



EC023 Kashyap joshi &lt;19ecuog110@ddu.ac.in&gt;

## ASSIGNMENT 1

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## ASSIGNMENT 1

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Full name (As per the university record) \*

JOSHI KASHYAP MALAYBHAI

Roll Number (i.e. EC001) \*

EC023

ID Number \*

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Choose the most appropriate answer(s).

The binding of data and functions together into a single class-type variable is referred to as

- ☒ Data Encapsulation
- ☐ Data Abstraction
- ☐ Data hiding
- ☐ All of above

Which of the following statement is correct?

- ☐ Overloaded functions can accept same number of arguments.
- ☐ Overloaded functions always return value of same data type.
- ☐ Overloaded functions can accept only same number and same type of arguments.
- ☒ Overloaded functions can accept different number and different type of arguments.

Pick out the correct statement related friend function.

- ☒ friend function can be a member of another class.
- ☐ friend function cannot be a member of another class.
- ☐ friend function can or cannot be a member of another class.
- ☐ None of these

Inline function

- ☐ cannot be used for recursive function
- ☐ cannot be used for static variables

- ☐ cannot be used for large function definition
- ☒ All of these

What is the value of x and how many copy of x is generated after executing following code?

```
#include<iostream>
using namespace std;
class Data
{
public:
static int x;
Data() { x=10;}
int increment( ) { x++; return x;}
};
int Data::x;
int main()
{
Data D1,D2;
D1.increment();
D2.increment();
cout<<Data::x;
return 0;
}
```

- ☐ 11 ,1
- ☐ 11,2
- ☒ 12,1
- ☐ 12,2

Which of the following is correct for constant pointer?

- ☐ int x=10, y=20 , \* const ptr= &x; ptr=&y;
- ☒ int x=10,y=20 , \*const ptr = &x; \*ptr =30;
- ☐ int x=10, y=20 , const \*ptr= &x; ptr=&y;
- ☐ int x=10,y=20 , const \*ptr = &x; \*ptr =30;

Which of the following is correct for pointer to constant ?

- ☐ int x=10, y=20 , \* const ptr= &x; ptr=&y;
- ☐ int x=10,y=20 , \*const ptr = &x; \*ptr =30;
- ☒ int x=10, y=20 , const \*ptr= &x; ptr=&y;
- ☐ int x=10,y=20 , const \*ptr = &x; \*ptr =30;

Which of the following correctly declares a reference for int myCreditHours;?

- ☒ int &cr = myCreditHours;
- ☐ int \*cr = myCreditHours;
- ☐ int cr = &myCreditHours;
- ☐ int \*cr = &myCreditHours;

A constant member function can modify

- ☐ private data member
- ☐ public data member
- ☐ mutable data member
- ☒ none

Private member functions cannot be called by\_\_\_\_\_.

- ☐ public member functions
- ☐ friend functions
- ☒ non-member functions
- ☐ All of these

A constructor requires at least

- ☐ A statement to initialize one of the data members.
- ☐ Statements to initialize all data members.
- ☐ return statement.
- ☒ Nothing.

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