ORANGE

WORKSHEET 1

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

COMPUTER APPLICATIONS

Ver. 2.0

CLASS 9

Chapter-1

PRINCIPLES OF OBJECT-ORIENTED PROGRAMMING

A. Tick (✓) the correct option.

1. A constructor in object-oriented programming is used for:
   a. Destroying an object ☐ b. Initializing an object ☐
   c. Copying an object ☐ d. Calling a parent class ☐
2. The process of defining multiple methods with the same name but different parameters is known as:
   a. Function overloading ☐ b. Function overriding ☐
   c. Dynamic binding ☐ d. Data hiding ☐

B. Fill in the Blanks

1. The concept of one interface and multiple implementations is known as .....
2. A function with the same name in a derived class that overrides the base class function is called .....
3. The function used to destroy an object after its use is called .....

C. Match the Following

Column A	Column B
1. Constructor	i. Function used to destroy an object after its use
2. Destructor	ii. Multiple functions with the same name but different parameters
3. Function Overloading	iii. Redefining a function in a derived class
4. Function Overriding	iv. Special function used to initialize an object

D. Short Questions

1. Explain dynamic binding with an example.
2. What is the difference between a class and an object?
3. Why is encapsulation important in OOP?

Grade: ☆ ☆ ☆ ☆ ☆

Teacher's Signature: _____