Test 2

Due Jul 23 at 11:59pm **Points** 20 **Questions** 20 **Available** until Jul 23 at 11:59pm
Time Limit 15 Minutes **Allowed Attempts** 2

Instructions

You will get 20 questions for each attempt.   You will have 15 minutes to answer the T/F and MC questions on each attempt. You will be able to take the test a second time if you choose. Your score will be that of the last attempt completed.

Take the Quiz Again

Attempt History

	Attempt	**Time**	**Score**
LATEST	**Attempt 1**	15 minutes	14 out of 20

Score for this attempt: **14** out of 20
Submitted Jul 23 at 5:18pm
This attempt took 15 minutes.

Question 1   1 / 1 pts

The base class access specification determines how _____ members in the base class may be accessed by derived classes.

○ A) private

○ B) public

○ C) protected

Correct!   ⦿ D) A, B, and C

○ E) None of these

Question 2

1 / 1 pts

A derived class object inherits all the members of the base class. Which of these remarks about the inherited member variables is not true?

○ Inherited members need to be allocated in memory and should be initialized at the creation of a derived class object.

Correct!

◉ Inherited members are automatically managed by the C++ runtime system, so can be safely ignored.

○ Inherited members' memory allocation must be done by the base class constructor for the base class, which must be called.

○ The base class constructor is the most convenient place to initialize these inherited variables.

○ None of the above.

Question 3

1 / 1 pts

Which of the following will violate encapsulation of a class?

Correct!

◉ Make all class member variables public members of the class.

○ Place the interface in the header file.

○ Place the implementation in a separate code file (with file extension required by your compiler: .cpp, .cxx, etc), called the implementation file.

○ None of the above.

Question 4

1 / 1 pts

The functions or data members declared in the private section of a class can be accessed only from inside the same class except for those functions/classes declared as "friend".

- ◉ True

- ○ False

Question 5

0 / 1 pts

If you do not write one of these, a default will be provided for you by the compiler.

- ◉ copy constructor

- ○ constructor

- ○ destructor

- ○ All of these

- ○ None of these

Question 6

0 / 1 pts

You can call a friend function by using the object name and the dot notation.

- ◉ True

- ○ False

Question 7

1 / 1 pts

When developing a class hierarchy, any "is-a" relation requires a base and derived class relation.

Correct!

- ● True

- ○ False

Question 8

1 / 1 pts

What are the benefits of inheritance and Object Oriented Programming?

- ○ Abstraction

- ○ More efficient code

- ○ Code reuse

- ○ A and B

Correct!

- ● A and C

Question 9

1 / 1 pts

An object of a derived class type has exactly one type, the type with which it was declared.

○ True

Correct! ● False

Question 10 0 / 1 pts

You can overload the + operator on the integer data type.

You Answered ● True

Correct Answer ○ False

Question 11 1 / 1 pts

You can change the behavior of + for all ints in a program using operator overloading.

○ True

Correct! ● False

Question 12 1 / 1 pts

Redefining and overriding are exactly the same thing.

○ True

Correct! ● False

Question 13

1 / 1 pts

A member function of a derived class may not have the same name as a member function of a base class.

○ True

Correct!

⦿ False

Question 14

1 / 1 pts

The `virtual` property is not inherited.

○ True

Correct!

⦿ False

Question 15

1 / 1 pts

In C++, polymorphism is very difficult to achieve unless you also use inheritance.

Correct!

⦿ True

○ False

Question 16

1 / 1 pts

A pure virtual function

○ is a virtual function that has been completely debugged.

○ is a virtual function that is required to be implemented by a derived class.

○ is one that is only called from within a virtual constructor.

○ is a virtual function that performs a single task in program.

Question 17   0 / 1 pts

A virtual function is a member function that expects to be _____ in a derived class.

○ ignored

○ called frequently

○ overridden

○ private

◉ None of these

Question 18   0 / 1 pts

Virtual functions allow old code to call new code.

○ True

◉ False

Question 19   1 / 1 pts

A class that has a pure virtual member function is called a concrete base class.

○ True

Correct!   ◉ False

Question 20   **0 / 1 pts**

When the compiler binds a call to a member function using only information available at compile time, the compiler is said to use _____ binding.

Correct Answer   ○ static

○ local

○ safe

○ dynamic

○ None of the above

Quiz Score: **14** out of 20