

Z ☑ ♠ �

Quiz >

Review answers

Start date:	5 minutes ago	
Complete date:	A moment ago	
Question 1:	Which statement is false about an abstract class?	
	 ○ Abstract classes cannot be instantiated. ② Abstract classes can only have function declarations, no function implementations. ○ Abstract classes enable us to work uniformly with a set of related classes. ○ Abstract classes can contain member data. 	
Question 2:	Which statement is <u>true</u> about aggregation (open diamond shape in UML) and composition (filled diamond shape in UML)	
	 ○ With aggregation the lifetime of the embedded object is the same as the 'outer' object while with composition the lifetime can be different. ○ Aggregation embeds multiple objects while composition only embeds one object. ○ With composition the lifetime of the embedded object is the same as the 'outer' object while with aggregation the lifetime can be different. ○ There is no difference between aggregation and composition. 	
Question 3:	Which statement is true about destructors and inheritance?	
	 ○ The system provided destructor is always called correctly. ○ Destructors must be virtual so that derived class objects in a base class variable will be deleted correctly. ○ Destructors must be virtual because the canonical header file requires that. ○ Destructors must be virtual so that the base class destructor is called when a derived class object is removed from memory. 	
Question 4:	What is the output of the following program?	

```
C++:
1
    class A
 2
 3
    private:
 4
      virtual int GetValue() { return 10; }
5
6
    public:
 7
       int Calculate() { return GetValue()*1.5; }
8
    };
9
    class B: public A
10
11
    {
    private:
12
13
      virtual int GetValue() { return 20; }
14
    };
15
16 int main()
                             888
```

- \bigcirc 30, 30
- O This program does not compile.
- **⊘** 15, 30
- O 15, 15

Question 5:

What is the output of the following program?

```
C++:
 1
    class A
 2
 3
    private:
 4
       int m_da;
 5
 6
    public:
 7
       A(int da): m_da(da) {}
       int GetA() { return m_da; }
 8
 9
       A& operator = (const A& source)
       { m_da=source.m_da; return *this; }
10
    };
11
12
     class B: public A
13
14
    private:
15
16
       int m_db;
                             888
```

- **⊘** 10, 40
- \bigcirc 30, 20

\circ	30,	40
\bigcirc	10.	20

Question 6:

What statement is true about function overriding?

- O To override a function, the number of arguments or the type of the arguments must be different.
- O Function overriding adds extra functionality to the overridden function.
- O Function overriding is not possible with operators.

Question 7:

What is the output of the following program?

```
C++:
     class A
 1
 2
 3
    public:
 4
       virtual std::string F() = 0;
 5
    };
 6
 7
    class B: public A
 8
    {
9
    public:
       std::string F() { return "B"; }
10
    };
11
12
    int main()
13
14
15
       A a; B b;
       A* ap=&b;
16
                               888
```

- OB,
- \bigcirc B, 0
- OB, B

Question 8:

Which statement is false about aggregation?

- O With aggregation you create an object that consists of one or more other objects.
- O Aggregation can hide the functionality of the aggregated object.

O Aggregation is often combined with delegation to delegate functionality to another object. Question 9: What statement is <u>true</u> about inheriting operators? O When you don't create an assignment operator in the derived class, assigning two derived class objects will only copy the base class data. O All operators are inherited. Operators from the base class cannot be overridden in the derived class. The equal compare operator is inherited but it will only compare the base class data. Question 10: Which statement is **false** about interfaces? ⊘ Interfaces are allowed to provide default implementations.
 O There is not interface construct in C++ but they can be emulated using abstract classes/functions. O Interfaces can be used instead of inheritance when there is no 'ISA' relation. O A function working with an interface can work with any set of unrelated classes as long as they implement that interface. 10 (100.00%) Score: Pass/Fail: Passed

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