data
- b) An instance of a class

- c) A data structure for storing information
- d) A method used to initialize objects

Answer: d

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

- a) A class is a blueprint or template, while an object is an instance of that class
- b) A class is an instance of an object, while an object is a blueprint or template
- c) A class and an object are the same thing
- d) A class is a method, while an object is a data structure

Answer: a

8. What is an attribute in object-oriented programming?

- a) A method for manipulating data
- b) An instance of a class
- c) A data variable that describes the state of an object
- d) A data structure for storing information

Answer: c

9. What is a method in object-oriented programming?

- a) A data variable that describes the state of an object
- b) An instance of a class
- c) A function that defines the behavior of an object
- d) A data structure for storing information

Answer: c

10. What is the advantage of using classes and objects in object-oriented programming?

- a) Encapsulation of data and functionality
- b) Inheritance and polymorphism for code reuse
- c) A more flexible and dynamic code structure
- d) All of the above

Answer: d