1.15:**State whether the following statements are TRUE or FALSE.**  
(a) In procedure-oriented programming, all data are shared by all functions. **FALSE**  
(b) The main emphasis of procedure-oriented programming is on algorithms rather than on data. **TRUE**  
(c) One of the striking features of object-oriented programming is the division of programs into objects that represent real-world entities. **TRUE**  
(d) Wrapping up of data of different types into a single unit is known as encapsulation **FALSE**  
(e) One problem with 00P is that once a class is created it can never be changed. **FALSE**  
(f) Inheritance means the ability to reuse the data values of one object by **TRUE**  
(g) Polymorphism is extensively used in implementing inheritance. **TRUE**  
(h) Object oriented programs are executed much faster than conventional programs. **FALSE**  
(i) Object-oriented systems can scale up better from small to large. **TRUE**  
(j) Object-oriented approach cannot be used to create databases. **FALSE**

2.1: State whether the following statements are **TRUE** or **FALSE**.  
(a) Since C is a subset of C++, all C programs will run under C++ compilers. **FALSE**  
(b) In C++, a function contained within a class is called a member function. **TRUE**  
(c) Looking at one or two lines of code, we can easily recognize whether a program is written in C or C++. **FALSE**  
(d) In C++, it is very easy to add new features to the existing structure of an object. **TRUE**  
(e) The concept of using one operator for different purposes is known as operator overloading. **TRUE**

(f)The output function printf() cannot be used in C++ programs. **FALSE**

4.1: **State whether the following statements are TRUE or FALSE.**  
(a) A function argument is a value returned by the function to the calling program. **FALSE**  
(b) When arguments are passed by value, the function works with the original arguments in the calling program. **FALSE**  
(c) When function returns a value, entire function call can be assigned to a variable. **TRUE**  
(d) A function can return a value by reference. **TRUE**  
(e) When an argument is passed by reference, a temporary variable is created in the calling program to hold the argument value. **FALSE**  
(f) It is not necessary to specify the variable name in the function prototype. **TRUE**

5.10: **State whether the following statements are TRUE or FALSE.**  
(a) Data items in a class must always be private. **FALSE**  
(b) function designed as private is accessible only to member functions of that class. **TRUE**  
(c) A function designed as public can be accessed like any other ordinary functions. **FALSE**  
(d) Member functions defined inside class specifier become inline functions by default. **TRUE**  
(e) Classes can bring together all aspects of an entity in one place. **TRUE**  
(f) Class members are public by default. **FALSE**  
(g) Friend functions have access to only public members of a class. **FALSE**  
(h) An entire class can be made a friend of another class. **TRUE**  
(i) Functions cannot return class objects. **FALSE**  
(j) Data members can be initialized inside class specifier. **FALSE**

6.10: **State whether the following statements are TRUE or FALSE.**  
(a) Constructors like other member functions, can be declared anywhere in the class. **FALSE**  
(b) Constructors do not return any values. **TRUE**  
(c) A constructor that accepts no parameter is known as the default constructor. **TRUE**  
(d) A class should have at least one constructor. **TRUE**  
(e) Destructors never take any argument. **TRUE**

7.10: **State whether the following statements are TRUE or FALSE.**  
(a) Using the operator overloading concept, we can change the meaning of an operator. **FALSE**  
(b) Operator overloading works when applied to class objects only. **TRUE**  
(c) Friend functions cannot be used to overload operators. **FALSE**  
(d) When using an overloaded binary operator, the left operand is implicitly passed to the member function. **FALSE**  
(e) The overloaded operator must have at least one operand that is user-defined type. **TRUE**  
(f)Operator functions never return a value. **FALSE**  
(g) Through operator overloading, a class type data can be converted to a basic type data. **TRUE**  
(h) A constructor can be used to convert a basic type to a class type data. **TRU**

8.16: **State whether the following statements are TRUE or FALSE:**  
(a) Inheritance helps in making a general class into a more specific class. **TRUE**  
(b) Inheritance aids data hiding. **FALSE**  
(c) One of the advantages of inheritance is that it provides a conceptual framework. **TRUE**  
(d) Inheritance facilitates the creation of class libraries. **TRUE**  
(e) Defining a derived class requires some changes in the base class. **FALSE**  
(f) A base class is never used to create objects. **TRUE**  
(g) It is legal to have an object of one class as a member of another class. **TRUE**  
(h) We can prevent the inheritance of all members of the base class by making base class virtual in the definition of the derived class. **FALSE**

9.10: **State which of the following statements are TRUE or FALSE.**  
(a) Virtual functions are used to create pointers to base classes. **TRUE**  
(b) Virtual functions allow us to use the same junction call to invoke member functions of objects of different classes. **TRUE**  
(c) A pointer to a base class cannot be made to point to objects of derived class. **FALSE**  
(d) this pointer points to the object that is currently used to invoke a function. **TRUE**  
(e) this pointer can be used like any other pointer to access the members of the object it points to. **TRUE**  
(f) this pointer can be made to point to any object by assigning the address of the object. **TRUE**  
(g) Pure virtual functions force the programmer to redefine the virtual function inside the derived classes. **TRUE**