Quiz >

Review answers

Start date:	5 minutes ago
Complete date:	2 minutes ago
Question 1:	We want to swap two doubles. Which of the following functions is the best and most user-friendly? ✓ void Swap(double& d1, double& d2); ○ void Swap(double* d1, double* d2); ○ void Swap(double d1, double d2); ○ void Swap(const double& d1, const double& d2);
Question 2:	Which of the following statements states three key features of object oriented programming? ○ Functions, variables and classes. ✓ Classes, objects and variables. ○ Encapsulation, data hiding and inheritance. ○ Data hiding, classes and encapsulation.

Question 3:	What statement is true about the use of #ifndef/#define/#endif statements in a class header file?
	
	C++:
	`#ifndef MyClass_hpp`
	`#define MyClass_hpp`
	
	`class MyClass`
	`{`
	`};`
	
	`#endif`
	
	○ The #indef/#define/#endif statements are needed to make the class known to the compiler. Else other files can't find the class that is declared.
	○ The name of the #define must be the same as the header file.

✓ The #indef/#define/#endif statements are needed to ensure the class declaration can only be included once in each compilation unit.
○ The name of the #define must be the same as the class name.

Question 4: What is encapsulation in the context of object-oriented programming?

○ Hiding data from users.
○ Compiling multiple classes in to one executable file.
✓ Bundling data with functionality that operates on that data.
○ The process of writing a class.

Question 5: Which statement is true about inheritance and aggregation?

○ Aggregation specialises a general class.
○ Inheritance is used when two classes have "is a kind of" (ISA/AKO) relation.
○ Inheritance is used when two class have a "has a" relationship.
✓ Aggregation is used when two classes have "is a kind of" (ISA/AKO) relation.

Question 6: What statement is false about header and source files?

○ Header files contain class declarations.
○ User of the class must include the header file of the class.
○ Source files contain class implementations.

Question 7: What statement is false about "pass by value" vs. "pass by reference"?

○ Pass by value is less efficient than pass by reference for objects.
○ To pass an argument by reference you need to declare the input parameter with a '&'
✓ To pass an argument by reference you need to declare the input parameter with a '*'.
○ Pass by value makes a copy of the argument.

Question 8: Which statement is true about data hiding?

○ Data hiding saves memory space.
✓ Data hiding hides the internal data of a class from users of the class so the internal structure can be changed without affecting the users of a class.

◯ Data hiding is mandatory in C++.
◯ Data hiding ensures the data cannot be changed.

Question 9: What statement is true about the following code?

C++:

```
1 class A;
```

✓ 'A' is an empty class.
◯ 'A' is a forward declaration. The body is implemented elsewhere.
◯ This code does not compile.
◯ 'A' is a local variable of type *class*.

Question 10: Which statement is true about *const*?

◯ Const member functions can't change any data.
◯ Const member functions make the current object state const during that function.
◯ You cannot have a const and a non-const member function with the same name and input- and output-arguments.
✓ Only const variables can be passed to functions with const parameters.

Score: 6 (60.00%)

Pass/Fail: Failed

Quiz ›

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