ORANGE

WORKSHEET 2

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

COMPUTER APPLICATIONS

Ver. 2.0

PRINCIPLES OF OBJECT-ORIENTED PROGRAMMING

Chapter-1

CLASS 9

A. Tick (✓) the correct option.

1. Which of the following allows an object to be referenced in multiple ways?
   a. Polymorphism ☐ b. Inheritance ☐
   c. Encapsulation ☐ d. Message passing ☐
2. The keyword used to inherit a class in C++ is:
   a. inherit ☐ b. extends ☐
   c. derives ☐ d. public ☐

B. Fill in the Blanks

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

C. Match the Following

Column A	Column B
1. Class	i. Acquiring properties of a base class
2. Object	ii. A blueprint for creating objects
3. Inheritance	iii. Same function name with different implementations
4. Polymorphism	iv. An instance of a class

D. Short Questions

1. Explain the difference between function overloading and function overriding.
2. What is the purpose of a destructor in OOP?
3. How does inheritance improve code reusability?

Grade: ☆ ☆ ☆ ☆ ☆

Teacher's Signature: _____