

Worksheet

2

Name:

Roll No: Class: Section:

Date:

CLASS AS THE BASIS OF ALL COMPUTATION

Chapter-10

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

- (a) A class is a real-world entity.
- (b) Static member method only uses the static data members.
- (c) Every class component is wrapped within a curly bracket.
- (d) Instance variables exist as long as the class exists.
- (e) A class is a fundamental unit of object-oriented programming.
- (f) Public members are accessible only within the same class.
- (g) Protected members are accessible in their own class as well as in a subclass.
- (h) The purpose of the new operator is to instantiate an object of the class by dynamically allocating memory for it.

2. Fill in the blanks.

- (a) Object-oriented programming is based on the
- (b) When a class is declared within another class then it is called a class.
- (c) is an object maker.
- (d) The word means the function is not going to return any value.
- (e) The data members or the member methods can be accessed from anywhere either within the class or outside the class.
- (f) The maximum number of objects of a class can be created as
- (g) Primitive data types are also called as data types.
- (h) Since a class is created by the user, it is also known as data type.

3. Short answer type questions.

- (a) What is the other name of the instance variable?
- (b) Name any three real-world objects.
- (c) How can the visibility of the data members and member methods be controlled?
- (d) Name the data member used in a class.