

# Worksheet

Name: .....  
Roll No: ..... Class: ..... Section: .....  
Date: .....

## ELEMENTARY CONCEPT OF OBJECTS AND CLASSES

### Chapter-2

#### 1. Define the following.

- (a) Class
- (b) Object
- (c) Keyword
- (d) User-defined data type

#### 2. State true/false.

- (a) Speed, storage and portability are different for different types of computer. ....
- (b) A class in java are primitive data types that act as a blueprint. ....
- (c) A class act as a factory as it is used to create different types of object. ....
- (d) User-defined data type is a derived data type from some existing data types. ....

#### 3. Answer the following questions.

- (a) "Class is an object factory". Justify the statement.
- (b) What is instantiation? Also, give the syntax.
- (c) Write a java statement to call the method bark of the dog object and also create a dog object of the animal class?
- (d) Why is class a non-primitive data type?
- (e) Write the components of objects?
- (f) Consider a real-world object as 'Cricket Ball'. Now, mention two behaviours and methods each by taking the 'Cricket Ball' as a software Object.
- (g) You want to create a class called 'Football'. Choose the elements to be used as characteristics and behavior from the list given below:  
Ball, Goalkeeper, Making a goal, Defender, Forward player, passing ball, Referee, hitting the corner, making fault.
- (h) What does the following statement mean?

`Employee staff = new Employee ( );`