

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) $A \rightarrow B \rightarrow C$
- b) $A \rightarrow B; A \rightarrow C$
- c) $A, B \rightarrow C$
- d) $B \rightarrow A$

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?

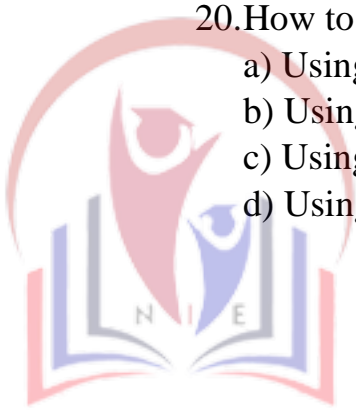
- a) *className objectName;
- b) className* objectName;
- c) className objectName();
- d) className objectName;

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



Nepal Institute of
Engineering