Global Group of Institutions Demo Question Paper – Set – IV Subject – Object Oriented Programming with C++

SI. No.	Questions Lists - Constructor And Destructor	Options
	Which of the followings is/are automatically added to every	/
1.	class, if we do not write our own.	
	A. Copy Constructor.	D
	B. Assignment Operator	
	C. A constructor without any parameter	
	D. All of the above	
2.	Which of the following gets called when an object is b	peing
	created?	А
	A. Constructor B. Virtual Function	
	C. Destructors D. Main	
3.	Destructor has a same name as the constructor and it is	_
	preceded by?	С
	A.! B.? C.~ D.\$	
4.	Like constructors, can there be more than one destructors	
	class?	В
	A. Yes B. No C. May Be D. Can't	•
5.	State whether the following statements about the constru	uctor
	are True or False.	
	I) constructors should be declared in the private section.	iects C
	II) constructors are invoked automatically when the objace created.	jects
	A. True, True B. True, False	
	C. False, True D. False, False	
6.	Which of the following is true about constructors?	
	i) They cannot be virtual	
	ii) They cannot be private.	В
	iii) They are automatically called by new operator.	
	A. All i,ii,iii B. i & iii C. ii & iii D. i & ii	
7.	Destructors for automatic objects if the prog	gram
	terminates with a call to function exit or function abort	
	A. Are called B. Are not called	В
	C. Are inherited D. Are created	
8.	Which constructor function is designed to copy object of s	same
	class type?	А
	A. Copy constructor B. Create constructor	
	C. Object constructor D. Dynamic constructor	r

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What will be the output of the following program?
       #include<iostream.h>
       using namespace std;
       class LFC
         int id;
         static int count;
       public:
         LFC() {
           count++;
           id = count;
           cout << "constructor for id " << id << endl;</pre>
         }
         ~LFC() {
           cout << "destructor for id " << id << endl;</pre>
9.
                                                                                  D
       };
       int LFC::count = 0;
       void main()
         LFC a[3];
       A. constructor for id 1 constructor for id 2 constructor for id 3
       destructor for id 3 destructor for id 2 destructor for id 1
       B. constructor for id 1 constructor for id 2 constructor for id 3
       destructor for id 1 destructor for id 2 destructor for id 3
       C. Compiler Dependent
       D. constructor for id 1 destructor for id 1
       What will be the output of the following program?
       #include <iostream>
       using namespace std;
       class LFC {
         LFC() { cout << "Constructor called"; }</pre>
10.
       };
                                                                                  Α
       void main() {
        LFC t1;
       A. Compiler Error
                                                  B. Runtime Error
       C. Constructor called
                                                  D. destructor for id 1
```
