ORANGE

WORKSHEET

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

COMPUTER APPLICATIONS

Ver. 2.0

Chapter-1

CLASS 9

COMPUTER—A WONDERFUL MACHINE

A. Choose the correct option:

1. Which of the following is NOT a fundamental principle of object-oriented programming?

   a. Encapsulation ☐ b. Polymorphism ☐

   c. Compilation ☐ d. Inheritance ☐

2. Which principle allows one class to acquire properties of another class?

   a. Abstraction ☐ b. Encapsulation ☐

   c. Inheritance ☐ d. Overriding ☐

B. Fill in the Blanks

1. ..... is the concept of hiding implementation details and exposing only essential information.
2. ..... allows a derived class to inherit the properties of a base class.
3. A ..... is a blueprint for creating objects.
4. The process of defining multiple functions with the same name but different parameters is called .....

C. Short Answer Questions

1. Define Object-Oriented Programming (OOP).
2. What are the four main principles of OOP?
3. Explain the difference between function overloading and function overriding.
4. What is the purpose of a destructor in OOP?

Grade: ☆ ☆ ☆ ☆ ☆

Teacher's Signature: _____