# Objects & Classes

### A property which is not true for classes is that they

-are removed from memory when not in use  
-permit data to be hidden from other classes.  
-bring together all aspects of an entity in one place.  
-Can closely model objects in the real world.

ANSWER - bring together all aspects of an entity in one place

### QUESTION - this pointer

-implicitly points to an object  
-can be explicitly used in a class.  
-can be used to return an object.  
-All of the above.

ANSWER - All of the above

### QUESTION - This operator is used to allocate memory

-new  
-delete  
-static   
-real

ANSWER - new

### QUESTION - Which one is correct to declare an interface in a class?

-By making all the methods pure virtual in a class  
-By making all the methods abstract using the keyword abstract in a class  
-By declaring the class as interface with the keyword interface  
-It is not possible to create interface class in C++

ANSWER - By making all the methods pure virtual in a class

### QUESTION - Keywords support dynamic method of resolution is

-abstract  
-Virtual  
-Dynamic  
-Typeid

ANSWER – Virtual

### QUESTION - Which pointer is implicit pointer passed as the first argument for non-static member functions?

-self pointer  
-std::auto\_ptr pointer  
-Myself pointer  
-this pointer

ANSWER - this pointer

**What is virtual constructors/destructors?**

**Virtual destructors:**  
If an object (with a non-virtual destructor) is destroyed explicitly by applying the delete operator to a base-class pointer to the object, the base-class destructor function (matching the pointer type) is called on the object.  
There is a simple solution to this problem declare a virtual base-class destructor.  
This makes all derived-class destructors virtual even though they don’t have the same name as the base-class destructor. Now, if the object in the hierarchy is destroyed explicitly by applying the delete operator to a base-class pointer to a derived-class object, the destructor for the appropriate class is called. Virtual constructor: Constructors cannot be virtual. Declaring a constructor as a virtual function is a syntax error.

**Virtual constructor: Constructors cannot be virtual. Declaring a constructor as a virtual function is a syntax error.**

**Does c++ support multilevel and multiple inheritance?**  
Yes.

|  |  |
| --- | --- |
| 1. | What happens when we try to compile the class definition in following code snippet?  class Birds {};  class Peacock : protected Birds {}; |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | It will not compile because class body of Birds is not defined. | | [**B.**](javascript:%20void%200;) | It will not compile because class body of Eagle is not defined. | | [**C.**](javascript:%20void%200;) | It will not compile because a class cannot be protectedly inherited from other class. | | [**D.**](javascript:%20void%200;) | It will compile succesfully. | |

Answer: D

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| Which of the following statements is incorrect? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Friend keyword can be used in the class to allow access to another class. | | [**B.**](javascript:%20void%200;) | Friend keyword can be used for a function in the public section of a class. | | [**C.**](javascript:%20void%200;) | Friend keyword can be used for a function in the private section of a class. | | [**D.**](javascript:%20void%200;) | Friend keyword can be used on main(). | |

 Answer: **D**

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| Which of the following statement is correct regarding destructor of base class? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Destructor of base class should always be static. | | [**B.**](javascript:%20void%200;) | Destructor of base class should always be virtual. | | [**C.**](javascript:%20void%200;) | Destructor of base class should not be virtual. | | [**D.**](javascript:%20void%200;) | Destructor of base class should always be private | |

Answer : B

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| Which of the following two entities (reading from Left to Right) can be connected by the dot operator? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | A class member and a class object. | | [**B.**](javascript:%20void%200;) | A class object and a class. | | [**C.**](javascript:%20void%200;) | A class and a member of that class. | | [**D.**](javascript:%20void%200;) | A class object and a member of that class. | |

Answer: D

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| How can we make a class abstract? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | By making all member functions constant. | | [**B.**](javascript:%20void%200;) | By making at least one member function as pure virtual function. | | [**C.**](javascript:%20void%200;) | By declaring it abstract using the static keyword. | | [**D.**](javascript:%20void%200;) | By declaring it abstract using the virtual keyword. | |

Answer: B

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| Which of the following statements is correct when a class is inherited publicly? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Public members of the base class become protected members of derived class. | | [**B.**](javascript:%20void%200;) | Public members of the base class become private members of derived class. | | [**C.**](javascript:%20void%200;) | Private members of the base class become protected members of derived class. | | [**D.**](javascript:%20void%200;) | Public members of the base class become public members of derived class | |

Answer D:

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| Which of the following statements is correct about the constructors and destructors? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Destructors can take arguments but constructors cannot. | | [**B.**](javascript:%20void%200;) | Constructors can take arguments but destructors cannot. | | [**C.**](javascript:%20void%200;) | Destructors can be overloaded but constructors cannot be overloaded. | | [**D.**](javascript:%20void%200;) | Constructors and destructors can both return a value. | |

Answer: B

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| Which of the following access specifies is used in a class definition by default? |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | Protected | [**B.**](javascript:%20void%200;) | Public | | [**C.**](javascript:%20void%200;) | Private | [**D.**](javascript:%20void%200;) | Friend | |

Answer: C

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| Which of the following statement is correct with respect to the use of friend keyword inside a class? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | A private data member can be declared as a friend. | | [**B.**](javascript:%20void%200;) | A class may be declared as a friend. | | [**C.**](javascript:%20void%200;) | An object may be declared as a friend. | | [**D.**](javascript:%20void%200;) | We can use friend keyword as a class name. | |

Answer: B

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| Which of the following keywords is used to control access to a class member? |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | Default | [**B.**](javascript:%20void%200;) | Break | | [**C.**](javascript:%20void%200;) | Protected | [**D.**](javascript:%20void%200;) | Asm | |

Answer : C

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| Which of the following can access private data members or member functions of a class? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Any function in the program. | | [**B.**](javascript:%20void%200;) | All global functions in the program. | | [**C.**](javascript:%20void%200;) | Any member function of that class. | | [**D.**](javascript:%20void%200;) | Only public member functions of that class. | |

Answer: C

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| Which of the following type of data member can be shared by all instances of its class? |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | Public | [**B.**](javascript:%20void%200;) | Inherited | | [**C.**](javascript:%20void%200;) | Static | [**D.**](javascript:%20void%200;) | Friend | |

Answer :C

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| --- |
| Which of the following also known as an instance of a class? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Friend Functions | | [**B.**](javascript:%20void%200;) | Object | | [**C.**](javascript:%20void%200;) | Member Functions | | [**D.**](javascript:%20void%200;) | Member Variables | |

Answer : B

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| Constructor is executed when \_\_\_\_\_. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | an object is created | | [**B.**](javascript:%20void%200;) | an object is used | | [**C.**](javascript:%20void%200;) | a class is declared | | [**D.**](javascript:%20void%200;) | an object goes out of scope. | |

Answer : A

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| Which of the following statements about virtual base classes is correct? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | It is used to provide multiple inheritance. | | [**B.**](javascript:%20void%200;) | It is used to avoid multiple copies of base class in derived class. | | [**C.**](javascript:%20void%200;) | It is used to allow multiple copies of base class in a derived class. | | [**D.**](javascript:%20void%200;) | It allows private members of the base class to be inherited in the derived class. | |

Answer : B

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| How many objects can be created from an abstract class? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Zero | | [**B.**](javascript:%20void%200;) | One | | [**C.**](javascript:%20void%200;) | Two | | [**D.**](javascript:%20void%200;) | As many as we want | |

Answer : A

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| What does the class definitions in following code represent?  class Bike  {  Engine objEng;  };  class Engine  {  float CC;  }; |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | kind of relationship | | [**B.**](javascript:%20void%200;) | has a relationship | | [**C.**](javascript:%20void%200;) | Inheritance | | [**D.**](javascript:%20void%200;) | Both A and B | |

Answer : B

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| --- |
| Which of the following statements is correct when a class is inherited privately? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Public members of the base class become protected members of derived class. | | [**B.**](javascript:%20void%200;) | Public members of the base class become private members of derived class. | | [**C.**](javascript:%20void%200;) | Private members of the base class become private members of derived class. | | [**D.**](javascript:%20void%200;) | Public members of the base class become public members of derived class. | |

Answer : B

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| Which of the following statements is correct? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Data items in a class must be private. | | [**B.**](javascript:%20void%200;) | Both data and functions can be either private or public. | | [**C.**](javascript:%20void%200;) | Member functions of a class must be private. | | [**D.**](javascript:%20void%200;) | Constructor of a class cannot be private. | |

Answer: N

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| What does a class hierarchy depict? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | It shows the relationships between the classes in the form of an organization chart. | | [**B.**](javascript:%20void%200;) | It describes "has a" relationships. | | [**C.**](javascript:%20void%200;) | It describes "kind of" relationships. | | [**D.**](javascript:%20void%200;) | It shows the same relationship as a family tree. | |

Answer : C

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| Which of the following can be overloaded? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Object | | [**B.**](javascript:%20void%200;) | Functions | | [**C.**](javascript:%20void%200;) | Operators | | [**D.**](javascript:%20void%200;) | Both B and C | |

Answer : D

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| Which of the following means "The use of an object of one class in definition of another class"? |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | Encapsulation | [**B.**](javascript:%20void%200;) | Inheritance | | [**C.**](javascript:%20void%200;) | Composition | [**D.**](javascript:%20void%200;) | Abstraction | |

Answer : C

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| Which of the following is the only technical difference between structures and classes in C++? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Member function and data are by default protected in structures but private in classes. | | [**B.**](javascript:%20void%200;) | Member function and data are by default private in structures but public in classes. | | [**C.**](javascript:%20void%200;) | Member function and data are by default public in structures but private in classes. | | [**D.**](javascript:%20void%200;) | Member function and data are by default public in structures but protected in classes. | |

Answer : C

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| Which of the following statements is correct about the program given below?  class Bix  {  public:  static void MyFunction();  };  int main()  {  void(\*ptr)() = &Bix::MyFunction;  return 0;  } |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | The program reports an error as pointer to member function cannot be defined outside the definition of class. | | [**B.**](javascript:%20void%200;) | The program reports an error as pointer to static member function cannot be defined. | | [**C.**](javascript:%20void%200;) | The program reports an error as pointer to member function cannot be defined without object. | | [**D.**](javascript:%20void%200;) | The program reports linker error. | |

Answer :D

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| Which of the following statements are correct for a static member function?   1. It can access only other static members of its class. 2. It can be called using the class name, instead of objects. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Only 1 is correct. | | [**B.**](javascript:%20void%200;) | Only 2 is correct. | | [**C.**](javascript:%20void%200;) | Both 1 and 2 are correct. | | [**D.**](javascript:%20void%200;) | Both 1 and 2 are incorrect. | |

Answer : C

# Constructors & Destructors

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| A constructor that accepts \_\_\_\_\_\_\_\_\_\_ parameters is called the default constructor. |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | one | [**B.**](javascript:%20void%200;) | two | | [**C.**](javascript:%20void%200;) | no | [**D.**](javascript:%20void%200;) | three | |

Answer: C

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| What happens when a class with parameterized constructors and having no default constructor is used in a program and we create an object that needs a zero-argument constructor? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Compile-time error. | | [**B.**](javascript:%20void%200;) | Preprocessing error. | | [**C.**](javascript:%20void%200;) | Runtime error. | | [**D.**](javascript:%20void%200;) | Runtime exception. | |

Answer : A

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| Can a class have virtual destructor? |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | Yes | [**B.**](javascript:%20void%200;) | No | |

Answer : A

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| Destructor has the same name as the constructor and it is preceded by \_\_\_\_\_\_ . |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | ! | [**B.**](javascript:%20void%200;) | ? | | [**C.**](javascript:%20void%200;) | ~ | [**D.**](javascript:%20void%200;) | $ | |

Answer : C

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| For automatic objects, constructors and destructors are called each time the objects |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | enter and leave scope | | [**B.**](javascript:%20void%200;) | inherit parent class | | [**C.**](javascript:%20void%200;) | are constructed | | [**D.**](javascript:%20void%200;) | are destroyed | |

Answer : A

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| Which constructor function is designed to copy objects of the same class type? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Create constructor | | [**B.**](javascript:%20void%200;) | Object constructor | | [**C.**](javascript:%20void%200;) | Dynamic constructor | | [**D.**](javascript:%20void%200;) | Copy constructor | |

Answer:D

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| Which of the following statement is correct? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Constructor has the same name as that of the class. | | [**B.**](javascript:%20void%200;) | Destructor has the same name as that of the class with a tilde symbol at the beginning. | | [**C.**](javascript:%20void%200;) | Both A and B. | | [**D.**](javascript:%20void%200;) | Destructor has the same name as the first member function of the class. | |

Answer: C

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| Which of the following statement is incorrect? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Constructor is a member function of the class. | | [**B.**](javascript:%20void%200;) | The compiler always provides a zero argument constructor. | | [**C.**](javascript:%20void%200;) | It is necessary that a constructor in a class should always be public. | | [**D.**](javascript:%20void%200;) | Both B and C. | |

Answer: D

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| --- |
| When are the Global objects destroyed? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | When the control comes out of the block in which they are being used. | | [**B.**](javascript:%20void%200;) | When the program terminates. | | [**C.**](javascript:%20void%200;) | When the control comes out of the function in which they are being used. | | [**D.**](javascript:%20void%200;) | As soon as local objects die. | |

Answer :B

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| --- |
| Copy constructor must receive its arguments by \_\_\_\_\_\_\_\_\_\_ . |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | either pass-by-value or pass-by-reference | | [**B.**](javascript:%20void%200;) | only pass-by-value | | [**C.**](javascript:%20void%200;) | only pass-by-reference | | [**D.**](javascript:%20void%200;) | only pass by address | |

Answer : C

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| A function with the same name as the class, but preceded with a tilde character (~) is called \_\_\_\_\_\_\_\_\_\_ of that class. |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | constructor | [**B.**](javascript:%20void%200;) | destructor | | [**C.**](javascript:%20void%200;) | function | [**D.**](javascript:%20void%200;) | object | |

Answer :B

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| A union that has no constructor can be initialized with another union of \_\_\_\_\_\_\_\_\_\_ type. |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | different | [**B.**](javascript:%20void%200;) | same | | [**C.**](javascript:%20void%200;) | virtual | [**D.**](javascript:%20void%200;) | class | |

Answer : B

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| Which of the following gets called when an object goes out of scope? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | constructor | | [**B.**](javascript:%20void%200;) | destructor | | [**C.**](javascript:%20void%200;) | main | | [**D.**](javascript:%20void%200;) | virtual function | |

Answer :B

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| Which of the following statement is correct? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Destructor destroys only integer data members of the object. | | [**B.**](javascript:%20void%200;) | Destructor destroys only float data members of the object. | | [**C.**](javascript:%20void%200;) | Destructor destroys only pointer data members of the object. | | [**D.**](javascript:%20void%200;) | Destructor destroys the complete object | |

Answer : D

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| \_\_\_\_\_\_\_\_\_ used to make a copy of one class object from another class object of the same class type. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | constructor | | [**B.**](javascript:%20void%200;) | copy constructor | | [**C.**](javascript:%20void%200;) | destructor | | [**D.**](javascript:%20void%200;) | default constructor | |

Answer : B

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| Constructors \_\_\_\_\_\_\_\_\_\_ to allow different approaches of object construction. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | cannot overloaded | | [**B.**](javascript:%20void%200;) | can be overloaded | | [**C.**](javascript:%20void%200;) | can be called | | [**D.**](javascript:%20void%200;) | can be nested | |

Answer :B

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| --- |
| Which of the following statement is correct? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | A destructor has the same name as the class in which it is present. | | [**B.**](javascript:%20void%200;) | A destructor has a different name than the class in which it is present. | | [**C.**](javascript:%20void%200;) | A destructor always returns an integer. | | [**D.**](javascript:%20void%200;) | A destructor can be overloaded. | |

Answer : A

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| Which of the following cannot be declared as virtual? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Constructor | | [**B.**](javascript:%20void%200;) | Destructor | | [**C.**](javascript:%20void%200;) | Data Members | | [**D.**](javascript:%20void%200;) | Both A and C | |

Answer: D

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| If the copy constructor receives its arguments by value, the copy constructor would |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | call one-argument constructor of the class | | [**B.**](javascript:%20void%200;) | work without any problem | | [**C.**](javascript:%20void%200;) | call itself recursively | | [**D.**](javascript:%20void%200;) | call zero-argument constructor | |

Answer : C

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| --- |
| Which of the following are NOT provided by the compiler by default? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Zero-argument Constructor | | [**B.**](javascript:%20void%200;) | Destructor | | [**C.**](javascript:%20void%200;) | Copy Constructor | | [**D.**](javascript:%20void%200;) | Copy Destructor | |

Answer : D

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| --- |
| It is a \_\_\_\_\_\_\_\_\_\_ error to pass arguments to a destructor. |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | logical | [**B.**](javascript:%20void%200;) | virtual | | [**C.**](javascript:%20void%200;) | syntax | [**D.**](javascript:%20void%200;) | linker | |

Answer : C

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| If the programmer does not explicitly provide a destructor, then which of the following creates an empty destructor? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Preprocessor | | [**B.**](javascript:%20void%200;) | Compiler | | [**C.**](javascript:%20void%200;) | Linker | | [**D.**](javascript:%20void%200;) | main() function | |

Answer : B

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| A \_\_\_\_\_\_\_\_\_\_ is a constructor that either has no parameters, or if it has parameters, all the parameters have default values. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | default constructor | | [**B.**](javascript:%20void%200;) | copy constructor | | [**C.**](javascript:%20void%200;) | Both A and B | | [**D.**](javascript:%20void%200;) | None of these | |

Answer : A

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| --- |
| How many default constructors per class are possible? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Only one | | [**B.**](javascript:%20void%200;) | Two | | [**C.**](javascript:%20void%200;) | Three | | [**D.**](javascript:%20void%200;) | Unlimited | |

Answer: A

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| --- |
| Which of the following statement is correct about destructors? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | A destructor has void return type. | | [**B.**](javascript:%20void%200;) | A destructor has integer return type. | | [**C.**](javascript:%20void%200;) | A destructor has no return type. | | [**D.**](javascript:%20void%200;) | A destructors return type is always same as that of main() | |

Answer:C

|  |
| --- |
| Which of the following statement is correct? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | A constructor has the same name as the class in which it is present. | | [**B.**](javascript:%20void%200;) | A constructor has a different name than the class in which it is present. | | [**C.**](javascript:%20void%200;) | A constructor always returns an integer. | | [**D.**](javascript:%20void%200;) | A constructor cannot be overloaded. | |

Answer: A

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| Which of the following implicitly creates a default constructor when the programmer does not explicitly define at least one constructor for a class? |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | Preprocessor | [**B.**](javascript:%20void%200;) | Linker | | [**C.**](javascript:%20void%200;) | Loader | [**D.**](javascript:%20void%200;) | Compiler | |

Answer: D

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| --- |
| A destructor takes \_\_\_\_\_\_\_\_\_\_ arguments. |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | one | [**B.**](javascript:%20void%200;) | two | | [**C.**](javascript:%20void%200;) | three | [**D.**](javascript:%20void%200;) | no | |

Answer: D

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| Destructor calls are made in which order of the corresponding constructor calls? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Reverse order | | [**B.**](javascript:%20void%200;) | Forward order | | [**C.**](javascript:%20void%200;) | Depends on how the object is constructed | | [**D.**](javascript:%20void%200;) | Depends on how many objects are constructed | |

Answer: A

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| --- |
| Which of the following never requires any arguments? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Member function | | [**B.**](javascript:%20void%200;) | Friend function | | [**C.**](javascript:%20void%200;) | Default constructor | | [**D.**](javascript:%20void%200;) | const function | |

Answer: C

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| --- | --- |
|  | A class's \_\_\_\_\_\_\_\_\_\_ is called when an object is destroyed. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | constructor | | [**B.**](javascript:%20void%200;) | destructor | | [**C.**](javascript:%20void%200;) | assignment function | | [**D.**](javascript:%20void%200;) | copy constructor | |

Answer : B

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| Destructors \_\_\_\_\_\_\_\_\_\_ for automatic objects if the program terminates with a call to function exit or function abort. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | are called | | [**B.**](javascript:%20void%200;) | are inherited | | [**C.**](javascript:%20void%200;) | are not called | | [**D.**](javascript:%20void%200;) | are created | |

Answer: C

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| Which of the following statement is correct? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | A constructor of a derived class can access any public and protected member of the base class. | | [**B.**](javascript:%20void%200;) | Constructor cannot be inherited but the derived class can call them. | | [**C.**](javascript:%20void%200;) | A constructor of a derived class cannot access any public and protected member of the base class. | | [**D.**](javascript:%20void%200;) | Both A and B. | |

**Answer:D**

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| Which of the following statements are correct? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Constructor is always called explicitly. | | [**B.**](javascript:%20void%200;) | Constructor is called either implicitly or explicitly, whereas destructor is always called implicitly. | | [**C.**](javascript:%20void%200;) | Destructor is always called explicitly. | | [**D.**](javascript:%20void%200;) | Constructor and destructor functions are not called at all as they are always inline. | |

**Answer:B**

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| How many times a constructor is called in the life-time of an object? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Only once | | [**B.**](javascript:%20void%200;) | Twice | | [**C.**](javascript:%20void%200;) | Thrice | | [**D.**](javascript:%20void%200;) | Depends on the way of creation of object | |

**Answer:A**

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| Which of the following gets called when an object is being created? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | constructor | | [**B.**](javascript:%20void%200;) | virtual function | | [**C.**](javascript:%20void%200;) | destructor | | [**D.**](javascript:%20void%200;) | main | |

**Answer:A**

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| o ensure that every object in the array receives a destructor call, always delete memory allocated as an array with operator \_\_\_\_\_\_\_\_\_\_ . |
| |  |  |  |  | | --- | --- | --- | --- | | [**A.**](javascript:%20void%200;) | destructor | [**B.**](javascript:%20void%200;) | delete | | [**C.**](javascript:%20void%200;) | delete[] | [**D.**](javascript:%20void%200;) | kill[] | | [**E.**](javascript:%20void%200;) | free[] |  |  | |

**Answer:C**

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| --- |
| Which of the following statement is correct about constructors? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | A constructor has a return type. | | [**B.**](javascript:%20void%200;) | A constructor cannot contain a function call. | | [**C.**](javascript:%20void%200;) | A constructor has no return type. | | [**D.**](javascript:%20void%200;) | A constructor has a void return type. | |

**Answer: C**

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| Which of the following statement is correct whenever an object goes out of scope? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | The default constructor of the object is called. | | [**B.**](javascript:%20void%200;) | The parameterized destructor is called. | | [**C.**](javascript:%20void%200;) | The default destructor of the object is called. | | [**D.**](javascript:%20void%200;) | None of the above. | |

**Answer: C**