

```
#include <iostream>
using namespace std;
class test {
private:
    int x;
public:
    void setX(int n);
    void display();
};
void test::setX(int n) {
    x = n;
}
void test::display() {
    cout << x - << "";
}
int main()
{
    test obj1;
    obj1.setX(10);
    obj1.display();
    obj1.display();
    return 0;
}
```

Select one:

- a. 10 10
- b. 11 10
- c. 11 11
- d. 10 11

output 10 9



An object is created at run time. (Select the correct word to fill the blank)

Select one:

- a. compile
- b. run
- c. assembling
- d. linking



Answered
of
question

Why do we need to mention the following statement in a C++ program ?
using namespace std;

Select one:

- a. To use the input and output statements in the program
- b. To get rid of using **std::** in the program
- c. To do calculations in the program
- d. To do calculations in the program



Question 5

Not yet answered

Marked out of 1.0

Flag question

Student class has all properties and functions of a student. In the main function, student class is used as a single unit to create the objects. What is the object-oriented principle explained here?



Select one:

- a. Encapsulation
- b. Abstraction
- c. Information Hiding
- d. Interfaces not a concept
- e. Polymorphism still not

≡ Quiz navigation

Finish attempt ...

Time left 0:53:31

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40

Next page

Object-oriented programming has four basic concepts: encapsulation, abstraction, inheritance, and polymorphism.

Student class has all properties and functions of a student. In the main function, student class is used as a single unit to create the objects. What is the object-oriented principle explained here?

Select one:

- a. Encapsulation
- b. Abstraction
- c. Information Hiding
- d. Interfaces
- e. Polymorphism

[Next page](#)



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Question 1

Not yet answered

Marked out of 1.0

Flag question

Which of the following are used to implement **information hiding**?

Select one:

- a. Private and public access permissions
- b. Properties and functions
- c. Classes and objects
- d. Class and main function
- e. Interface and abstraction

Next page



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Answered
of 1.0
Question

A data member of a class can be referred as _____.

- i) A characteristic
- ii) A feature
- iii) A method
- iv) A function

Select correct statement.

Select one:

- a. i) can be used to complete the above statement.
- b. iii) can be used to complete the above statement.
- c. iv) can be used to complete the above statement.
- d. i) and ii) can be used to complete the above statement.
- e. iii) and iv) can be used to complete the above statement.



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Question 4

Not yet answered

Marked out of 1.0

Flag question

What are hidden inside a standard class as **information hiding**?

Select one:

- a. Implementation of class functions
- b. Implementation of objects creation
- c. Implementation of main function
- d. Implementation of access permissions
- e. Implementation of class objects



11

answered

1 out of 1.0

question

Select the most suitable real time example for encapsulation.

Select one:

- a. A washing machine have many hidden internal mechanisms to wash and dry clothes, but the users only see the buttons to invoke these mechanisms.
- b. A washing machine can wash and dry clothes.
- c. A washing machine has several buttons given for the users to invoke several functionalities.
- d. A washing machine has a timer to indicate the approximate time to complete washing clothes.
- e. A washing machine can have multiple users such as washing clothes, dry cleaning clothes and springing washed clothes.

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PAGE

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Select the most suitable real time example for abstraction.

Select one:

- a. Interview panel only focus on professional qualifications and ignore the medical history of an applicant.
- b. An applicant mentioned both professional qualifications and medical history during the interview.
- c. Interview panel asked for both professional qualifications and medical history during the interview.
- d. An applicant did not mention about professional qualifications and medical history during the interview.
- e. Interview panel maintained the confidentiality of both professional qualifications and medical history of the applicant.



Question 12

Not yet answered
Marked out of 1.0

Flag question

Book is a class identified to build a library management system. A book has ISBN, title, author, genre, number of pages, color of the cover as its properties. Number of pages and color of the cover were not added as properties of the Book class. What is the object-oriented principle applied here?

Select one:

- a. Abstraction
- b. Encapsulation
- c. Information Hiding
- d. Interfaces
- e. Polymorphism

[Next page](#)

FEEDBACK

41



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Question 6

Not yet answered

Marked out of 1.0

Flag question

Using objects, we can access _____

Select one:

- a. Any member of a class
- b. Only the data members of the class
- c. Only the public members of the class
- d. Only the private members of the class
- e. Only the protected members of the class

?

Select the most suitable real time example for **encapsulation**.

Select one:

- a. A washing machine have many hidden internal mechanisms to wash and dry clothes, but the users only see the buttons to invoke these mechanisms.
- b. A washing machine can wash and dry clothes.
- c. A washing machine has several buttons given for the users to invoke several functionalities.
- d. A washing machine has a timer to indicate the approximate time to complete washing clothes.
- e. A washing machine can have multiple users such as washing clothes, dry cleaning clothes and springing washed clothes.

Next page



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A data member of a class can be referred as _____.

- i) A characteristic
- ii) A feature
- iii) A method
- iv) A function

Select correct statement.

Select one:

- a. i) can be used to complete the above statement.
- b. iii) can be used to complete the above statement.
- c. iv) can be used to complete the above statement.
- d. i) and ii) can be used to complete the above statement.
- e. iii) and iv) can be used to complete the above statement.



ation 11

yet answered

marked out of 1.0

Flag question

Select the correct statement regarding an object.

Select one:

- a. The purpose of using object is to create instance of a function
- b. The purpose of using object is to create instance of a class.
- c. The purpose of using object is to create instance of a main program.
- d. The purpose of using object is to create instance of a property.
- e. The purpose of using object is to create instance of a structure.



Next



Question 18

Not yet answered

Marked out of 1.0

Flag question

Select the correct statement regarding an object.

Select one:

- a. The purpose of using object is to create instance of a function
- b. The purpose of using object is to create instance of a class.
- c. The purpose of using object is to create instance of a main program.
- d. The purpose of using object is to create instance of a property.
- e. The purpose of using object is to create instance of a structure.



Question **12**

Not yet answered

Marked out of 1.0

Flag question

Objects are members of _____.

Select one:

- a. Functions
- b. Variables
- c. Classes
- d. Data
- e. Member Function



[Next page](#)



Question 13

Not yet answered

Marked out of 1.0

Flag question

Which of the following is not a member of class?

Select one:

- a. Attributes
- b. Methods
- c. Objects
- d. Setters
- e. Getters





5

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Which of the following object-oriented principles is applied by grouping properties and functions together to create classes?

Select one:

- a. Encapsulation
- b. Abstraction
- c. Information Hiding
- d. Interfaces
- e. Polymorphism



Next page

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Which of the following is not a member of class?

Select one:

- a. Attributes
- b. Methods
- c. Objects
- d. Setters
- e. Getters



Question 18

Not yet answered

Marked out of 1.0

Flag question

Select correct statement.

Select one:

- a. The private members of the class can be accessed only by the member functions from outside classes
- b. The private members of the class can be accessed only by the member functions of its own class
- c. The private members of the class can be accessed by any member function of any class.
- d. The private members of the class can be accessed by the functions declared in main program
- e. The private members of the class are not accessible by anyone.

Next page

Read the paragraph. Select the **object/s** mentioned in given paragraph.

The software system of online shopping mall is supposed to manage information about their users. There are two types of users, registered users and unregistered users. A registered user has a name, address, phone number and user id. An unregistered user can only view limited details of certain products. Since Nimal is an unregistered user, he couldn't purchase any products.

Select one:

- a. Registered user, Unregistered user
- b. User
- c. Name, Address, Phone number, User id
- d. Nimal
- e. Online Shopping mall



A pointer can be initiated with

Select one:

- a. NULL
- b. Zero
- c. Address of a variable of a same type
- d. All of the Above
- e. None of the Above



Question 22

Not yet answered

Marked out of 1.0

Flag question

```
class Square {  
    private:  
        int length;  
    public:  
        void setLength(int len);  
        void calcArea();  
};
```

In the main function the following code is written for the Square object sq1 which has been declared before hand.

- A. sq1.setLength(10);
- B. calcArea(sq1);
- C. sq1.calcArea();
- D. sq1.length = 20;

Which statements are correct ?

Select one:

- a. Only D is correct.
- b. Only D is incorrect.
- c. Both A and C are correct.
- d. Both C and D are correct.
- e. All are correct.

Quiz navigation

Finish attempt ...

Time left 0:24:09

1	2	3	4	5	6	7
9	10	11	12	13	14	15
17	18	19	20	21	22	23
25	26	27	28	29	30	31
33	34	35	36	37	38	39

FEEDBACK

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Next page



Book is a class identified to build a library management system. A book has ISBN, title, author, genre, number of pages, color of the cover as its properties. Number of pages and color of the cover were not added as properties of the Book class. What is the object-oriented principle applied here?

Select one:

- a. Abstraction
- b. Encapsulation
- c. Information Hiding
- d. Interfaces
- e. Polymorphism

Next page



Question 25

Not yet answered

Marked out of 1.0

Flag question

What is the output of the following code ?

```
float x= 3.1496;
```

```
cout<<setprecision(2) << x;
```

Select one:

- a. 3.14
- b. 3.15
- c. 3
- d. 3.1
- e. 3.149600

[Next page](#)

```
void fun(int p, int q)

{

    p = 20;

    q = 10;

    #include <iostream>

}

using namespace std;

int main()

void fun(int p, int q){

    p=20;

    q=10;

}

int main() {

    int p = 10;

    fun(p,p);

    cout<<p;

    fun(p, p);

    return 0;

    cout<<p;

}

return 0;
```

Select one:

- a. 10
- b. 20
- c. 40
- d. Compile error

```
#include <stdio.h>
```

```
using namespace std;
```

```
void copy (int& a, int& b, int& c)
```

```
{
```

```
    a *= 2;
```

```
    b *= 2;
```

```
    c *= 2;
```

```
#include <iostream>
```

```
using namespace std;
```

```
void copy(int& a, int& b, int& c){
```

```
    a*=2;
```

```
    b*=2;
```

```
    c*=2;
```

```
}
```

```
int main()
```

```
    int x=2, y=5,z=7;
```

```
    copy(x,y,z);
```

```
    cout<< "x = " << x << " y= " << y << " z= "
```

```
    << z ;
```

```
    return 0;
```

```
}
```

```
int main ()
```

```
{
```

```
    int x = 2, y = 5, z = 7;
```

output: x= 4 y=10 z=14

```
    copy (x, y, z);
```

```
    cout<< "x =" << x << ", y =" << y << ", z =" << z;
```

```
    return 0;
```

```
}
```



31

Answered

out of 1.0

Question

Select the incorrect statement regarding creating objects in C++?

Select one:

- a. Rectangle rec1; // single object creation
- b. Rectangle rec1, rec2 // multiple objects creation
- c. Rectangle rec[5];//array of objects
- d. Rectangle.rec //single object creation
- e. Both a and b are correct



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What are hidden inside a standard class as **information hiding**?

Select one:

- a. Implementation of class functions
- b. Implementation of objects creation
- c. Implementation of main function
- d. Implementation of access permissions
- e. Implementation of class objects

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A pointer can be initiated with

Select one:

- a. Null
- b. Zero
- c. Address of a variable of a same type
- d. All of the Above
- e. None of the Above



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What is the scope of the variable declared in a function ?

Select one:

- a. Whole program
- b. Only inside the {} block
- c. The main function
- d. All of the above
- e. None of the above





Question 33

Not yet answered

Marked out of 1.0

Flag question

Select the correct statement to set the value of studentID to 1234 for a Student type object s1 in the main program.

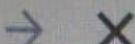
Student class structure is as follows,

```
class Student
{
    private:
        int studentID;
        char name[30];
    public:
        Student();
        void setID(int pid);
        void printDetails();
};
```

Select one:

- a. s1.studentID = 1234;
- b. s1->studentID = 1234;
- c. studentID = 1234;
- d. s1.setID(1234);
- e. s1.Student(10);

Next page



```
using namespace std;
```

```
void fun(int &p)
```

```
{
```

```
p = 30;
```

```
}
```

```
int main()
```

```
{
```

```
int p = 5;
```

```
fun(p);
```

```
#include <iostream>
```

```
using namespace std;
```

```
void fun(int &p){  
    p= 30;  
}
```

```
int main() {  
    int p =5;
```

```
    fun(p);  
    cout<<"New value of p is " <<p;  
    return 0;
```

```
}
```

```
cout<< "New value of p is " <<p;
```

```
return 0;
```

```
}
```

30

Select one:

a. New value of p is 5

b. New value of p is 30

```
#include <stdio.h>

using namespace std;

void fun(int p, int q)

{

    p = 20;

    q = 10;

}

int main()

{

    int p = 10;

    fun(p, p);

    cout<<p;

    return 0;

}
```

Select one:

```
cout<<p;
```

```
return 0;
```

```
}
```

Select one:

- a. 10
- b. 20
- c. 40
- d. Compile error
- e. None of the above



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Question 34

Not yet answered

Marked out of 1.0

Flag question

What is the scope of the variable declared in a function ?

Select one:

- a. Whole program
- b. Only inside the {} block
- c. The main function
- d. All of the above
- e. None of the above

Question 30

Not yet answered

Marked out of 1.0

Flag question

```
class Circle {  
    private;  
    int radius;  
    public;  
    void getRadius(int rad);  
    int setRadius();  
    void calcArea();  
}
```

For the above Circle class what is the correct statements regarding setters and getters.

- A. The getRadius and setRadius methods are incorrect
- B. Both getter and setter of the Circle class is correct
- C. Setters should be void methods and Getters should return the type of the property
- D. A setter should have a parameter.
- E. A getter should not have any parameters

setter : void set____ (int ____)
getter : int get____ ();

Select one:

- a. Only B is incorrect.
- b. Only A and C are correct.
- c. Only D and E are correct.
- d. All are correct.
- e. All are incorrect.

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Observe the following C++ code segment and select the correct header file(s), which will be essentially required to run it in a C++ compiler.
(Assume Student class contains studentid and name properties)

```
void Student::assignDetails(int Sid, char sname[])
{
    studentid = Sid;
    strcpy(name, sname);
}
```

Select one:

- a. #include<iostream>
#include<cstring>
- b. #include<iostream>
#include<cstring>
- c. #include<iostream>
#include<math.h>
- d. #include<iostream>
#include<math.h>
- e. None of the above

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≡ Quiz

Finish

Time

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Sri Lanka Institute of Information Technology

What is true about getters in C++?

Select one:

- a. Getters can be defined as Mutators
- b. Getters don't have the return type of the property.
- c. Getters always have the return type of the property.
- d. For width property, getter prototype can be defined as void getWidth();
- e. For width property, getter prototype can be defined as int getWidth(int w);

getter(Accessors)
setter (Mutators)

```
class Manager {  
    private:  
        int empno;  
        float score;  
        void calcScore();  
    public:  
        void setEmpNo(int emp);  
        void display();  
};
```

In the main function there is an object called manager1.

- A. manager1.setEmpNo(1000); ●
- B. manager1.calcScore();
- C. manager1.empno = 1000;
- D. manager1.display(); ●

What are the correct statements?

Select one:

- a. All are correct
- b. Only C is incorrect.
- c. All are incorrect.
- d. Only B and C are incorrect.
- e. Only B is incorrect.

What is the correct statement regarding the following statement ?

double* x, y;

Select one:

- a. x and y are both pointers to double
- b. x and y are both double variables
- c. x is a pointer to a double and y is a double variable
- d. y is a pointer to a double and x is a double variable
- e. There's an error in the statement



What is the correct statement regarding the following statement ?

```
double* x, y;
```

Select one:

- a. x and y are both pointers to double
- b. x and y are both double variables
- c. x is a pointer to a double and y is a double variable
- d. y is a pointer to a double and x is a double variable
- e. There's an error in the statement

Question 24

Not yet answered

Marked out of 1.0

* Flag question

```
class Square {  
    private:  
        int length;  
    public:  
        void setLength(int len);  
        void calcArea();  
};
```

In the main function the following code is written for the Square object sq1 which has been declared before hand.

- A. sq1.setLength(10);
- B. calcArea(sq1);
- C. sq1.calcArea();
- D. sq1.length = 20;

Which statements are correct ?

Select one:

- a. Only D is correct.
- b. Only D is incorrect.
- c. Both A and C are correct.
- d. Both C and D are correct.
- e. All are correct.

```
class Circle {  
    private:  
        int radius;  
    public:  
        void getRadius(int rad);  
        int setRadius();  
        void calcArea();  
}
```

For the above Circle class what is the correct statements regarding setters and getters,

- A. The getRadius and setRadius methods are incorrect.
- B. Both getter and setter of the Circle class is correct.
- C. Setters should be void methods and Getters should return the type of the property.
- D. A setter should have a parameter.
- E. A getter should not have any parameters.

Select one:

- a. Only B is incorrect.
- b. Only A and C are correct.
- c. Only D and E are correct.
- d. All are correct.
- e. All are incorrect.



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n 36

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ng question

Which of the following gives the value stored at the address pointed to by the pointer ptr ?

Select one:

- a. Value(ptr)
- b. ptr
- c. &ptr
- d. *ptr
- e. *&ptr

Next page



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38

Answered

out of 1.0

question

A pointer can be initiated with

Select one:

- a. NULL
- b. Zero
- c. Address of a variable of a same type
- d. All of the Above
- e. None of the Above

iddle

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Flag question

Select the incorrect statement regarding classes in C++.

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120

Select one:

- a. In C++, generally separate each class implementation into two files.
- b. A Header file contains the class definitions.
- c. A .cpp file contains the implementation of the methods of the class.
- d. The client program is the main program that is used to create objects of the classes.
- e. A .cpp file contains the properties of class.

Q W E R T Y U I



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g question

Observe the following C++ code segment and select the correct header file(s), which will be essentially required to run it in a C++ compiler.
(Assume Student class contains studentId and name properties)

```
void Student::assignDetails(int Sid, char sname [])  
{  
    studentId = Sid;  
    strcpy (name, sname);  
}
```

Select one:

#include "Student.h"

- a. #include<iostream>
#include<cstring>
- b. #include<iostream>
- c. #include<cstring>
- d. #include<iostream>
#include<math.h>
- e. None of the above

≡ Quiz navigation

Finish attempt ...

Time left 0:01:01

1	2	3	4
9	10	11	12
17	18	19	20
25	26	27	28
33	34	35	36

FEEDBACK

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Next page

1
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question

Select the incorrect statement regarding classes in C++.

Select one:

- a. In C++, generally separate each class implementation into two files.
- b. A Header file contains the class definitions.
- c. A .cpp file contains the implementation of the methods of the class.
- d. The client program is the main program that is used to create objects of the classes.
- e. A .cpp file contains the properties of class.

What is the output of the following program?

```
#include <iostream>
using namespace std;

void print()
{
    int firstvalue = 15, secondvalue=5;
    int *p1, *p2;

    p1=&firstvalue;  15
    p2=&secondvalue;  5

    *p1 =20;
    20*p2 = *p1;
    p1=p2;
    *p1=10;
    10
    cout<<"firstvalue is :"<<firstvalue <<endl;
    cout<<"secondvalue is :"<<secondvalue <<endl;
    20
}

int main()
{
    print();      output 20, 10;
    return 0;
}

#include <iostream>
using namespace std;

void print()
{
    int firstvalue = 15, secondvalue = 5;
    int* p1, * p2;
    p1 = &firstvalue;
    p2 = &secondvalue;
    *p1 = 20;
    *p2 = *p1;
    p1 = p2;
    *p1 = 10;
    cout << "Firstvalue : " << firstvalue << endl;
    cout << "Secondvalue : " << secondvalue;
}

int main()
{
    print();
    return 0;
}
```

What will happen in this code?

```
int a = 100, b = 200;  
int *p = &a, *q = &b  
p = q;
```

100 200

Select one:

- a. b is assigned to a
- b. p now points to b
- c. a is assigned to b
- d. q now points to a
- e. a is assigned to b

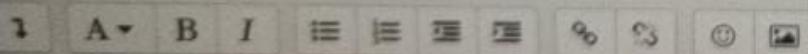
```
#include <iostream>  
  
using namespace std;  
  
int main()  
{  
    int a = 100, b=200;  
  
    int* p = &a, * q = &b;  
  
    p = q;  
  
    cout << p << " and " << q<<endl;  
    cout << *p << " and " << *q;  
}  
  
return 0;
```

Introduction to Programming(C++)

The loop given below has been written by a C++ programmer.

```
int n = value; //A  
while (condition) { //B  
    if(condition) {//C  
        //D  
    }  
    n++;  
}
```

Write the value of n (/A), condition statements (/B and //C), and condition statement (/D) to select and print only even numbers between 100 and 120. (4 marks)



Introduction to Programming(C++)

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Flag question

Identify and correct the errors in each of the following statements. (4 marks)

i. ans = r = num1 ÷ num2 × 10

ii. int n=1;

for (n>10; n++);

{

cout<< n <<;

};



A

B

I



duction to Programming(C++)

4

out of

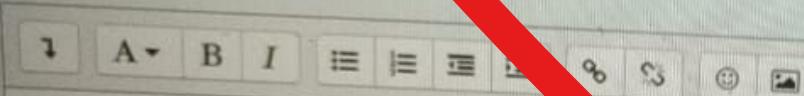
question

Evaluate the following expressions and write the final answer. Clearly mention the steps in which the operators are being performed. (2 x 2 marks)

a. $5 + 6 * 2 + 3 + (100 / ((24 \% 12) * 2 / 19 \% 3))$

b. int i = 3;

j = i++ / 2 + 10 + (2 % 8 * 4);





Dashboard

Examinations

Lockdown Browser

Practice Test

Home Site home

You are not allowed to review this quiz

This attempt has already been finished.

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Introduction to Programming(C++)

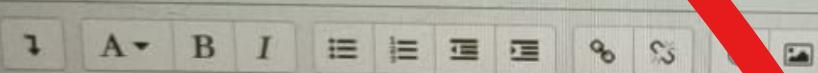
Write a C++ program to accept a **5 digit integer, validate the input** and then print the digits **not divisible by 3**. (4 marks)

Example 1: Enter a value: 53829

Output: 2 8 5

Example 2: Enter a value: 1234

Output: Input number is invalid



doodle



→ X C ⓘ D

Introduction to Programming(C++)

Time left 0:08:15

Quiz n

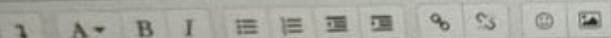
Question 6

Not yet
answered

Marked out of
4.00

Flag question

Write a function called FindOrder. The function takes a 4-digit integer as parameter, validates the integer and returns "ascending" when the digits are in increasing order or "descending" when the digits are in decreasing order or "no order" when the digits are not in any order. (4 marks)



Finish attempt



File X

X | ① | D

Introduction to Programming(C++)

Time left 0:07:46

Quiz navigation

1 2 3 4

Finish attempt ..

Question 6

Not yet answered

Marked out of 4.00

Flag question

Write a function called FindOrder. The function takes a 4-digit integer as parameter, validates the integer and returns "ascending" when the digits are in increasing order or "descending" when the digits are in decreasing order or "no order" when the digits are not in any order. (4 marks)

A rich text editor toolbar is visible, containing icons for bold (B), italic (I), underline (U), and various alignment and list options.

The main text area for the answer is currently empty.



NetExam

Sri Lanka Institute of Information Technology

A pointer can be initiated with

Select one:

- a. NULL
- b. Zero
- c. Address of a variable of a same type
- d. All of the Above
- e. None of the Above

Which of the following are used to implement **information hiding**?

Select one:

- a. Private and public access permissions
- b. Properties and functions
- c. Classes and objects
- d. Class and main function
- e. Interface and abstraction

Which of the following object-oriented principle is applied in grouping the objects to identify required classes in the object-oriented analysis and design phase?

Select one:

- a. Abstraction
- b. Encapsulation
- c. Information Hiding
- d. Interfaces
- e. Polymorphism

