

Revision Questions for Section D.2 - Features of OOP

D.2.1 Encapsulation

D.2.4_Links: [Encapsulation](#)

- a. Define what is meant by *encapsulation* in OOP in terms of data and actions.
- b. Explain some of the **advantages** of encapsulation.

D.2.2 Inheritance

D.2.5_Links: [Inheritance](#) | [Inheritance and Class Hierarchy](#)

- a. Define what is meant by *inheritance* in OOP.
- b. Explain some of the **advantages** of inheritance..

D.2.3 Polymorphism

D.2.6 Links: [Polymorphism](#) | [Polymorphism](#)

- a. Define what is meant by *polymorphism* in OOP.
- b. Outline the **ways** in which polymorphism in Java can distinguish between two methods with the same name.
- c. Explain some of the **advantages** of polymorphism.

D.2.7 Advantages and Disadvantages of OOP

D.2.8_Links: [Library](#) | [Criticism](#) | [Objects and OOP](#) | [Java's Standard Packages](#)

- a. Describe some of the advantages of having **libraries** of objects available to use by the programmer.
- b. Describe some of the **disadvantages** of OOP for the programmer.

D.2.9 Programming Teams

_____Links:

- a. Compare the use of a **team** of programmer developing a program to a **single** programmer working on their own.

D.2.10 Modularity

_____Links: [Modularity](#) | [Advantages](#) | [Objects and OOP](#)

- a. State what is meant by **modularity** in program development.
- b. Explain some of the **disadvantages** of modularity in program development.