**Practice MCQs-2**

**1. What is the primary purpose of access specifiers in C++?**

A. To specify the data type of a variable.

B. To control the access to class members.

C. To define a constant value.

D. To declare a static member.

E. To allocate memory dynamically.

**2. What is the purpose of a constant member function in a C++ class?**

A. To define a static member.

B. To create constant objects of the class.

C. To allow modification of class data members.

D. To prevent modification of class data members.

E. To create friend functions.

**3. When passing an object as an argument to a function in C++, which method provides the most efficient way to pass the object and modify its content within the function?**

A. Pass by value

B. Pass by reference

C. Pass by address

D. Pass by pointer

E. Pass by constant reference

**4.What is the purpose of a constant object in C++?**

A. To create an instance of a class that cannot be modified.

B. To allocate memory on the heap.

C. To access class members without creating an instance of the class.

D. To declare a constant object.

E. To define a friend class.

**5.In C++, when is it appropriate to return an object from a function?**

A. Only when the object is declared as a constant.

B. Only when the object is a global variable.

C. When the object is a local variable within the function.

D. When the object is dynamically allocated using new.

E. When the object's data members are all private.

**6.In C++, what is the arrow operator (->) primarily used for when working with class objects?**

a) Incrementing object values

b) Accessing class methods

c) Performing logical operations

d) Accessing members of an object through a pointer

e) Comparing objects

**7.Which of the following is an advantage of using friend functions in C++?**

A) Improved encapsulation  
B) Limited access to class members  
C) Enhanced security  
D) Better code organization  
E) Flexibility in accessing private and protected members

**8.What happens if you declare a member function and a friend function with the same name inside a C++ class?**

A) The compiler throws an error.  
B) The member function takes precedence over the friend function.  
C) The friend function takes precedence over the member function.  
D) Both functions can coexist as long as their definitions are different.  
E) The program crashes at runtime.

**9.What does the ‘static’ keyword mean when used with a variable in C++?**

A) The variable can only be accessed within the current function.  
B) The variable retains its value between function calls.  
C) The variable cannot be modified after its initialization.  
D) The variable is visible only within the current source file.  
E) The variable can only be accessed by member functions of the same class.

**10.Which of the following statements about ‘const’ in C++ is true?**

A) ‘const’ variables must be initialized during declaration.  
B) ‘const’ variables cannot be modified after initialization.  
C) ‘const’ variables can only be used with primitive data types.  
D) ‘const’ variables can be modified freely within the same function.  
E) ‘const’ variables are always global in scope.

**11. Which of the following statements about static member functions in C++ is true?**

A) They can access only static data members of the class.  
B) They are called using objects of the class.  
C) They can be declared as const functions.  
D) They cannot access private data members of the class.  
E) They cannot have a return type.