

POSSESSION OF MOBILES IN EXAM IS UFM PRACTICE

Name _____

Enrollment No. _____

Jaypee Institute Of Information Technology

Examination 2023

XYZ Semester

Course Title

Course Code

Q.1 A class ZetaKSW made abstract by declaring at least one of its functions as?

- A. impure virtual function
- B. pure virtual function
- C. pure abstract function
- D. impure abstract function

Q.2 A pure virtual function is specified by placing?

- A. 1
- B. 0
- C. 1
- D. infinite

Q.3 Classes that can be used to instantiate objects are called?

- A. concrete classes
- B. interface
- C. abstract class
- D. None of the above

Q.4 Which of the following is true?

- A. The C++ interfaces are implemented using abstract classes
- B. The purpose of an abstract class is to provide an appropriate base class from which other classes can inherit.
- C. Abstract classes cannot be used to instantiate objects and serves only as an interface.
- D. All of the above

Q.5 Where does the abstract class EpsilonRY used?

- A. base class only
- B. derived class
- C. both derived & base class
- D. virtual class

Q.6 Which class EpsilonMAK used to design the base class?

- A. abstract class
- B. derived class
- C. base class
- D. derived & base class

Q.7 We cannot make an instance of an abstract base class

- A. 1
- B. nan
- C. Can be true and false
- D. Can not say

Q.8 We can make an instance of an abstract super class

- A. 1
- B. nan

- C.Can be true and false
- D.Can not say

Q.9 Which is the correct syntax of defining a pure virtual function?

- A.pure virtual return_type func();
- B.virtual return_type func() pure;
- C.virtual return_type func() = 0;
- D.virtual return_type func();

Q.10 Which is the correct statement about pure virtual functions?

- A.They should be defined inside a base class
- B.Pure keyword should be used to declare a pure virtual function
- C.Pure virtual function is implemented in derived classes
- D.Pure virtual function cannot implemented in derived classes

Q.11 Which among the following best defines abstraction?

- A.Hiding the implementation
- B.Showing the important data
- C.Hiding the important data
- D.Hiding the implementation and showing only the features

Q.12 Hiding the implementation complexity can _____

- A.Make the programming easy
- B.Make the programming complex
- C.Provide more number of features
- D.Provide better features

Q.13 Class is _____ abstraction.

- A.Object
- B.Logical
- C.Real
- D.Hypothetical

Q.14 Object is _____ abstraction.

- A.Object
- B.Logical
- C.Real
- D.Hypothetical

Q.15 Abstraction gives higher degree of _____

- A.Class usage
- B.Program complexity
- C.Idealized interface
- D.Unstable interface

Q.16 Abstraction can apply to _____

- A.Control and data
- B.Only data
- C.Only control
- D.Classes

Q.17 Which among the following can be viewed as combination of abstraction of data and code.

- A.Class
- B.Object
- C.Inheritance
- D.Interfaces

Q.18 Abstraction principle includes _____

- A.Use abstraction at its minimum
- B.Use abstraction to avoid longer codes
- C.Use abstraction whenever possible to avoid duplication
- D.Use abstraction whenever possible to achieve OOP

Q.19 Higher the level of abstraction, higher are the details.

- A.1
- B.nan
- C.nan
- D.nan

Q.20 Encapsulation and abstraction differ as _____

- A.Binding and Hiding respectively
- B.Hiding and Binding respectively
- C.Can be used any way
- D.Hiding and hiding respectively

Q.21 In terms of stream and files _____

- A.Abstraction is called a stream and device is called a file
- B.Abstraction is called a file and device is called a stream
- C.Abstraction can be called both file and stream
- D.Abstraction can't be defined in terms of files and stream

Q.22 If two classes combine some private data members and provides public member functions to access and manipulate those data members. Where is abstraction used?

- A.Using private access specifier for data members
- B.Using class concept with both data members and member functions
- C.Using public member functions to access and manipulate the data members
- D.Data is not sufficient to decide what is being used

Q.23 A phone is made up of many components like motherboard, camera, sensors and etc. If the processor represents all the functioning of phone, display shows the display only, and the phone is represented as a whole. Which among the following have highest level of abstraction?

- A.Motherboard
- B.Display
- C.Camera
- D.Phone

Q.24 Which among the following is not a level of abstraction?

- A.Logical level
- B.Physical level
- C.View level
- D.External level

Q.25 Using higher degree of abstraction _____

- A.May get unsafe
- B.May reduce readability
- C.Can be safer
- D.Can increase vulnerability

Q.26 What is an abstract class ZetaN C++?

- A.Class specifically used as a base class with atleast one virtual functions
- B.Class specifically used as a base class with atleast one pure virtual functions
- C.Class from which any class is derived
- D.Any Class in C++ is an abstract class

Q.27 What is a pure virtual function in C++?

- A.A virtual function defined in a base class
- B.A virtual function declared in a base class
- C.Any function in a class
- D.A function without definition in a base class

Q.28 Which is the correct syntax of defining a pure virtual function?

- A.pure virtual return_type func();
- B.virtual return_type func() pure;
- C.virtual return_type func() = 0;

D.virtual return_type func();

Q.29 Which is the correct statement about pure virtual functions?

- A.They should be defined inside a base class
- B.Pure keyword should be used to declare a pure virtual function
- C.Pure virtual function is implemented in derived classes
- D.Pure virtual function cannot implemented in derived classes

Q.30 Pick the correct statement.

- A.Pure virtual functions and virtual functions are the same
- B.Both Pure virtual function and virtual function have an implementation in the base class
- C.Pure virtual function has no implementation in the base class whereas virtual function may have an implementation in the base class
- D.The base class has no pure virtual function