InfoUstaad

C/C++ Important MCQs

Set#4

1. **Wrapping data and its related functionality into a single entity is known as:**

a) Abstraction
b) Encapsulation
c) Polymorphism
d) Modularity

2. **How structures and classes in C++ differs?**

a) Classes follow OOPs concepts whereas Structure does not.
b) In Structures members are private by default whereas in Classes they are Public by default.
c) Structures by default hide every member.
d) Classes and Structures are the same.

3. **What does Polymorphism in OOPs mean?**

a) Concept of allowing overriding of functions
b) Concept of hiding data
c) Concept of keeping things in different modules/files
d) Concept of wrapping things in to a single unit.

4. **Which concept allows you to reuse the written code.**

a) Encapsulation
b) Abstraction
c) Inheritance
d) Polymorphism

5. **Which of the following code explains polymorphism:**

a) int func(int,int);
   float func1(float, float);
b) int func(int);
   int func(int);
c) int func(float);
   float func(int, int);
d) int func();
   int new_func();

6. which of the following shows multiple inheritance:

a) A → B→C
b) A → B; A →C
c) A, B→C
d) B→ A

7. How access specifiers in Class helps in Abstraction?

a) They do not help in anyway
b) They allow us to show only required things to outer world.
c) They helps In keeping things together.
d) Abstraction concept is not used in classes.

8. C++ is :

a) Procedural Programming Language
b) Object Oriented Programming Language
c) Functional Programming Language
d) Both Procedural and Object Oriented Language

9. What does modularity means?

a) Hiding part of program
b) Sub dividing program into smaller independent parts.
c) Over riding parts of program
d) wrapping things into a single unit.

10. Which of the following class allows to declare only one object of it?

a) Abstract class
b) Virtual Class
c) Singleton class
d) Friend class

11. Which of the following is not a type of constructor?

a) Friend constructor
b) Copy Constructor
c) Default Constructor
d) Parameterized Constructor

12. which of the following is correct:

a) Base class pointer object cannot point to a derived class object.
b) Derived class pointer object can't point to a base class object.
c) A derived class can't have pointers object.
d) A base class can't have pointers object.

13. Out of the following , which is not a member of the class?

a) Static Function
b) Friend Function
c) Constant Function
d) Virtual Function

14 . What is the other name used for functions inside a class?

a) Member variables
b) Member Functions
c) Class Functions
d) Class Variables

15. Why References are different from Pointer?

a) A reference can't be made null.
b) A reference can't be changed, once initialized.
c) No extra operator is needed for de referencing of a reference.
d) All of the mentioned