Review answers

Start date:	3 minutes ago
Complete date:	A moment ago
Question 1:	What statement is <u>true</u> about the following code?

```cpp
1    A::A::B::B() { }
```

⊘ This code implements the default constructor of class *B* that is in namespace *A* that is nested in another namespace *A*.
○ This code implements function *B* of class *B* that is in namespace *A* that is nested in another namespace *A*.
○ This code does not compile because you can't have two nested namespaces both called *A*.
○ This code does not compile because member functions in a namespace must be in a *namespace {}* block.

Question 2:	Which statement is <u>true</u> about the following code?

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

Question 3:	Which of the options below is the best operator declaration to add a *double* and a *Complex* object (*double+Complex*)?

○ friend Complex operator + (double d, const Complex& c);
○ friend Complex operator + (double d, const Complex& c) const;
⊘ friend Complex& operator + (double d, const Complex& c);

○ Complex operator + (double d) const;

Question 4:   Which statement is <u>false</u> about friends?

○ A class cannot access the private members of its friend classes.
○ Friend functions can access the private members of the class they are friend of.
○ Friends violate the information hiding principle of object-oriented programming.
⊘ Friend functions can access the '*this*' pointer.

Question 5:   What statement is <u>true</u> about the following code?

```C++
1   namespace
2   {
3      int x=20;
4   }
```

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

Question 6:   Which statement is <u>false</u> about namespaces?

○ Namespaces can be nested.
○ Namespaces can prevent name collisions or be used to group functionality in logical blocks.
○ Multiple namespace blocks with the same name are possible.
⊘ A namespace must be compiled in its own *.lib* file.

Question 7:   Which statement is <u>true</u> about the following code?

```C++
1   using namespace A::B;
```

○ After this statement, class *B* in namespace *A* can be used without

specifying the namespace name.

⊘ After this statement all classes in the namespace *A::B* can be used without specifying the namespace name.

◯ After this statement, classes in the specified namespace cannot be referenced anymore using their full namespace name.

◯ This statement cannot appear inside functions, only at the beginning of your file before any functions.

Question 8: Which of the following statements is <u>true</u> about creating a copy constructor and assignment operator?

◯ We do not need to create a copy constructor and assignment operator because the automatically generated copy constructor and assignment operator do already a member copy.

⊘ We need to create a copy constructor and assignment operator because the automatically generated copy constructor and assignment operator copy the data wrongly in certain situations.

◯ We need to create a copy constructor and assignment operator because the "canonical header file rules" dictates it.

◯ We need to create a copy constructor and assignment operator because the automatically generated copy constructor and assignment operator do nothing.

Question 9: Which statement is <u>false</u> about operator overloading?

⊘ You can overload unary, binary and ternary operators.

◯ Operator functions generally don't change the operator arguments except the assignment operators.

◯ Operator functions can be a member function or global function.

◯ The input of an operator can be different than the class type.

Question 10: Which statement is <u>false</u> about memory?

⊘ When using *new* to allocate memory, you need to pass the number of bytes to allocate.

◯ *new* and *malloc* allocate memory on the heap.

◯ The size of an array on the stack can only be determined at compile time.

◯ Local variables are allocated on the stack.

Score: 9 (90.00%)

Pass/Fail:	Passed (in previous attempts)

Quiz ›

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Pass/Fail:	Passed (in previous attempts)