

Worksheet

1

Name:

Roll No: Class: Section:

Date:

INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING CONCEPTS

Chapter-1

1. Tick (✓) the correct option.

(a) What is used to write a computer program?

(i) Set of letters

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(ii) Words

☐

(iii) Codes

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(iv) Set of codes and symbols

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(b) A set of statements used to perform a specific task is known as.

(i) Lines

☐

(ii) Statement

☐

(iii) Program

☐

(iv) None of these

☐

(c) Which of the following is an example of low-level language.

(i) C++

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(ii) Java

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(iii) Assembly language

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(iv) None of these

☐

(d) Which of the following are examples of object-oriented programming languages.

(i) C

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(ii) COBOL

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(iii) Java

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(iv) All of these

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(e) A unit that enclosed methods and variables are known as.

(i) Capsule

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(ii) Class

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(iii) Container

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(iv) Funcon

☐

(f) In object-oriented programming, the stress is given on.

(i) Procedure

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(ii) Methods

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(iii) Class

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(iv) Data

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(g) Which of the following principles does not allow access directly from outside the class premises.

(i) Data hiding

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(ii) Encapsulation

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(iii) Abstraction

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(iv) All of the above

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2. Short answer type questions.

(a) What is a programming language? Name its types?

(b) What are the concepts of object-oriented programming?

(c) Differentiate between low-level language and high-level language?

(d) Why is data hiding different from data abstraction?

(e) How does inheritance support reusability?