NetID: hxie13 QuizID: 87105 Score: 2/4 Answer Source: PrairieLearn

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1. Consider the following class definitions:
    class Restaurant{
   public:
        int rate() const;
   private:
        double rating;
   class Chipotle: public Restaurant {
   public:
        int rateBad();
   };
Where could the assignment rating = 3.0; appear for the private variable rating?
    A. [Your Answer] rate() can make the assignment, but rateBad() cannot.
    B. The answer to this question cannot be determined from the given code.
    C. [Correct Answer] Neither rate () nor rateBad() can make the assignment.
    D. Both rate() and rateBad() can make the assignment.
    E. rateBad() can make the assignment, but rate() cannot.
```

2. Suppose class sport contains exactly one pure virtual function called getDomain and that class volleyball is a public sport that implements getDomain.
Which of the following C++ statements will certainly result in a compiler error? Make sure to read all options carefully.
A. volleyball a; a.getDomain();
B. [Correct Answer] [Your Answer] More than one of these will result in a compiler error.
C. sport * a = new sport(); a->getDomain();
D. sport a; a.getDomain();
E. It is possible that none of these will result in a compiler error.

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3. What will be the output of the following program?
   class One {
       public:
            virtual ~One() { cout << "One "; }</pre>
   class Two : public One {
       public:
            Alpha *a2;
            Two() { a2 = new Alpha(); }
            virtual ~Two() { delete a2; cout<< "Two "; }</pre>
   };
   class Alpha {
      public:
           ~Alpha() { cout << "Alpha "; }
   };
   int main() {
       One* b = new Two;
       delete b;
   A. "Two Alpha One "
   B. [Your Answer] "Alpha Two "
    C. [Correct Answer] "Alpha Two One "
   D\!. "One Alpha Two "
    E. "One "
```

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4. What will be the output of the following program?
   class Base {
       public:
           ~Base() {cout << "Destructing Base"; }
   1:
   class Derived : public Base {
       public:
           ~Derived() { cout<< "Destructing Derived"; }
   };
   int main() {
       Base* b = new Derived;
       delete b;
   A. Compiler error
   B. [Correct Answer] [Your Answer] "Destructing Base"
   C. None of the above
   D. "Destructing BaseDestructing Derived"
   E. "Destructing Derived"
```