一、选择题1.B 2.C 3.B 4.B 5.C 6.C二、填空题【1】数据 【2】函数 【3】析构 【4】列表初始化 【5】本类对象的引用 【6】this指针三、编程题1.设计一个支持矩阵乘运算的类或类模板；从文件中读取测试数据，输入到矩阵对象中，编制测试程序进行调用。1.//求矩阵乘积，先没用类写，感觉不太会，还在尝试中#include<iostream>using namespace std;int a[4][4] = { 1,2,3,4 };int b[4][4] = { 2,3,4,5 };int c[4][4] = { 0 };int main() { for (int i = 0; i < 4; i++) { for (int j = 0; j < 4; j++) { for (int k = 0; k < 4; k++) { c[i][k] += a[i][j] \* b[j][k]; } } } for (int i = 0; i < 4; i++) { for (int j = 0; j < 4; j++) { for (int k = 0; k < 4; k++) { cout << c[i][k]<<","; } } } return 0;}2.#include<iostream>using namespace std;class Cpoint {public: int x; int y; Cpoint(int m, int n) :x(m), y(n) {}; Cpoint(const Cpoint& c); int getx() { return x; } int gety() { return y; }};Cpoint::Cpoint(const Cpoint& c) { x = c.x; y = c.y;}class rectangular { Cpoint x1;//左上角的点 Cpoint x2;//右下角的点public: rectangular(Cpoint p, Cpoint q) :x1(p), x2(q) {}; void square(); void length();}; void rectangular::square() { int s; s = fabs((x1.x - x2.x) \* (x1.y - x2.y)); cout << "矩形面积为：" << s << endl;}//求面积void rectangular::length() { int l; l = 2 \* (fabs(x1.x - x2.x) + fabs(x1.y- x2.y)); cout << "矩形周长为：" << l << endl;}//求周长int main() { cout << "请输入矩形左上角和右下角的坐标：" << endl; int m, n, p, q; cin >> m >> n >> p >> q; Cpoint a(m,n), b(p,q); rectangular w(a,b); w.square(); w.length(); return 0;}