PT 2 -6S208-OOP

PT 2

When destructors are called? 1 point

- ○ When a function ends
- ○ When a delete operator is used
- ○ When a program ends
- ◉ All of the mentioned

Clear selection

Identify correct statement- 1 point

- ○ Pointer to derived class cannot be created
- ◉ Derived class pointer cannot point to base class
- ○ Base class pointer cannot point to derived class
- ○ Pointer to base class cannot be created

Clear selection

When functions are overloaded, which part of the functions are the same? 1 point

- ○ the function names
- ◉ the number of input parameters
- ○ the function output types
- ○ The input parameter

Clear selection

A class is made abstract by declaring at least one of its functions as? 1 point

- ◉ pure virtual function
- ○ impure abstract function
- ○ pure abstract function
- ○ impure virtual function

Clear selection

If base class contain one or more argument then it is mandatory for the derived class 1 point

- ○ Constructor without argument
- ○ No constructor
- ◉ to have a constructor and pass the argument to the base class constructor.
- ○ None of these

Clear selection

If base class is public inherited then all member from base class become_____in derived class

1 point

- ○ Same as Base Class
- ○ Private
- ◉ Public
- ○ Protected

Clear selection

What will be the output of the following C++ code?

1 point

```
#include <iostream>
#include <string>
using namespace std;
class A{
    float d;
   public:
    virtual void func(){
        cout<<"Hello this is class A\n";
    }
};

class B: public A{
    int a = 15;
public:
    void func(){
        cout<<"Hello this is class B\n";
    }
};

int main(int argc, char const *argv[])
{
    B b;
    b.func();
    return 0;
}
```

- ○ Error
- ◉ Hello this is class B
- ○ Hello this is class A
- ○ Segmentation fault

Clear selection

Which of the following is correct about the statements given below? a. All operators can be overloaded in C++. b. We can change the basic meaning of operator in C++ 1 point

- (●) Both a and b false
- ( ) Only a is true
- ( ) Only b is true
- ( ) Both a and b true

Clear selection

The operator function must be ____ 1 point

- ( ) Either member function or friend function
- (●) A friend function
- ( ) None of the given
- ( ) A member function

Clear selection

Destructor has a same name as the constructor and it is preceded by? 1 point

- (●) ~
- ( ) !
- ( ) $
- ( ) ?

Clear selection

Which is the correct declaration of pure virtual function in C++? 1 point

- virtual void func = 0;
- virtual void func(){0};
- virtual void func() = 0; (selected)
- void func() = 0;

Clear selection

Which of the following operators can be overloaded 1 point

- :: (Scope Resolution Operator)
- . (Member Access or Dot operator)
- >> (Insertion Operator) (selected)
- ?: (Ternary or Conditional Operator)

Clear selection

_____ binding means that an object is bound to its function call at compile time. 1 point

- dynamic
- static (selected)
- Late
- fixed

Clear selection

In the following C++ code how many times the string “A’s constructor called” will be printed? 1 point

```
#include <iostream>
#include <string>
using namespace std;
class A{
    int a;
public:
    A(){
        cout<<"A's constructor called";
    }
};
class B{
    static A a;
public:
    B(){
        cout<<"B's constructor called";
    }
    static A get(){
        return a;
    }
};
A B::a;
int main(int argc, char const *argv[])
{
    B b;
    A a1 = b.get();
    A a2 = b.get();
    A a3 = b.get();
}
```

- (●) 1
- ( ) 3
- ( ) 4
- ( ) 2

Clear selection

References to object are same as pointers of object. 1 point

- (●) True
- ( ) False
- ( ) May be
- ( ) Can't say

Clear selection

Which operator should be used to access the members of the class using object pointer? 1 point

- ( ) scope resolution
- (●) arrow operator
- ( ) Dot operator
- ( ) colon to the member

Clear selection

Which symbol is used to create multiple inheritances? 1 point

- (●) Comma
- ( ) star
- ( ) dollar
- ( ) Dot

Clear selection

A virtual member function is a member function that can 1 point

- ○ Move to any class
- ○ Be overridden by subclass
- ○ None of them
- ◉ Be derived from another class

Clear selection

Overloaded functions are_____ 1 point

- ○ One function containing another one or more functions inside it
- ○ Very long functions
- ◉ Two or more functions with the same name but different number of parameters or type
- ○ Very long functions that can hardly run

Clear selection

Run time binding is related to 1 point

- ○ None
- ◉ Function overriding
- ○ Both A & B
- ○ Operator overloading

Clear selection

A class which contain more than one baseclass and only one derive class is called_____ Inheritance 1 point

- Hybrid
- Single
- Multilevel
- Multiple

Clear selection

Initialization of pointer can be done as 1 point

- ptr = &a;
- ptr = *a;
- *ptr = &a;
- ptr = a;

Clear selection

Like constructors, can there be more than one destructors in a class? 1 point

- Yes
- Can't Say
- No
- Maybe

Clear selection

Which is the correct example of a unary operator? 1 point

- /
- ==
- &
- -

Clear selection

The virtual base class is used_____ 1 point

- When there is multilevel inheritance.
- When derived class has multiple copies of base class
- None of the above
- When there is only one base class

Clear selection

The mechanism of giving special meaning to an operator is called ____ 1 point

- Object
- Function overloading
- Inheritance
- Operator Overloading

Clear selection

Run time polymorphism in C++ Program is 1 point

- ○ New and delete operator overloading
- ○ ++ and – – operator overloading
- ◉ none of the above
- ○ operator overloading

Clear selection

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