

# Online Assessment (Even Sem/Part-I/Part-II Examinations 2019 - 2020)

Course Name - Object Oriented System

Course Code - BCSE402(BL)

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Answer all the questions. Each question carry one mark.

9. 1. The method of design encompassing the process of object-oriented decomposition and a notation for depicting both logical and physical and as well as static and dynamic models of the system under design is known as:

*Mark only one oval.*

- Object- Oriented Programming
- Object- Oriented Design
- Object- Oriented Analysis
- None of the mentioned

10. 2. The essential characteristics of an object that distinguish it from all other kinds of objects and the

*Mark only one oval.*

- Encapsulation
- Modularity
- Hierarchy
- Abstraction

11. 3. Abstraction is classified into \_\_\_\_\_ types

*Mark only one oval.*

4

2

3

1

12. 4. The process of compartmentalizing the elements of an abstraction that constitute its structure and behavior is called

*Mark only one oval.*

Hierarchy

Encapsulation

Modularity

Entity Abstraction

13. 5. In which of the following mechanisms, types of all variables and expressions are not known until runtime

*Mark only one oval.*

Strong Typing

Weak Typing

Static Binding/ early binding

Dynamic Binding/ late binding

14. 6. Which of the following statements about Persistence is correct

*Mark only one oval.*

- It is the enforcement of the class of an object, such that objects of different types may not be interchanged, or at the most they may be interchanged only in very restricted ways
- It is the property of an object through which its existence transcends time and/or space.
- It is the property that distinguishes an active object from one that is not active
- All of the mentioned

15. 7. What is that concept in type theory in which a single name may denote objects of many different classes that are related by some common super class referred to

\_\_\_\_\_

*Mark only one oval.*

- Monomorphism
- Type Checking
- Polymorphism
- Generalization

16. 8. Process used for determining respective project's requirements and then develop a design for that project is termed as

*Mark only one oval.*

- initializing
- requirement checking
- analysis
- project stud

17. 9. Which was the first purely object-oriented programming language developed?

*Mark only one oval.*

- Java
- C
- SmallTalk
- Kotlin

18. 10. Classes can be defined of OOP in general definitions?

*Mark only one oval.*

- Code reusability
- Modularity
- Duplicate/Redundant data
- Efficient Code

19. 11. Which concept of OOP is false for C++?

*Mark only one oval.*

- Code can be written without using classes
- Code must contain at least one class
- A class must have member functions
- At least one object should be declared in code

20. 12. Which feature allows open recursion, among the following?

*Mark only one oval.*

- Use of this pointer
- Use of pointers
- Use of pass by value
- Use of parameterized constructor

21. 13. Encapsulation helps in writing \_\_\_\_\_ classes in java.

*Mark only one oval.*

- Mutable
- Abstract
- Wrapper
- Immutable

22. 14. How can Encapsulation be achieved?

*Mark only one oval.*

- Using Access Specifies
- Using only private members
- Using inheritance
- Using Abstraction

23. 15. Which among the following violates the principle of encapsulation almost always

*Mark only one oval.*

- Local variables
- Global variables
- Public variables
- Array variables

24. 16. What do you call the languages that support classes but not polymorphism?

*Mark only one oval.*

- Class based language
- Procedure Oriented language
- Object-based language
- If classes are supported, polymorphism will always be supported

25. 17. Which among the following is the language which supports classes but not polymorphism?

*Mark only one oval.*

- SmallTalk
- Java
- C++
- Ada

26. 18. Which of the following UML diagrams has a static view?

*Mark only one oval.*

- Collaboration
- Use case
- State chart
- Activity

27. 19. Which of these keywords must be used to monitor for exceptions?

*Mark only one oval.*

- try
- finally
- thrown
- catch

28. 20. Which of these is a super class of all exceptional type classes?

*Mark only one oval.*

- String
- RuntimeExceptions
- Throwable
- Cachable

29. 21. Which of these class is related to all the exceptions that are explicitly thrown?

*Mark only one oval.*

- Error
- Exception
- Throwable
- Throw

30. 22. Which of these handles the exception when no catch is used?

*Mark only one oval.*

- Default handler
- finally
- throw handler
- Java run time system

31. 23. Which of these class is highest in hierarchy in java

*Mark only one oval.*

- Java.lang.Exception
- Java.lang.Error
- Java.lang.Throwable
- Java.lang.Object

32. 24. What block is always executed, independently of a exception being raised?

*Mark only one oval.*

- throws
- finally
- catch
- throw

33. 25. Which is valid about java.lang.Exceptions?

*Mark only one oval.*

- The class Exception and all its subclasses that are not also subclasses of RuntimeException are checked exceptions
- The class Error and all its subclasses are unchecked exceptions
- The class RuntimeException and all its subclasses are unchecked exceptions
- All of these

34. 26. Which of these packages contain all the collection classes?

*Mark only one oval.*

- java.lang
- java.util
- [java.net](#)
- java.awt

35. 27. Which of these keywords is used to make a class?

*Mark only one oval.*

- class
- struct
- int
- None of these

36. 28. Which of the following is a valid declaration of an object of class Box?

*Mark only one oval.*

- Box obj = new Box();
- Box obj = new Box;
- obj = new Box();
- new Box obj;

37. 29. Which of these statement is incorrect?

*Mark only one oval.*

- Every class must contain a main() method
- Applets do not require a main() method at all
- There can be only one main() method in a program
- main() method must be made public

38. 30. What is true about private constructor?

*Mark only one oval.*

- Private constructor ensures only one instance of a class exist at any point of time
  - Private constructor ensures multiple instances of a class exist at any point of time
  - Private constructor eases the instantiation of a class
  - Private constructor allows creating objects in other classes
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