1. Data members and member functions of a class in C++ program are by default
2. protected
3. public
4. **private**
5. None
6. Which operator is used to allocate an object dynamically of a class in C++?
7. Scope resolution operator
8. Conditional operator
9. **New operator**
10. Membership access
11. Which is used to define the member function of a class externally?
12. :
13. **::**
14. #
15. None
16. In C++, an object cannot be created for
17. An interface
18. An Abstract class
19. A singleton class
20. **A & B**
21. A, B & C
22. By default functions available in C++ language are
23. Constructor
24. Destructor
25. Copy constructor
26. Assignment operator
27. **All**
28. Class allows only one object of it to be created though out the program life cycle
29. **Singleton class**
30. Abstract class
31. Friend class
32. All classes
33. Statically allocated object for class A in C++ is
34. A \*obj = new A();
35. **A obj;**
36. A obj = new A();
37. None
38. When you create an object of a class A like A obj ; then which one will be called automatically
39. **Constructor**
40. Destructor
41. Copy constructor
42. Assignment operator
43. When you create an object of a derived class in C++
44. Derived class constructor is called first then the base class constructor
45. **Base class constructor is called first then derived class constructor**
46. base class constructor will not be called
47. none of the above
48. The class in C++ which act only as a base class and object of it cannot be created is
49. parent class
50. super class
51. **abstract class**
52. none of the above
53. Correct way of creating an object of a class called Car is
54. Car obj;
55. Car \*obj = new Car();
56. Only B
57. **A & B both**
58. In C++, Class object created statically(e.g. Car obj; and dynamically (Car \*obj = new Car() ; ) are stored in memory
59. **Stack, heap**
60. Heap, heap
61. Heap, stack
62. Stack, stack
63. True statement about Class and structure in C++ is
64. **Default access specifier is private in class and public in structure**
65. Way of creating objects of class and structure are different
66. Way of inheriting class and structure are different
67. None
68. In C++ programming, cout is a/an
69. Function
70. Operator
71. **Object**
72. macro
73. Which is Abstract Data Type in C++
74. **Class**
75. Int
76. Float
77. array
78. OOP stands for \_\_\_
    1. Object to Object Programming
    2. **Object Oriented Programming**
    3. Online Objects Programming
    4. Object Oriented Processes
79. Which keyword is used to create a class in C++?
    * 1. **class**
      2. struct
      3. create
      4. object
80. What is the size of an empty class in C++?
    * 1. 0 bytes
      2. **1 byte**
      3. 4 bytes
      4. Depends on the compiler
81. What is the difference between a class and an object in C++?
    * 1. **A class is a blueprint, and an object is an instance of a class.**
      2. A class is a data type, and an object is a variable.
      3. A class contains member functions, and an object contains data members.
      4. There is no difference; both terms can be used interchangeably.
82. What does a class in C++ holds?
    * 1. data
      2. functions
      3. **both data & functions**
      4. arrays
83. Which other keywords are also used to declare the class other than class?
    * 1. struct
      2. union
      3. object
      4. **both struct & union**
84. Which of the following is a valid class declaration?
    * 1. **class A { int x; };**
      2. class B { }
      3. public class A { }
      4. object A { int x; };
85. When struct is used instead of the keyword class means, what will happen in the program?
    * 1. **access is public by default**
      2. access is private by default
      3. access is protected by default
      4. access is denied
86. Which category of data type a class belongs to?
    * 1. Fundamental data type
      2. Derived data type
      3. **User defined derived data type**
      4. Atomic data type
87. How the objects are self-referenced in a member function of that class.
    * 1. Using a special keyword object
      2. **Using this pointer**
      3. Using \* with the name of that object
      4. By passing self as a parameter in the member function
88. What does a mutable member of a class mean?
    * 1. A member that can never be changed
      2. A member that can be updated only if it not a member of constant object
      3. **A member that can be updated even if it a member of constant object**
      4. A member that is global throughout the class
89. How to access the object in the class?
    * 1. scope resolution operator
      2. ternary operator
      3. **direct member access operator**
      4. resolution operator
90. Pick out the other definition of objects.
    * 1. member of the class
      2. associate of the class
      3. attribute of the class
      4. **instance of the class**
91. How many objects can present in a single class?
    * 1. 1
      2. 2
      3. 3
      4. **as many as possible**
92. What is the other name used for functions inside a class?
93. Member variables
94. **Member functions**
95. Class functions
96. Class variables