Home Exercícios de múltipla escolha (em Inglês) > Capitulo 3

Capitulo 3

This activity contains 24 questions.

1.	Section 3.2 Classes, Objects, Member Functions and Data Members
	3.2 Q1: All of the following are true about classes, except:
	Classes have attributes and behaviors.
	The first class in any C++ program is main.
	A class's functions hide from the user the complex tasks they perform.
	An object must be created from a class before it can be used.
2.	Section 3.4 Defining a Class with a Member Function
	3.4 Q1: C++ functions other than main are executed:
	When they are explicitly called by another function.
	Before main executes.
	After main completes execution.
	O Never.
3.	3.4 Q2: Function headers contain all of the following except:
	Return type.
	Left brace.
	Name of function.
	Parentheses.

4.

3.4 Q3: An object creation expression contains:

- All of the above.
- The name of the object.
- Parentheses.
- The name of the class.

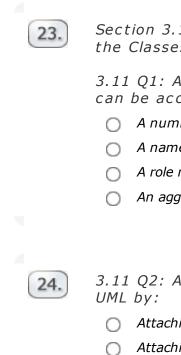


	The class name.	
	None of the above.	
	Open and close braces.	
	The dot separator.	
6.	3.4 Q5: In the UML, the top compartment of the rectangle modeling a class contains:	
	The class's behaviors.	
	All of the above.	
	The class's attributes.	
	The class's name.	
7.	Section 3.5 Declaring a Member Function with a Parameter	
	3.5 Q1: What is the name of the values the method call passes to	
	the method for the parameters?	
	○ Values.	
	Objects.	
	References.	
	Arguments.	
	o mgaments.	
8.	3.5 Q2: Assuming that text is a variable of type string, what will be the contents of text after the statement cin >> text; is executed if the user types "Hello World!" and then presses Enter?	
	Hello	
	○ <i>H</i>	
	O Hello World	
	Hello World!	
9.	3.5 Q3: Multiple parameters are separated by what symbol?	
	O Parentheses.	
	O Braces.	
	Commas.	
	The dot separator.	

10.	Section 3.6 Data Members, set Functions and get Functions	
	 3.6 Q1: Attributes of a class are also known as: Local variables. Constructors. Classes. Data members. 	
11.	3.6 Q2: What is the default initial value of a String?	
	null"default"default	
	O ""	
12.	Software Engineering with Set and Get Functions	
	 3.6 Q3: What type of member functions allow a client of a class to assign values to private data members? Set member functions. Assign member functions. Client member functions. Access member functions. 	
13.	Section 3.7 Initializing Objects with Constructors	
	 3.7 Q1: A default constructor has how many parameters? 1. 0. 2. Variable. 	
14.	3.7 Q2: A constructor can specify the return type:	
	strina.	

	A constructor cannot specify a return type.	
	int.	
	ovoid.	
15.	3.7 Q3: The compiler will implicitly create a default constructor if:	
	The class does not define any constructors.	
	The class does not contain any data members.	
	The class already defines a default constructor.	
	The programmer specifically requests that the compiler do so.	
16.	Section 3.8 Placing a Class in a Separate File for Reusability	
	3.8 Q1: A header file is typically given the filename extension:	
	○ .hdr.	
	○ .h.	
	○ .cpp.	
17.	3.8 Q2: Assuming that GradeBook.h is found in the current directory and the iostream header file is found in the C++ Standard Library header file directory, which of the following preprocessor directives will fail to find its desired header file?	
	#include .	
	#include "iostream".	
	#include .	
	#include "GradeBook.h".	
18.	Section 3.9 Separating Interface from Implementation	
	3.9 Q1: In the source-code file containing a class's member function definitions, each member function definition must be tied to the class definition by preceding the member function name with the class name and ::, which is known as the:	
	Class implementation connector.	
	Member definition linker.	
	Binary scope resolution operator.	
	Source code resolver.	

19.	3.9 Q2: When compiling a class's source code file (which does not contain a main function), the information in the class's header file is used for all of the following, except:
	 Ensuring that each member function knows about the class's data members and other member functions.
	O Determining the correct amount of memory to allocate for each object of the class.
	All of the above are uses that the compiler has for the header file information.
	Ensuring that the first line of each member function matches its prototype.
20.	3.9 Q3: When a client code programmer uses a class whose implementation is in a separate file from its interface, that implementation code is merged with the client's code during the:
	Executing phase. Programming phase.
	Programming phase.Linking phase.
	Compiling phase.
21.	Section 3.10 Validating Data with set Functions
	3.10 Q1: To execute multiple statements when an if statement's condition is true, enclose those statements in a pair of:
	Square Brackets, [].
	Angle brackets, < >.
	O Braces, { }.
	O Parentheses, ().
22.	3.10 Q2: Assuming that the string object text contains the string "Hello!!!", the expression text.substr(2 , 5) would return a string object containing the string:
	○ "llo!".
	○ "llo!!".
	O "ello".
	O "ello!".



Section 3.11 (Optional) Software Engineering Case Study: Identifying the Classes in the ATM Requirement Document

3.11 Q1: A solid line representing an association between two classes can be accompanied by any of the following details, except:

- A number near the end of each line indicating multiplicity values.
- A name and direction for the association.
- A role name for one or both of the objects.
- An aggregation relationship with another association line.

3.11 Q2: A composition or "has-a" relationship is represented in the UML by:

- Attaching a solid triangle to the association line.
- Attaching a solid diamond to the association line.
- Making the association line dashed
- Making the association line bolded.

Clear Answers / Start Over

Submit Answers for Grading

Answer choices in this exercise appear in a different order each time the page is loaded.



Copyright © 1995 - 2010 Pearson Education. All rights reserved.

Legal Notice | Privacy Policy | Permissions