

National University of Computer & Emerging Sciences  
FAST-Karachi Campus  
CS201- Data Structures (Fall 2018)  
Quiz#1

Dated: September 11, 2018

Marks: 30

Time: 20 min.

Std-ID: \_\_\_\_\_ Sol \_\_\_\_\_

**Question No. 1** Appropriately match the columns. [10]

Column A	Column B
1. Object (b)	a. Virtual Base Class
2. Function Overriding (e)	b. Memory + Operations
3. Virtual Destructor (j)	c. Constant Pointer
4. RTTI (d)	d. typeid()
5. Reference (c)	e. Run Time Polymorphism
6. Compile Time Polymorphism (g)	f. Operators preference + association
7. Pure virtual function (i)	g. Function Overloading
8. Expression (f)	h. Class
9. Data Type (h)	i. Abstract base class
10. Derived + One Base memory (a)	j. Base Class Destructor

**Question No. 2** Indicate TRUE or FALSE and explain in 2-3 lines to the argument on it.

**a. A derived class pointer can hold a base class object.**

FALSE. A derived class pointer is not directly allowed to hold a base class object. C++ is a statically typed language, and allowing implicit Base-to-Derived conversions and a pointer to Base class can hold any Derived class object hence it is a legitimate but it do not allow the vice versa.

**b. A virtual or pure virtual function can be private.**

TRUE, when you need to make specific behavior in a base class customizable in derived classes, while protecting the semantics of the interface (and/or the base algorithm therein), which is defined in public methods that call private virtual methods.

**c. A destructor can be virtual? Give an example**

TRUE. It is common to have a virtual destructor when you have dynamic memory in your base class and derived class. You need to wipe-off memory from the base class as well. Making a destructor take care of these things.

**Question No. 2** Given this skeleton class and partial implementation; provide the implementation for the commented functions with question marks (?).

<pre> class Date{      private:      int *DateData; //day/month/year      public:      // default constructor      Date() {          DateData= new int[3];          *(DateData+0)=0;          *(DateData+1)=0;          *(DateData+2)=0; }      Date(const int a[]) {          DateData= new int [3] ;         for( int i=0; i &lt; 3; i++)          { *(DateData+i)=*(a+i);          } }      Date(const Date &amp; rhs) {          DateData= new int [3] ;          for( int i=0; i &lt; 3; i++)          { *(DateData+i)=         *(rhs.DateData+i); } }      ~ Date() {          if(DateData != 0) {              delete [] DateData; } }  }; // class end </pre>	<pre> int main(){      Date D1, D2;      int a[3]= {10, 10, 1997};      cout &lt;&lt; D1.getDay() &lt;&lt; D1.getMonth()     &lt;&lt; D1.getYear() &lt;&lt; endl;      Date D3(a);      cout &lt;&lt; D3.getDay() &lt;&lt; D3.getMonth()     &lt;&lt; D3.getYear() &lt;&lt; endl;      return 0;  } </pre>
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------