Object oriented concept

One Mark

1. Define inheritance
   It is the process by which object of one class acquires the properties of the object of another class
2. What is abstraction
   It refers to the process of representing essential features without including the background details or explanations.
3. What is object oriented programming?
   It is a concept that combines both the data and functions that operate on that data into a single unit
4. Define Data encapsulation
   The wrapping of data and functions into a single unit is called as data encapsulation.
5. Define overloading
   It allow the objects to have different meaning depend upon context
6. Define Data hiding
   The concept of insulating the data from direct access by the program is called data hiding.
7. Define Binding
   Linking of a procedure call to the code to be executed
8. What is dynamic binding?
   The dynamic binding means linking of a procedure call to the code at run time
9. Define class
   It is a way of grouping objects having similar characteristics.
10. Define object
    The object represents the data and associated function as single unit

Two marks

1. **Mention the features of OOP OR Mention the characteristics of OOP**
   Data encapsulation
   Data Hiding
   Overloading
2. **Mention any two disadvantages of OOP**
   OOP is tricky method
   Special skill is required
3. **Write any two applications of OOP**
   Simulation and modeling
   Object oriented data base
   CIM/CAM/CAD systems
   Real time systems
   Parallel programming and neural network
4. **Write any two advantages of OOP**

- The data hiding helps the programmer to build secure program
- We can avoid redundant code by using inheritance
- Software complexity can be easily managed
- Easy to upgrade
- Easy to partition the work

5. **Define a) Module b) polymorphism**
   Module: The smaller independent component of the program is called module
   Polymorphism: It is a Greek word. The meaning of this word is the ability to take more than one form.