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| Question 3 |

Predict the output?

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| #include <iostream>  using namespace std;    class Test  {    int x;    Test() { x = 5;}  };    int main()  {     Test \*t = new Test;     cout << t->x;  } | |
| A | Compiler Error |
| B | 5 |
| C | Garbage Value |
| D | 0 |

Explanation:

There is compiler error: Test::Test() is private. new makes call to the constructor. In class Test, constructor is private (note that default access is private in C++).

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| Question 4 |

What happens when delete is used for a NULL pointer?

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| int \*ptr = NULL;  delete ptr; | |
| A | Compiler Error |
| B | Run-time Crash |
| C | No Effect |

Explanation:

Deleting a null pointer has no effect, so it is not necessary to check for a null pointer before calling delete.

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| Question 5 |

Is it fine to call delete twice for a pointer?

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| #include<iostream>  using namespace std;    int main()  {      int \*ptr = new int;      delete ptr;      delete ptr;      return 0;  } | |
| A | Yes |
| B | No |

Explanation:

It is undefined behavior to call delete twice on a pointer. **Anything can happen, the program may crash or produce nothing**.