

## **CHAPTER – 13 – INTRODUCTION TO OBJECT ORIENTED PROGRAMMING TECHNIQUES**

### **I. Answer in brief(2 marks)**

1. How is modular programming different from procedural programming paradigm?
2. Differentiate classes and objects.
3. What is polymorphism?
4. How is encapsulation and abstraction are interrelated?
5. Write the disadvantages of OOP.

### **II. Answer in a brief(3 marks)**

1. What is paradigm ?Mention the different types of paradigm.
2. Write a note on the features of procedural programming.
3. List some of the features of modular programming
4. What do you mean by modularization and software reuse?
5. Define information hiding.

### **III. Answer in a paragraph (5 marks)**

1. Write the differences between Object Oriented Programming and procedural programming
2. What are the advantages of OOPs?
3. Write a note on the basic concepts that supports OOPs?

### **IV. Additional Questions**

1. What is class?
2. What is modular programming?
3. List the important features of object oriented programming?
4. What is modularity?