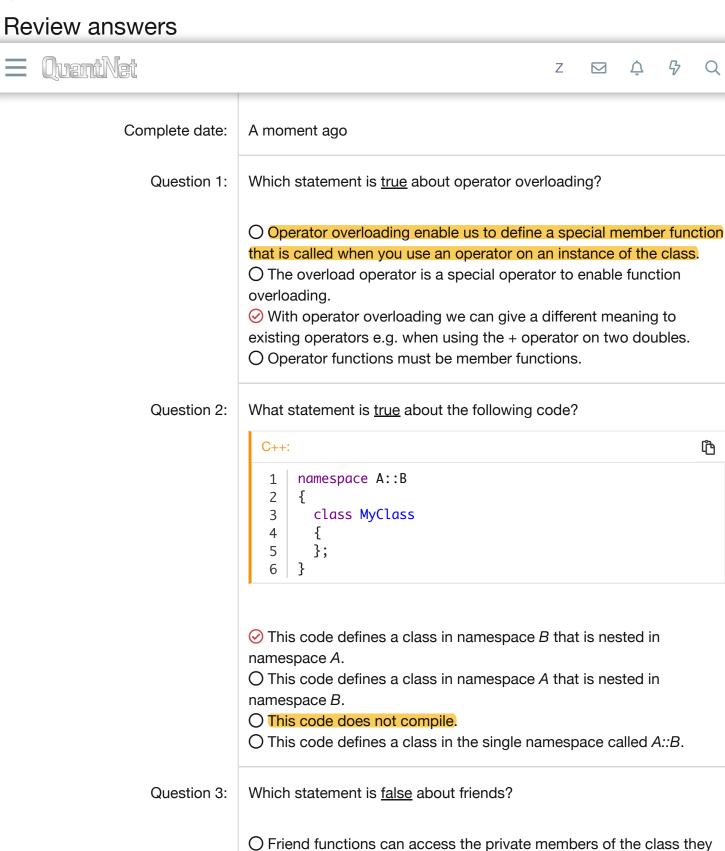
Quiz >



are friend of.

O A class cannot access the private members of its friend classes.

Friend functions can access the 'this' nointer

Friends violate the information hiding principle of object-oriented programming.

Question 4:

Which statement is <u>false</u> about the following code assuming class *MyClass* has a member function called *F()*?



- O The code creates a single *MyClass* object on the heap using the default constructor.
- \bigcirc Function F() can be called as follows: (*mc).F();
- O Function F() can be called as follows: $mc \rightarrow F()$;

Question 5:

Which statement is **false** about namespaces?

- O Namespaces can be nested.
- O Multiple namespace blocks with the same name are possible.
- O Namespaces can prevent name collisions or be used to group functionality in logical blocks.

Question 6:

What statement is true about the following code?

- O This does not compile because the namespace has no name.
- \bigcirc Variable x is inaccessible because the namespace has no name.
- O The variable x is a global variable only accessible in the current compilation unit and not as external global variable in another compilation unit.
- \bigcirc This code defines a local variable x in its own scope.

```
C++:

1 | delete[] x;

O The code is wrong because the [] are missing the size to delete.
O The code is wrong because the [] are not supported with delete.
O It deallocates an array pointed by variable x.
O It deallocates the first element of an array pointed by variable x.
```

Question 8:

What is the output of the following program?

```
C++:
                                                                  Ď
     int x=10;
 1
 2
 3
     namespace
 4
     {
 5
       int x=20;
 6
     }
 7
 8
     int main(int x, char* y[])
 9
     {
       {
10
          int x=30;
11
          std::cout<<::x<<std::endl;</pre>
12
13
14
       return 0;
     }
15
```

- O 20
- O 30
- O The number of arguments passed to the program.

Question 9:

Which of the options below is the best description of a canonical header file?

- O A header file with minimal a constructor, destructor, assignment operator and equal compare operator.
- O A header file with minimal a default constructor, copy constructor, destructor and equal compare operator.
- O A header file with minimal a constructor, destructor, equal compare operator and not equal compare operator.

Question 10:	Which of the following options declares and allocates an array of <i>int</i> pointers?
	 ○ int*[] array=new int*[size]; ○ int[] array=new int*[size]; ○ int* array=new int*[size]; ○ int* array=new int*[size];
Score:	5 (50.00%)
Pass/Fail:	Failed

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