OOSD CO567 Review Questions Ch4:

4.1 Define object, class and instance.

4.2 What do you think is meant by 'semantics'?

4.3 How does the object-oriented concept of message passing help to hide the implementation of an object, including its data?

4.4 What is polymorphism?

4.5 What is the difference between generalization and specialization?

4.6 What rules describe the relationship between a subclass and its superclass?

4.7 What does it mean to say that an object-oriented system is highly modular?

4.8 Why is it particularly hard for a designer to anticipate a user's sequence of

tasks when using a GUI application?

4.9 What does 'object state' mean?

4.10 What is an operation signature?

4.11 Distinguish between 'encapsulation' and 'information hiding.'