Q. The OOPs concept in C++, exposing only necessary information to users or clients is known as

A. Data hiding
B. Encapsulation
C. Hiding complexity
D. Abstraction

Answer D

Q. A class is made abstract by declaring at least one of its functions as?

A. abstract classes
B. pure virtual function
C. abstract functions
D. Interface

Answer B

Q.Wrapping data and its related functionality into a single entity is known as

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

Answer B

Q. 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

Answer C

Q. What does polymorphism in OOPs mean?

a) Concept of allowing overiding of functions
b) Concept of hiding data
c) Concept of keeping things in differnt modules/files
d) Concept of wrapping things into a single unit

Answer A

Q. Which concept allows you to reuse the written code?

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

Answer C

Q. Which of the following shows multiple inheritances?

a) A->B->C
b) A->B; A->C
c) A,B->C
d) B->A

Answer C

Q. . How access specifiers in Class helps in Abstraction?

a) They does not helps in any way
b) They allows us to show only required things to outer world
c) They help in keeping things together
d) Abstraction concept is not used in classes

Answer B

Q. What does modularity mean?

a) Hiding part of program
b) Subdividing program into small independent parts
c) Overriding parts of program
d) Wrapping things into single unit

Answer B

Q. Which of the following is not a type of Constructor?

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

Answer A

Q. Which of the following is correct?

a) Base class pointer object cannot point to a derived class object
b) Derived class pointer object cannot point to a base class object
c) A derived class cannot have pointer objects
d) A base class cannot have pointer objects

Answer B

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

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

Answer B

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

a) Member variables
b) Member functions
c) Class functions
d) Class variables

Answer B

Q. Which of the following cannot be a friend?

a) Function
b) Class
c) Object
d) Operator function

Answer C

Q. Which of the following provides a programmer with the facility of using object of a class inside other classes?

a) Inheritance

b) Composition

c) Abstraction

d) Encapsulation

Answer B

Q. How many types of polymorphism are there in C++?

a) 1
b) 2
c) 3
d) 4

Answer B

Q. How run-time polymorphisms are implemented in C++?

a) Using Inheritance
b) Using Virtual functions
c) Using Templates
d) Using Inheritance and Virtual functions

Answer D

Q. How compile-time polymorphisms are implemented in C++?

a) Using Inheritance
b) Using Virtual functions
c) Using Templates
d) Using Inheritance and Virtual functions

Answer C

Q. Which of the following is an abstract data type?

a) int
b) float
c) class
d) string

Answer C

Q. Which concept means the addition of new components to a program as it runs?

a) Data hiding
b) Dynamic binding
c) Dynamic loading
d) Dynamic typing

Answer C

Q1. Which of the following provides a reuse mechanism ?

A. Abstraction
B. Inheritance
C. Dynamic binding
D. Encapsulation

Answer B

Q2. Which of the following access specifier is used as a default in a class definition?

A. protected
B. public
C. private
D. friend

Answer C

Q3. Which of the following statements regarding inline functions is correct ?

A. It speeds up execution.
B. It slows down execution.
C. It increases the code size.
D. Both A and C.

Answer D

Q4. Which of the following functions are performed by a constructor ?

A. Construct a new class
B. Construct a new object
C. Construct a new function
D. Initialize objects

Answer D

Q5. Which of the following correctly describes overloading of functions?

A. Virtual polymorphism
B. Transient polymorphism
C. Ad-hoc polymorphism
D. Pseudo polymorphism

Answer C

Q6. Abstract classes can _____ instances.

a) Never have
b) Always have
c) Have array of
d) Have pointer of

Answer A

Q7. Members which are not intended to be inherited are declared as _____

a) Public members
b) Protected members
c) Private members
d) Private or Protected members

Answer C

Q8. What are friend member functions (C++) ?

a) Member function which can access all the members of a class
b) Member function which can modify any data of a class
c) Member function which doesn't have access to private members
d) Non-member functions which have access to all the members (including private) of a class

Answer D

Q9. An exception may arise when _____

a) Input is fixed
b) Input is some constant value of program
c) Input given is invalid
d) Input is valid

Answer C

Q10. Which property is shown most when upcasting is used ?

a) Code reusability
b) Code efficiency
c) Complex code simple syntax
d) Encapsulation

Answer C

Q11. Which of the following cannot be declared static ?

A. Class
B. Object
C. Functions
D. Both (a) & (b)

Answer D

Q12. At what point of time a variable comes into existence in memory is determined by its

A. scope
B. storage class
C. data type
D. all of the above

Answer B

Q13. Which way the downcasting is possible with respect to inheritance?

a) Upward the inheritance order
b) Downward the inheritance order
c) Either upward or downward the inheritance order
d) Order of inheritance doesn't matter

Answer B

Q14. Whenever an object is assigned to a variable or passed to a method _____

a) Actually the objects aren't used
b) Actually only the objects are used
c) Actually a pointer to an object is used
d) Actually copy of object is used

Answer A

Q1. Which of following is shared structure of a set of similar objects

A. Encapsulation
B. A Class
C. Inheritance
D. None of Above

Answer B

Q2. Which of following does not have a body

A. An Interface
B. A Class
C. An Abstract Method
D. none of above

Answer C

Q3. Which of following is pure object oriented programming language?

A. Java
B. SmallTalk
C. C++
D. Kotlin

Answer B

Q5. A private member of a class is visible to

A. every where
B. in sub class
C. members to same package
D. only members of same class

Answer D

Q6. Which keyword is used to inherit a class or abstract class is

A. extends
B. extend
C. implement
D. inherit

Answer A

Q7. Which of the following is an abstract data type?

A. Double
B. String
C. Int
D. Class

Answer D

Q8. Which of the following is not related to OOPS?

A. Class and Object
B. Constructor and Destructor
C. Structure and Union
D. Inheritance and Polymorphism

Answer C

Q9. We can not create instance of

A. Anonymous class
B. Nested class
C. Parent class
D. Abstract class

Answer D

Q10. Which of the following is correct for copy constructor?

A. The argument object is passed by reference
B. It can't be defined with zero arguments
C. Used when an object is passed by value to a function
D. Used when a function returns an object

Answer B

Q11. Which of the following is not the member of class?

A. Static function
B. Friend function
C. Const function
D. Virtual function

Answer A

Q12. Which of the following is universal class for exception handling?

A. Object
B. Errors
C. Exceptions
D. Maths

Answer C

Q13. How many catch blocks you can use with single Try block?

A. Only 2
B. Only 1
C. Maximum 256
D. As many as required

Answer D

Q14. ..... violates the definition of encapsulation.

A. Public variables
B. Local variables
C. Array variables
D. Global variables

Answer D

Q15. Wrapping data and its related functionality into a single entity is known as _____

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

Answer B

Q16. How structures and classes in C++ differ?

a) In Structures, members are public by default whereas, in Classes, they are private by default

b) In Structures, members are private by default whereas, in Classes, they are public by default

c) Structures by default hide every member whereas classes do not

d) Structures cannot have private members whereas classes can have

Answer A

Q17. What does polymorphism in OOPs mean?

a) Concept of allowing overiding of functions
b) Concept of hiding data
c) Concept of keeping things in differnt modules/files
d) Concept of wrapping things into a single unit

Answer A

Q18. Which of the following shows multiple inheritances?

a) A->B->C
b) A->B; A->C
c) A,B->C
d) B->A

Answer C

19. How access specifiers in Class helps in Abstraction?

a) They does not helps in any way
b) They allows us to show only required things to outer world
c) They help in keeping things together
d) Abstraction concept is not used in classes

Answer B

Q20. What does modularity mean?

a) Hiding part of program
b) Subdividing program into small independent parts
c) Overriding parts of program
d) Wrapping things into single unit

Answer B