

# Your Results for: " Capítulo 12"

[Print this page](#)**Book Title:** C++ como Programar**Book Author:** Deitel**Location on Site:** Exercícios de múltipla escolha (em

Inglês) &gt; Capítulo 12

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## Summary of Results

**100% Correct** of 19 Scored items:19 Correct:  100%0 Incorrect:  0%[More information about scoring](#)

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**1.** **CORRECT** Section 12.1 Introduction

12.1 Q1: Select the false statement regarding inheritance.

**Your Answer:** Base classes are usually more specific than derived classes.

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**2.** **CORRECT** 12.1 Q2: Which of the following is not a kind of inheritance in C++?

**Your Answer:** static.

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**3.** **CORRECT** 12.1 Q3: The is-a relationship represents.

**Your Answer:** Inheritance.

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**4.** **CORRECT** Section 12.2 Base Classes and Derived Classes

12.2 Q1: Which of the following is most likely a base class of the other three?

**Your Answer:** automobile.

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**5.** **CORRECT** 12.2 Q2: Which of the following is not a good example of a hierarchy that could be modeled by inheritance?

**Your Answer:** Prime numbers.

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**6.** **CORRECT** 12.2 Q3: To declare class subClass a privately derived class of superClass one would write:

**Your Answer:** class subclass : private superClass.

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7. **CORRECT** Section 12.3 protected Members
- 12.3 Q1: From most restrictive to least restrictive, the access modifiers are:
- Your Answer:** private, protected, public.
- 

8. **CORRECT** 12.3 Q2: protected base class members cannot be accessed by:
- Your Answer:** Functions that are neither friends of the base class, derived-class member functions nor friends of a derived class.
- 

9. **CORRECT** Section 12.4 Relationship between Base Classes and Derived Classes
- 12.4 Q1: Assuming the definition,
- class Circle : public Point
- which of the following is false?
- Your Answer:** All the public and protected members of class Circle are inherited as public and protected members, respectively, into class Point.
- 

10. **CORRECT** 12.4 Q2: Assuming the following is the beginning of the constructor definition for class Circle which inherits from class Point,
- Circle::Circle( double r, int a, int b )
- : Point( a, b )
- The second line:
- Your Answer:** Invokes the Point constructor with values a and b.
- 

11. **CORRECT** 12.4 Q3: Which of the following is not one of the disadvantages of using the "copy-and-paste" approach to duplicating code from one class into another class?
- Your Answer:** All of the above are disadvantages of the "copy-and-paste" approach.
- 

12. **CORRECT** 12.4 Q4: When should base class members be declared protected?
- Your Answer:** When these members should be available only to derived classes (and friends), not to other clients.
-

- 13.** **CORRECT** Section 12.5 Constructors and Destructors in Derived Classes 12.5 Q1: When an object of a derived class is instantiated, the \_\_\_\_\_ constructor initializes the \_\_\_\_\_ members.

**Your Answer:** Base class, base class.

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- 14.** **CORRECT** 12.5 Q2: Base class constructors and assignment operators:

**Your Answer:** Are not inherited by derived classes.

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- 15.** **CORRECT** 12.5 Q3: Suppose class A inherits from base class B. What is the order in which their constructors and destructors will be called when an object of class A is instantiated and then destroyed?

**Your Answer:** B constructor, A constructor, A destructor, B destructor.

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- 16.** **CORRECT** Section 12.6 public, protected and private Inheritance  
12.6 Q1: Which forms of inheritance are is-a relationships?

**Your Answer:** Only public.

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- 17.** **CORRECT** 12.6 Q2: When deriving a class from a protected base class, the public members of the base class become \_\_\_\_\_ and the protected members of the base class become \_\_\_\_\_?

**Your Answer:** protected, protected.

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- 18.** **CORRECT** 12.7 Q1: Theoretically, clients do not need to see the \_\_\_\_\_ of classes from which they derive other classes.

**Your Answer:** Source code.

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- 19.** **CORRECT** 12.7 Q2: Which of the following is true about using inheritance in software engineering?

**Your Answer:** Common attributes and behaviors should be factored out of closely related classes and placed into a base class from which the original classes can now inherit.

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