

Worksheet

2

Name:

Roll No: Class: Section:

Date:

PRINCIPLES OF OBJECT-ORIENTED PROGRAMMING

Chapter-1

1. Tick (✓) the correct option.

(a) Computer language is classified into how many categories?

(i) Four

☐

(ii) Two

☐

(iii) Three

☐

(iv) Five

☐

(b) The form of binary instruction is called

(i) Binary code

☐

(ii) Machine code

☐

(iii) Assembler code

☐

(iv) Data code

☐

(c) Super class is also known as

(i) Base class

☐

(ii) Class program

☐

(iii) Both (i) and (iv)

☐

(iv) Parent class

☐

(d) Assembly language consists of

(i) Mnemonics

☐

(ii) Binary Digits

☐

(iii) Op-codes

☐

(iv) Both (i) and (iii)

☐

(e) Procedure oriented program deals with

(i) Data

☐

(ii) Algorithm

☐

(iii) Class

☐

(iv) Mnemonics

☐

(f) Methods and variables are enclosed within a unit called?

(i) Class

☐

(ii) Inheritance

☐

(iii) Data hiding

☐

(iv) Data Abstraction

☐

(g) Which of the following is known as natural language

(i) 3GL

☐

(ii) 4GL

☐

(iii) Both (i) and (ii)

☐

(iv) 5GL

☐

(h) The converted program is also called

(i) Object code

☐

(ii) Object program

☐

(iii) Data abstraction

☐

(iv) Both (i) and (ii)

☐

2. Define the following.

(a) Programming paradigms

(b) Object-oriented programming

(c) Inheritance

(d) Procedure-oriented programming language

(e) Machine code