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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++:

```
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 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

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