

# Worksheet

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Name: .....

Roll No: ..... Class: ..... Section: .....

Date: .....

## PRINCIPLES OF OBJECT-ORIENTED PROGRAMMING

### Chapter-1

#### 1. State whether the following statement is true or false.

- (a) Computer language is classified into three major categories. ....
- (b) High level language uses mnemonics for coding. ....
- (c) Java, C++, C# and Python are commonly known procedure oriented programming languages. ....
- (d) In encapsulation, the methods and data are kept in a single unit. ....
- (e) Procedure oriented programs focus on data. ....
- (f) A compiler is a transporter program that converts the entire source code into object code at once. ....

#### 2. Short answer type questions.

- (a) Define source code?
- (b) Write 3 advantages of high-level languages?
- (c) What is polymorphism?
- (d) What are the four pillars of object-oriented programming?
- (e) Define the concept of Reusability?
- (f) Define Class?
- (g) In which fields, natural languages are popular?

#### 3. Fill in the blanks.

- (a) In ....., the methods and data are kept in a single unit.
- (a) ..... is the class which inherits the features of another class.
- (c) ..... is the method that allows one class to inherit the properties of another class.
- (d) Code conversion is not required if the program is written in .....
- (e) Machine-level languages use ..... for coding.
- (f) ..... and data hiding maintains the security of data.