

ABSTRACTION AND ENCAPSULATION

MCQs on Encapsulation

Q1. Which of these is not a fundamental features of OOP?

- a) Encapsulation
- b) Inheritance
- c) Instantiation

Q2. Which of the following is the most suitable definition for encapsulation?

- a) Ability of a class to derive members of another class as a part of its own definition
- b) Means of bundling instance variables and methods in order to restrict access to certain class members
- c) Focuses on variables and passing of variables to functions

Q3. Private members of a class cannot be accessed. True or False?

- a) True
- b) False

Q4. Which of the following concepts means wrapping up of data and functions together?

- (a) Abstraction
- (b) Encapsulation
- (c) Inheritance
- (d) Polymorphism

Q5. Which of the following is a technique for hiding the internal implementation details of an object?

- (a) Encapsulation
- (b) Polymorphism
- (c) Inheritance
- (d) All of the above

Q6. Which of the following should be used to implement a 'Like a' or a 'Kind of' relationship between two entities?

- (a) Polymorphism
- (b) Inheritance
- (c) Templates
- (d) Encapsulation

MCQs Answers

Q1. (c)

Q2. (b)

Q3. (b)

Q4. (b)

Q5. (a)

Q6. (b)

Related posts:

1. Sequence Control & Expression | PPL
2. PPL: Named Constants
3. Parse Tree | PPL | Prof. Jayesh Umre
4. Basic elements of Prolog
5. Loops | PPL | Prof. Jayesh Umre
6. Subprograms Parameter passing methods | PPL | Prof. Jayesh Umre
7. Programming Paradigms | PPL | Prof. Jayesh Umre
8. Subprograms Introduction | PPL | Prof. Jayesh Umre
9. Phases of Compiler | PPL | Prof. Jayesh Umre
10. Parse Tree | PPL
11. Influences on Language design | PPL | Prof. Jayesh Umre
12. Fundamentals of Subprograms | PPL | Prof. Jayesh Umre

13. Programming Paradigm
14. Influences on Language Design
15. Language Evaluation Criteria
16. OOP in C++ | PPL
17. OOP in C# | PPL
18. OOP in Java | PPL
19. PPL: Semaphores
20. PPL: Introduction to 4GL
21. PPL: Variable Initialization
22. PPL: Conditional Statements
23. PPL: Array
24. PPL: Strong Typing
25. PPL: Coroutines
26. PPL: Exception Handler in C++
27. PPL: OOP in PHP
28. PPL: Character Data Type
29. PPL: Exceptions
30. PPL: Heap based storage management
31. PPL: Primitive Data Type
32. PPL: Data types
33. Programming Environments | PPL
34. Virtual Machine | PPL
35. PPL: Local referencing environments
36. Generic Subprograms
37. Local referencing environments | PPL | Prof. Jayesh Umre
38. Generic Subprograms | PPL | Prof. Jayesh Umre
39. PPL: Java Threads

40. PPL: Loops
41. PPL: Exception Handling
42. PPL: C# Threads
43. Pointer & Reference Type | PPL
44. Scope and lifetime of variable
45. Design issues for functions
46. Parameter passing methods
47. Fundamentals of sub-programs
48. Subprograms
49. Design issues of subprogram
50. Garbage Collection
51. Issues in Language Translation
52. PPL Previous years solved papers
53. Type Checking | PPL | Prof. Jayesh Umre
54. PPL RGPV May 2018 solved paper discussion| Prof. Jayesh Umre
55. PPL Viva Voce
56. PPL RGPV June 2017 Solved paper | Prof. Jayesh Umre
57. Concurrency
58. Basic elements of Prolog
59. Introduction and overview of Logic programming
60. Application of Logic programming
61. PPL: Influences on Language Design
62. Language Evaluation Criteria PPL
63. PPL: Sequence Control & Expression
64. PPL: Programming Environments
65. PPL: Virtual Machine
66. PPL: Programming Paradigm

- 67. PPL: Pointer & Reference Type
- 68. try-catch block in C++