

[Quiz](#) >

Review answers

Start date: 4 minutes ago

Complete date: A moment ago

Question 1: Local variables can be defined at?

- ☐ Everywhere in a function in both C and C++.
- ☐ Only at the beginning of a function in both C and C++.
- ☐ C and C++ don't have local variables.
- ☒ Only at the beginning of a function in C and everywhere in a function in C++.

Question 2: What statement is true about the use of #ifndef/#define/#endif statements in a class header file?

C++:

```
1  #ifndef MyClass_hpp
2  #define MyClass_hpp
3
4  class MyClass
5  {
6  };
7
8  #endif
```

- ☐ The #ifndef/#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 #ifndef/#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 3: What statement is false about function name overloading?

- ☐ Overloading works with both member functions and global

functions.

- ☐ Two functions can have the same name as long as the input arguments have different types.
- ☒ Two functions can have the same name as long as the output arguments have different types.
- ☐ Two functions can have the same name as long as the number of input arguments are different.

Question 4: What statement is true about the following code?

C++:

```
1  #include <iostream>
2
3  void Swap(int& a, int& b)
4  {
5      int tmp=a;
6      a=b;
7      b=tmp;
```

QuantNet

z ✉ 1 🔌 🔍

```
10 int main()
11 {
12     int i1=10;
13     int i2=20;
14
15     Swap(i1, i2);
16
17     cout << "i1 = " << i1 << " i2 = " << i2 << endl;
```

- ☒ The parameters to the *Swap* function are passed by reference.
- ☐ The program does not compile.
- ☐ The parameters to the *Swap* function are passed as pointer.
- ☐ The parameters to the *Swap()* are passed by value.

Question 5: Which statement is true about data hiding?

- ☐ Data hiding is mandatory in C++.
- ☐ Data hiding saves memory space.
- ☐ Data hiding ensures the data cannot be changed.
- ☒ 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.

Question 6: Which statement is false about constructors?

- ☐ If we don't make a default constructor, then the system only creates one with a standard implementation when we didn't create any other constructors.
- ☐ If we don't make a copy constructor, then the system always creates one with a standard implementation.
- ☐ If we don't make a default constructor, then the system always creates one with a standard implementation.
- ☒ The copy constructor copies the state of an object and must accept a reference to the source object.

Question 7: Which statement is false about inline functions?

- ☒ The implementation of an inline function must be available at compile time. The function cannot be inlined when the function implementation is only available at link time.
- ☐ Functions declared as inline may not be compiled as regular function.
- ☐ Member functions implemented within the class definition must also have the keyword *inline* to be compiled as inline.
- ☐ Inline functions can be executed faster than non inline functions.

Question 8: Which statement is true about classes and objects?

- ☒ Classes describe the structure and behaviour of similar objects. An object is an instance of a class.
- ☐ Objects describe the structure and behaviour of similar classes. A class is an instance of an object.
- ☐ Classes classify objects in separate groups.
- ☐ Objects state the objectives of a class.

Question 9: Which statement is false about classes and objects?

- ☒ Classes have state, behaviour and identity
- ☐ Objects have state and behaviour
- ☐ Objects have state, behaviour and identity
- ☐ Classes have state and behaviour

Question 10: What statement is false about header and source files?

- ☐ Source files contain class implementations.
- ☐ Header files contain class declarations.
- ☐ User of the class must include the header file of the class.
- ☒ A class definition can be split over multiple header files.

Score:	8 (80.00%)
Pass/Fail:	Passed

[Quiz](#) >[Contact us](#) [Advertise](#) [Terms and rules](#) [Privacy policy](#) [Help](#) [Home](#) 

© QUANTNET INC