1. Which feature of OOP indicates code reusability?
   a. Abstraction
   b. Polymorphism
   c. Encapsulation
   d. Inheritance

2. Which among the following doesn't come under OOP concept?
   a) Data hiding
   b) Message passing
   c) Platform independent
   d) Data binding

3. Which is the correct syntax of inheritance?
   a) class base_classname :access derived_classname{ /*define class body*/ };
   b) class derived_classname : access base_classname{ /*define class body*/ };
   c) class derived_classname : base_classname{ /*define class body*/ };
   d) class base_classname : derived_classname{ /*define class body*/ };

4. The feature by which one object can interact with another object is _____
   a) Message reading
   b) Message Passing
   c) Data transfer
   d) Data Binding

5. How many types of access specifiers are provided in OOP (C++)?
   a) 4
   b) 3
   c) 2
   d) 1

6. In multilevel inheritance, which is the most significant feature of OOP used?
   a) Code efficiency
   b) Code readability
   c) Flexibility
   d) Code reusability

7. Which of the following is not true about polymorphism?
   a) Helps in redefining the same functionality
   b) Increases overhead of function definition always
   c) It is feature of OOP
   d) Ease in readability of program

8. The copy constructors can be used to _____
   a) Copy an object so that it can be passed to another primitive type variable
   b) Copy an object for type casting
   c) Copy an object so that it can be passed to a function(as reference variables)
   d) Copy an object so that it can be passed to a class

9. Which among the following represents correct constructor?
   a) –classname()
   b) classname()
   c) ()classname
   d) ~classname()

10. Which operator can be used to free the memory allocated for an object in C++?
    a) Unallocate
    b) Free()
    c) Collect
    d) delete

11. Which of the following is not a property of an object?
    a) Properties
    b) Names
    c) Identity
    d) Attributes

12. Which type of members can't be accessed in derived classes of a base class?
    a) All can be accessed

b) Protected
c) Private
d) Public

13. Single level inheritance supports _____ inheritance.
a) Language independency
b) Multiple inheritance
c) Compile time
d) Runtime

14. Which of the following best describes member function overriding?
a) Member functions having the same name in derived class only
b) Member functions having the same name and different signature inside main function
c) Member functions having the same name in base and derived classes
d) Member functions having the same name in base class only

15. Which of the following shows multiple inheritances?
a) A->B->C
b) A->B; A->C
c) A,B->C
d) B->A

16. _____ underlines the feature of Polymorphism in a class.
a) Virtual Function
b) Inline function
c) Enclosing class
d) Nested class

17. Which feature can be implemented using encapsulation?
a) Polymorphism
b) Overloading
c) Inheritance
d) Abstraction

18. Which is correct syntax for declaring pointer to object?
    a) *className objectName;
    b) className* objectName;
    c) className objectName();
    d) className objectName;

19. Which keyword should be used to declare static variables?
    a) const
    b) common
    c) static
    d) stat

20. How to access the private member function of a class?
    a) Using class address
    b) Using object of class
    c) Using object pointer
    d) Using address of member function