

Chapter: 5
Object Oriented Programming
Multiple Choice Questions

1) Which programming paradigm focuses on step-by-step procedures or functions?

- A. Object-Oriented
- B. Procedural
- C. Declarative
- D. Event-driven

2) Structured programming mainly emphasizes:

- A. Use of classes and objects
- B. Proper use of control structures (sequence, selection, iteration)
- C. Global variables only
- D. Random flow of program

3) Which of the following is an Object-Oriented Programming (OOP) language?

- A. C
- B. BASIC
- C. C++
- D. Assembly

4) A class in OOP is:

- A. A real-world object
- B. An instance of an object
- C. A blueprint or template for creating objects
- D. A function

5) An object is:

- A. A class definition
- B. A blueprint
- C. An instance of a class
- D. A data type

6) Which OOP feature allows the same function name to behave differently?

- A. Inheritance
- B. Encapsulation
- C. Polymorphism
- D. Abstraction

7) Inheritance in OOP means:

- A. One class using methods of another class
- B. Creating objects from class
- C. Deriving a new class from an existing class
- D. Hiding data

8) Which is an advantage of OOP?

- A. Complex to reuse code
- B. Less security
- C. Code reusability
- D. More data redundancy

9) Which of the following is NOT an advantage of OOP?

- A. Modularity
- B. Code reusability
- C. Data security
- D. Increased redundancy

10) Which is a common application area of OOP?

- A. Game development
- B. Web applications
- C. Mobile apps
- D. All of the above