

Capítulo 12

This activity contains 19 questions.

1.

Section 12.1 Introduction

12.1 Q1: Select the false statement regarding inheritance.

- ☐ *A derived class can be the base class for other derived classes.*
- ☐ *Some derived classes can have multiple base classes.*
- ☐ *A derived class can contain more attributes and behaviors than its base class.*
- ☐ *Base classes are usually more specific than derived classes.*

2.

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

- ☐ *public.*
- ☐ *protected.*
- ☐ *static.*
- ☐ *private.*

3.

12.1 Q3: The is-a relationship represents.

- ☐ *Inheritance.*
- ☐ *Information Hiding.*
- ☐ *A friend.*
- ☐ *Composition.*

4.

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?

- ☐ *sedan.*
- ☐ *automobile.*
- ☐ *miniVan.*
- ☐ *convertible.*

5.

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

- ☐ Animals.
- ☐ Prime numbers.
- ☐ Geometric shapes.
- ☐ Airplanes.

6.

12.2 Q3: To declare class subClass a privately derived class of superClass one would write:

- ☐ `class subclass :: private superClass.`
- ☐ `class subclass < private superClass >.`
- ☐ `class subclass : private superClass.`
- ☐ `class subclass inherits private superClass.`

7.

Section 12.3 protected Members

12.3 Q1: From most restrictive to least restrictive, the access modifiers are:

- ☐ `private, public, protected.`
- ☐ `protected, private, public.`
- ☐ `protected, public, private.`
- ☐ `private, protected, public.`

8.

12.3 Q2: protected base class members cannot be accessed by:

- ☐ friends of the base class.
- ☐ Functions that are neither friends of the base class, derived-class member functions nor friends of a derived class.
- ☐ friends of derived classes.
- ☐ Functions that are not derived-class member functions.

9.

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?

- ☐ *The colon (:) in the header of the class definition indicates inheritance.*
- ☐ *Point is the base class and Circle is the derived class.*
- ☐ *All the public and protected members of class Circle are inherited as public and protected members, respectively, into class Point.*
- ☐ *The keyword public indicates the type of inheritance.*

10.

*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:*

- ☐ *Invokes the Point constructor with values a and b.*
- ☐ *Is unnecessary because the Point constructor is called automatically.*
- ☐ *Indicates inheritance.*
- ☐ *Causes a compiler error.*

11.

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?

- ☐ *It forces the system to store many physical copies of the code, creating a code-maintenance nightmare.*
- ☐ *It is time consuming.*
- ☐ *All of the above are disadvantages of the "copy-and-paste" approach.*
- ☐ *Errors are prone to getting spread around.*

12.

12.4 Q4: When should base class members be declared protected?

- ☐ *When these members should be available only to derived classes (and friends), not to other clients.*
- ☐ *The protected access specified should never be used.*
- ☐ *b. When these members are only used by member functions of this base class.*
- ☐ *When all clients should be able to access these members.*

13.

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.

- ☐ Derived class, public.
- ☐ Base class, base class.
- ☐ Base class, derived class.
- ☐ Derived class, base class.

14.

12.5 Q2: Base class constructors and assignment operators:

- ☐ Should not be called by derived class constructors and assignment operators.
- ☐ Can be inherited by derived classes, but generally are not.
- ☐ Are not inherited by derived classes.
- ☐ Can call derived-class constructors and assignment operators.

15.

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?

- ☐ B constructor, A constructor, B destructor, A destructor.
- ☐ A constructor, B constructor, A destructor, B destructor.
- ☐ B constructor, A constructor, A destructor, B destructor.
- ☐ A constructor, B constructor, B destructor, A destructor.

16.

Section 12.6 public, protected and private Inheritance

12.6 Q1: Which forms of inheritance are is-a relationships?

- ☐ Only public and private.
- ☐ Only public.
- ☐ All forms of inheritance are is-a relationships.
- ☐ Only public and protected.

17.

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 _____?

- ☐ protected, private.
- ☐ protected, protected.

- ☐ *public, private.*
- ☐ *public, protected.*

18.

12.7 Q1: Theoretically, clients do not need to see the _____ of classes from which they derive other classes.

- ☐ *Source code.*
- ☐ *Object code.*
- ☐ *Header files.*
- ☐ *Interface.*

19.

12.7 Q2: Which of the following is true about using inheritance in software engineering?

- ☐ *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.*
- ☐ *It is best to create a huge class library to make it easy for a client to find the most appropriate class for his or her needs.*
- ☐ *A class produced through inheritance should be as large as possible to fully encompass all of the functionality it should offer.*
- ☐ *The standard C++ libraries that are shipped with C++ compilers are usually enough to accomplish anything an application might need to do.*

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