

Fundamentals Of Object-Oriented Programming and Java

Puzzles: 1. Fundamentals of object-oriented programming

These puzzle questions help reinforce OOPS concepts like objects, classes, inheritance, polymorphism, abstraction, and encapsulation in a fun and engaging way.

1. Q: What has state and behavior, but no existence?

A: An Object.

2. Q: I have a parent, but no children. What am I?

A: A Base Class (or Parent Class).

3. Q: I have many names, but no identity. What am I?

A: A Method (or Function) with multiple polymorphic forms.

4. Q: I am always coming but never arrive. What am I?

A: An Abstract Class (can't be instantiated).

5. Q: I have a single inheritance, but multiple inheritances. What am I?

A: A Class with single inheritance, but multiple interfaces.

6. Q: What can be broken, but never held?

A Promise (or Contract) in OOPS.

7. Q: I have many roles, but a single identity. What am I?

A: An Object with multiple interfaces.

8. Q: What has a head, but never weeps? A

Class (with a header file).

9. Q: I have a body, but no shape. What am I?

A: A Method (or Function) body.

10. Q: What can be extended, but never changed?

A Class through Inheritance.