

1. Consider the following class definitions:

```
class Season{
public:
    virtual void adjustTemp(int change);
private:
    int temp;
};

class Winter: public Season {
public:
    void makeColder(int change);
};
```

Where could the assignment `temp += change;` appear for the private variable `temp`?

- A. Both `adjustTemp` and `makeColder` can make the assignment.
- B. The answer to this question cannot be determined from the given code.
- C. Neither `makeColder` nor `adjustTemp` can make the assignment.
- D. `makeColder` can make the assignment, but `adjustTemp` cannot.
- E. **Correct Answer** **Your Answer** `adjustTemp` can make the assignment, but `makeColder` cannot.

2. What will be the output of the following program?

```
class Base {
public:
    Auxilliary *a1;
    Base() { a1 = new Auxilliary(); }
    virtual ~Base() { delete a1; cout << "Base "; }
};

class Derived : public Base {
public:
    virtual ~Derived() { cout<< "Derived "; }
};

class Auxilliary {
public:
    ~Auxilliary() { cout << "Auxilliary "; }
};

int main() {
    Base* b = new Derived;
    delete b;
}
```

- A. "Base "
- B. "Derived Base Auxilliary "
- C. **Correct Answer** "Derived Auxilliary Base "
- D. "Base Auxilliary "
- E. **Your Answer** "Base Auxilliary Derived "

3. What will be the output of the following program?

```
class Base {
public:
    ~Base() { cout << "Destructing Base"; }
};

class Derived : public Base {
public:
    ~Derived() { cout<< "Destructing Derived"; }
};

int main() {
    Base* b = new Derived;
    delete b;
}
```

- A. "Destructing Derived"
- B. **Correct Answer** **Your Answer** "Destructing Base"
- C. "Destructing BaseDestructing Derived"
- D. Compiler error
- E. None of the above

4. Suppose class `modPNG` contains exactly one pure virtual function whose name is `print`. Also suppose that class `flipImage` is a public `modPNG` that implements `print`.

Which of the following C++ statements will certainly result in a compiler error? Make sure to read **all** options carefully.

- A. **Correct Answer** **Your Answer** Exactly two of the code options will result in a compiler error.
- B. All three of the code options will result in a compiler error.
- C. `modPNG * a; flipImage * b; a=b;`
- D. `modPNG * a = new modPNG;`
- E. `modPNG a;`