MULTIPLE CHOICE QUESTIONS AND ANSWERS

1. In a class, member variables are often called its _____, and its member functions are sometimes referred to as its behaviour, or _____.
   1. attributes, methods
   2. none of these
   3. values, morals
   4. data, activities
   5. attributes, activities

   Answer: (a)

2. Which of these keywords are access specifiers?
   1. near and far
   2. opened and closed
   3. table and row
   4. none of these
   5. private and public

   Answer: (e)

3. True/False: An Object can be declared prior to the class definition.

   Answer: False

4. Use of _____ protects data from inadvertent modifications.
   1. protect() member function
   2. private access specifier
   3. class protection operator, @
   4. none of these
   5. public access specifier

   Answer: (b)

5. A suitable place to store Class declarations is _____.
   1. none of these
   2. their own header files
   3. Auxiliary .cpp file
   4. main .cpp files, along with function definitions
   5. floppy diskettes

   Answer: (b)

6. When the code of a member function is defined inside a class declaration, it is considered as _____.
    1. none of these
    2. conditionally
    3. inline
    4. static
    5. globally

Answer: (c)

7. If access specification is not given in the class definition, the default for members of a class is:
    1. public
    2. private
    3. extern
    4. none of these
    5. inline

Answer: (b)

8. A class is a (n) _____ that is defined by the programmer.
    1. user-defined variable type
    2. none of these
    3. attribute
    4. method
    5. function

Answer: (a)

9. Member methods of a class object access other members using _____.
    1. dot operator
    2. stream insertion operator
    3. none of these
    4. extraction operator
    5. arrow operator

Answer: (c)

10. If Rectangle is a class name, the declaration Rectangle *Ptr;
    1. none of these
    2. is illegal in C++
    3. declares an object of class Rectangle
    4. assigns the value of *Ptr to the object Rectangle
    5. declares a variable called Ptr of type pointer to Rectangle

Answer: (c)

11. To reference a member when using a pointer to object, use the _____
    1. -> operator
    2. & operator
    3. dot operator
    4. none of these
    5. < > operator

    Answer: (a)

12. True/False: In a class definition, all data members have to be declared before declaring member functions.

    Answer: False

13. You are not allowed to call a _____ method from anywhere other than method of the same class.
    1. global
    2. private
    3. local
    4. none of these
    5. public

    Answer: (b)

14. True/False: A class having all data members and method members as private has no practical use at all.

    Answer: True

15. When we define a member function outside of the class definition, the definition starts with a return type followed by:
    1. none of these
    2. class name, followed by the scope resolution operator
    3. name of the first object
    4. class name, followed by a semicolon
    5. access specifier "private"

    Answer: (b)

16. True/False: Only data members of a class are instantiated, member functions (methods) are not instantiated.

    Answer: True.

17. A class has one data member and one method member. This class is used in a program that declares 10 objects of this class. The number of addresses for data member and method member are, respectively:
   1. 10 and 1
   2. 10 and 10
   3. 0 and 10
   4. 10 and 0

   Answer: (a)

18. It is possible to access a data member before declaring any object of that class, if that member is declared as _____.
   1. none of these
   2. private
   3. inline
   4. static
   5. public

   Answer: (d)

19. True/False: A static data member of a class is not instantiated, it gets only one address. If a program using this class declares 10 objects, all 10 objects have access to this single address of the static member.

   Answer: True

20. True/False: If we declare class X as friend of class Y, it implies that class Y is a friend of class X.

   Answer: False

21. A static member function can access only.
   1. none of these
   2. inline functions
   3. static Member
   4. private member
   5. public member

   Answer: (c)

22. The compiler makes available _____ as a special built-in pointer pointing to the object.
   1. &constructor pointer
   2. this pointer
   3. none of these
   4. ~destructor *ptr

     5. overloaded -> operator

Answer: (b)

23. True/False: A non-static method is not allowed to access a static member variable.

Answer: False

24. True/False: Normally, a friend function has one or more objects as parameters.

Answer: True

25. A global variable if declared static, its scope is _____
    1. universal
    2. file
    3. only next function
    4. only function main
    5. none of these

Answer: (b)

26. True/False: Members of a class specified as private are accessible only to the methods of the class.

Answer: False