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**Started on** Wednesday, 2 December 2020, 3:31 PM  
**State** Finished  
**Completed on** Wednesday, 2 December 2020, 3:52 PM  
**Time taken** 21 mins 51 secs  
**Grade** **24.00** out of 25.00 (96%)

Information



**Mid-Sem Unit Exam, Session (2020-21)**

**Program:** BCA

**Course Code and Name:** CA203 (Object Oriented Programming Using C++)

Question **1**

Complete

Not graded

Enter your Full Name and Roll number

Roll Number: 1901018243

Course Code and Name: CA203 (Object Oriented Programming Using C++)

Program: BCA

Year /Semester: 2nd/3rd

Section/Group: D

Question **2**

Correct

Mark 1.00 out of 1.00

What is meant by multiple inheritance?

Select one:

- ☒ a. Deriving a derived class from more than one base class ✓
- ☐ b. Deriving a derived class from base class
- ☐ c. None of the mentioned
- ☐ d. Deriving a base class from derived class

The correct answer is: Deriving a derived class from more than one base class

Question **3**

Correct

Mark 1.00 out of 1.00

Which of the following operators cannot be overloaded?

Select one:

- ☐ a. . Member Access or Dot operator
- ☐ b. ?:Ternary or Conditional Operator
- ☒ c. All of the above ✓
- ☐ d. ::Scope Resolution Operator

The correct answer is: All of the above

## Information

Question Paper

Question **4**

Correct

Mark 1.00 out of 1.00

C++ Inheritance relationship is?

Select one:

- ☒ a. Is-A ✓
- ☐ b. Has-A
- ☐ c. None of the above
- ☐ d. Association

The correct answer is: Is-A

Question **5**

Correct

Mark 2.00 out of 2.00

Note:Includes all required header files

```
class find {  
  
public:  
    void print() { cout <<" In find"; }  
};  
  
class course : public find {  
  
public:  
    void print() { cout <<" In course"; }  
};  
  
class tech: public course { };  
  
int main(void)  
{  
    tech t;  
    t.print();  
    return 0;  
}
```

Select one:

- ☐ A. Compiler Error: Ambiguous call to print()
- ☒ B. In course ✓
- ☐ C. In find
- ☐ D. None of the above

Your answer is correct.

The correct answer is: In course

Question **6**

Correct

Mark 1.00 out of 1.00

Protectected members of the class are not inheritable.

Select one:

- ☐ a. TRUE
- ☐ b. Can't Say
- ☒ c. FALSE ✓
- ☐ d. May Be

The correct answer is: FALSE

Question **7**

Correct

Mark 1.00 out of 1.00

inheritance may lead to duplication of inherited members from a "grandparent" base class.

Select one:

- ☐ a. Multiple
- ☐ b. Hierarchical
- ☐ c. Multilevel
- ☒ d. Multipath ✓

The correct answer is: Multipath

Question **8**

Correct

Mark 1.00 out of 1.00

```
int (*ptr)[10];
```

Select one:

- ☐ A. ptr is an pointer to array
- ☐ B. ptr is array of pointers to 10 integers
- ☒ C. ptr is a pointer to an array of 10 integers ✓
- ☐ D. ptr is an array of 10 integers

Your answer is correct.

The correct answer is: ptr is a pointer to an array of 10 integers

Question 9

Correct

Mark 2.00 out of 2.00

```
#include<iostream>

using namespace std;

class A
{
    int i;

public:
    A(int ii = 0) : i(ii) {}
    void show() { cout << i << endl; }
};

class B
{
    int x;

public:
    B(int xx) : x(xx) {}
    operator A() const { return A(x); }
};

void g(A a)
{
    a.show();
}

int main()
{
    B b(10);
    g(b);
    g(20);
    return 0;
}
```

Select one:

- ☐ A. 20,20
- ☐ B. Compiler Error
- ☒ C. 10,20 ✓
- ☐ D. 10,10

Your answer is correct.

The correct answer is: 10,20

Question **10**

Correct

Mark 1.00 out of 1.00

The friend functions and the member functions of a friend class can directly access the\_\_\_\_\_ data.

Select one:

- ☒ a. Private and protected ✓
- ☐ b. Private and public
- ☐ c. Private, protected and public
- ☐ d. Protected and public

The correct answer is: Private and protected

Question **11**

Correct

Mark 1.00 out of 1.00

If class A is a friend of B, then B doesn't become a friend of A automatically.

Select one:

- ☐ a. Can be true and false
- ☐ b. Can not say
- ☐ c. FALSE
- ☒ d. TRUE ✓

The correct answer is: TRUE

Question **12**

Correct

Mark 1.00 out of 1.00

Which of the following advantages we lose by using multiple inheritance?

Select one:

- ☐ a. Polymorphism
- ☐ b. None of the mentioned
- ☒ c. Both Dynamic binding & Polymorphism ✓
- ☐ d. Dynamic binding

The correct answer is: Both Dynamic binding & Polymorphism

Question **13**

Correct

Mark 2.00 out of 2.00

```
#include <iostream>

using namespace std;

class Test2
{
    int y;
};

class Test
{
    int x;

    Test2 t2;

public:
    operator Test2 () { return t2; }
    operator int () { return x; }
};

void fun ( int x) { cout << "fun(int) called"; }

void fun ( Test2 t ) { cout << "fun(Test 2) called"; }

int main()
{
    Test t;
    fun(t);
    return 0;
}
```

Select one:

- ☒ A. Compiler Error: Ambiguous call to fun() ✓
- ☐ B. fun(Test 2) called
- ☐ C. fun(int) called
- ☐ D. None of the above

Your answer is correct.

The correct answer is: Compiler Error: Ambiguous call to fun()

Question **14**

Correct

Mark 1.00 out of 1.00

What is the difference between protected and private access specifiers in inheritance?

Select one:

- ☐ a. Both are inheritable but private is accessible in the derived class.
- ☒ b. Protected member is inheritable and also accessible in derived class. ✓
- ☐ c. Both are inheritable but protected is not accessible in the derived class.
- ☐ d. Private member is not inheritable and not accessible in derived class.

The correct answer is: Protected member is inheritable and also accessible in derived class.

Question **15**

Correct

Mark 1.00 out of 1.00

class X, class Y and class Z are derived from class BASE. This is \_\_\_\_\_ inheritance.

Select one:

- ☐ a. Single
- ☐ b. Multiple
- ☒ c. Hierarchical ✓
- ☐ d. Multilevel

The correct answer is: Hierarchical

Question **16**

Correct

Mark 1.00 out of 1.00

Sequence of objects that have same type, is called:

Select one:

- ☐ a. Functions
- ☐ b. Operators
- ☐ c. Stacks
- ☒ d. Arrays ✓

The correct answer is: Arrays

Question **17**

Incorrect

Mark 0.00 out of 1.00

When the inheritance is private, the private methods in base class are \_\_in the derived class.

Select one:

- ☒ a. Accessible ✗
- ☐ b. Public
- ☐ c. Inaccessible
- ☐ d. Protected

The correct answer is: Inaccessible



Question **18**

Correct

Mark 2.00 out of 2.00

Note: Includes all required header files

using namespace std;

struct a

```
{
    int p;
};
```

struct b

```
{
    int* x;
};
```

struct c : public a, public b

```
{
};
```

int main()

```
{
    c* p = new c;
    p->x = 0;
    cout << "Inherited";
    return 0;
}
```

Select one:

- ☒ A. Inherited ✓
- ☐ B. None of the mentioned
- ☐ C. Error
- ☐ D. Runtime error

Your answer is correct.

The correct answer is: Inherited

Question **19**

Correct

Mark 1.00 out of 1.00

Which value is placed in the base class?

Select one:

- ☒ a. Default type values ✓
- ☐ b. None of the mentioned
- ☐ c. Derived values
- ☐ d. Both A & B

The correct answer is: Default type values



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Question **20**

Correct

Mark 1.00 out of 1.00

Inheritance allow in C++ Program.

Select one:

- ☐ a. Class Re-usability
- ☐ b. Creating a hierarchy of classes
- ☐ c. Extendibility
- ☒ d. All of the above ✓

The correct answer is: All of the above

Question **21**

Correct

Mark 1.00 out of 1.00

Reusability of the code can be achieved in CPP through:

Select one:

- ☐ a. Encapsulation
- ☐ b. Polymorphism
- ☒ c. Inheritance ✓
- ☐ d. Both A and C

The correct answer is: Inheritance

Question **22**

Correct

Mark 1.00 out of 1.00

When does the ArrayIndexOutOfBoundsException occur?

Select one:

- ☒ a. Run-time ✓
- ☐ b. Not an error
- ☐ c. Compile-time
- ☐ d. None of the mentioned

The correct answer is: Run-time

◀ PRACTICE QUIZ UNIT 4

Jump to...

ASSIGNMENT-2 ▶

Question **2**

Not yet  
answered

Marked out of  
1.00

Q10. In C++, the global variable can be accessed from within the inner block using the \_\_\_\_\_.

Select one:

- ☐ a. Pointer
- ☒ b. Scope Resolution Operator
- ☐ c. Reference variable
- ☐ d. none of the mentioned

[Clear my choice](#)

Question **3**

Not yet  
answered

Marked out of  
1.00

Q19. The compilers converts all operands to type of the largest operand is called

Select one:

- ☒ a. type conversion
- ☐ b. expression
- ☐ c. evaluation
- ☐ d. precedence

[Clear my choice](#)

Question **4**

Not yet  
answered

Marked out of  
1.00

**Q25.** If a program uses Inline Function, then the function is expanded inline at

Select one:

- ☐ a. compile time
- ☒ b. run time
- ☐ c. both a and b
- ☐ d. none of these

[Clear my choice](#)

Question **5**

Not yet  
answered

Marked out of  
1.00

Q3. What is an object?

Select one:

- ☐ a. Instance of a object
- ☐ b. Instance of a method
- ☒ c. Instance of a class
- ☐ d. Instance of function

[Clear my choice](#)

Question **6**

Not yet  
answered

Marked out of  
1.00

Q2. \_\_\_\_\_ is a blueprint or prototype that defines the variables and the methods common to all objects of a certain kind. Select the best word to complete this sentence.

Select one:

- ☒ a. Class
- ☐ b. Inheritance
- ☐ c. Polymorphism
- ☐ d. Aggregation

[Clear my choice](#)

Question **7**

Not yet  
answered

Marked out of  
1.00

Q24. Where can the default parameter are placed by the user?

Select one:

- ☐ a. leftmost
- ☒ b. rightmost
- ☐ c. both a & b
- ☐ d. none of the mentioned

[Clear my choice](#)

Question **8**

Not yet  
answered

Marked out of  
1.00

Q20. Which is used to get the input during runtime?

Select one:

- ☐ a. cout
- ☒ b. cin
- ☐ c. coi
- ☐ d. none of the mentioned

[Clear my choice](#)

Question **9**

Not yet  
answered

Marked out of  
1.00

Q18. Which operator is used for input stream?

Select one:

- ☐ a. >
- ☒ b. >>
- ☐ c. <
- ☐ d. <<

[Clear my choice](#)

Question **10**

Not yet  
answered

Marked out of  
1.00

Q13. \_\_\_\_\_ refers to the names of variables, functions, arrays, classes etc.

Select one:

- ☐ a. Constant
- ☒ b. Identifier
- ☐ c. Variable
- ☐ d. Keyword

[Clear my choice](#)

Question **11**

Not yet  
answered

Marked out of  
1.00

Q15. \_\_\_\_\_ refers to the act of representing only essential features without including the background details.

Select one:

- ☒ a. Data Abstraction
- ☐ b. encapsulation
- ☐ c. inheritance
- ☐ d. polymorphism

[Clear my choice](#)

Question **12**

Not yet  
answered

Marked out of  
1.00

Q16. C++ was developed by \_\_\_\_\_

Select one:

- ☐ a. Nicolas Wirth
- ☒ b. Bjarne Stroustrup
- ☐ c. Donald Knuth
- ☐ d. Ken Thompson

[Clear my choice](#)

Question **13**

Not yet  
answered

Marked out of  
1.00

Q11. The operators which are used to format the data display in C++ are called:

Select one:

- ☐ a. Pointer operator
- ☐ b. Scope Resolution Operator
- ☐ c. Reference variable
- ☒ d. Manipulators

[Clear my choice](#)

Question **14**

Not yet  
answered

Marked out of  
1.00

Q21. The header file \_\_\_\_\_ should be included at the beginning of all programs in C++ that use input/output operators.

Select one:

- ☐ a. conio.h
- ☐ b. stdio.h
- ☒ c. iostream.h
- ☐ d. none of the mentioned

[Clear my choice](#)

Question **15**

Not yet  
answered

Marked out of  
1.00

Q6. Which of the following term is used for a function defined inside a class?

Select one:

- ☐ a. Member Variable
- ☒ b. Member function
- ☐ c. Class function
- ☐ d. Classic function

[Clear my choice](#)

Question **16**

Not yet  
answered

Marked out of  
1.00

Q1. What is OOPS?

Select one:

- ☐ a. Object Oriented Programming Structure
- ☒ b. Object Oriented Programming System
- ☐ c. Object Oriented Processing System
- ☐ d. Object Oriented Personal Structure

[Clear my choice](#)

Question **17**

Not yet  
answered

Marked out of  
1.00

Q17. \_\_\_\_\_ is the process by which object of one class acquires the properties of objects of another class.

Select one:

- ☐ a. abstraction
- ☐ b. encapsulation
- ☒ c. inheritance
- ☐ d. polymorphism

[Clear my choice](#)

Question **18**

Not yet  
answered

Marked out of  
1.00

Q7. A class can have many methods with the same name, as long as the number of parameters is different. This is known as:

Select one:

- ☒ a. Method Overloading
- ☐ b. Method Invocating
- ☐ c. Method Overriding
- ☐ d. Method Labeling

[Clear my choice](#)

Question **19**

Not yet  
answered

Marked out of  
1.00

Q8. Which of the following concepts of OOPS means exposing only necessary information to client?

Select one:

- ☐ a. Encapsulation
- ☒ b. Abstraction
- ☐ c. Data hiding
- ☐ d. Data binding

[Clear my choice](#)

Question **20**

Not yet  
answered

Marked out of  
1.00

Q22. Which return type cannot return any value to the caller?

Select one:

- ☐ a. int
- ☐ b. float
- ☒ c. void
- ☐ d. double

[Clear my choice](#)

Question **21**

Not yet  
answered

Marked out of  
1.00

Q9. What does your class can hold?

Select one:

- ☐ a. Data
- ☐ b. Functions
- ☒ c. Both a & b
- ☐ d. None of the mentioned

[Clear my choice](#)

Question **22**

Not yet  
answered

Marked out of  
1.00

Q23. The keyword used to transfer control from a function back to the calling function is

Select one:

- ☐ a. switch
- ☐ b. goto
- ☐ c. go back
- ☒ d. return

[Clear my choice](#)

Question **23**

Not yet  
answered

Marked out of  
1.00

Q14. By default, members of the class are \_\_\_\_\_ in nature.

Select one:

- ☐ a. protected
- ☒ b. private
- ☐ c. public
- ☐ d. none of the mentioned

[Clear my choice](#)

Question **24**

Not yet  
answered

Marked out of  
1.00

Q12. Which of the following concepts means wrapping up of data and functions together?

Select one:

- ☐ a. abstraction
- ☒ b. encapsulation
- ☐ c. inheritance
- ☐ d. polymorphism

[Clear my choice](#)

Question **25**

Not yet  
answered

Marked out of  
1.00

Q4. If an attribute is private, which methods have access to it?

Select one:

- ☒ a. Only those defined in the same class.
- ☐ b. Only static methods in the same class
- ☐ c. Only instance methods in the same class
- ☐ d. Only classes in the same package.

[Clear my choice](#)



Question **26**

Not yet  
answered

Marked out of  
1.00

Q5. Which of the following is correct about class and structure?

Select one:

- ☐ a. Class can have member functions while structure cannot.
- ☐ b. Class data members are public by default while that of structure are private.
- ☐ c. Pointer to structure or classes cannot be declared.
- ☒ d. Class data members are private by default while that of structure are public by default.

[Clear my choice](#)

◀ ASSIGNMENT-1

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**Grade** 25.00 out of 25.00 (100%)

Information



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**Mid-sem Unit Exam, Session (2020-21)**

Program

Course Code and Name:

**Question 1**

Complete

Not graded

Enter your Full Name and Roll number

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Course Code and Name:CA203 OPPS using c++

Program: BCA

Year /Semester:2nd / 3rd

Section/Group: c

Information

Question Paper

**Question 2**

Correct

Mark 1.00 out of 1.00

Q1. Which return type cannot return any value to the caller?

Select one:

- ☐ a. int
- ☐ b. float
- ☒ c. void ✓
- ☐ d. double

Your answer is correct.

The correct answer is: void

Question 3

Correct

Mark 1.00 out of 1.00

Q2. Which of the following permits function overloading on C++?

Select one:

- ☐ a. type
- ☐ b. number of arguments
- ☒ c. both of the mentioned
- ☐ d. none of the mentioned



Your answer is correct.

The correct answer is: both of the mentioned

Question 4

Correct

Mark 1.00 out of 1.00

Q3. The keyword used to transfer control from a function back to the calling function is

Select one:

- ☐ a. switch
- ☐ b. goto
- ☐ c. go back
- ☒ d. return



Your answer is correct.

The correct answer is: return

Question 5

Correct

Mark 1.00 out of 1.00

Q4. Which of the following statements regarding inline functions is correct?

Select one:

- ☒ a. it speeds up execution
- ☐ b. it slows down execution.
- ☐ c. run time error
- ☐ d. None of the above



Your answer is correct.

The correct answer is: it speeds up execution

Question 6

Correct

Mark 1.00 out of 1.00

Q5. If a program uses Inline Function, then the function is expanded inline at

Select one:

- ☐ a. compile time
- ☒ b. run time
- ☐ c. both a and b
- ☐ d. none of these



Your answer is correct.

The correct answer is: run time

**Question 7**

Correct

Mark 1.00 out of 1.00

Q6. A class can have many methods with the same name, as long as the number of parameters is different. This is known as:

Select one:

- ☒ a. Method Overloading ✓
- ☐ b. Method Invocating
- ☐ c. Method Overriding
- ☐ d. Method Labeling

Your answer is correct.

The correct answer is: Method Overloading

**Question 8**

Correct

Mark 1.00 out of 1.00

Q7. \_\_\_\_\_ is a blueprint or prototype that defines the variables and the methods common to all objects of a certain kind. Select the best word to complete this sentence.

Select one:

- ☒ a. Class ✓
- ☐ b. Inheritance
- ☐ c. Polymorphism
- ☐ d. Aggregation

Your answer is correct.

The correct answer is: Class

**Question 9**

Correct

Mark 1.00 out of 1.00

Q8. Which of the following statement is correct?

Select one:

- ☒ a.  
a constructor is called at the time of declaration of an object. ✓
- ☐ b. a constructor is called at the time of use of an object.
- ☐ c. a constructor is called at the time of declaration of a class.
- ☐ d. a constructor is called at the time of use of a class.

Your answer is correct.

The correct answer is:

a constructor is called at the time of declaration of an object.

**Question 10**

Correct

Mark 1.00 out of 1.00

Q9. A constructor that does not have any parameters is called\_\_\_\_\_ constructor

Select one:

- ☐ a. Copy constructor
- ☐ b. Friend constructor
- ☒ c. Default constructor ✓

- ☐ c. Default constructor ✓
- ☐ d.  
Parameterized constructor

Your answer is correct.

The correct answer is: Default constructor

Question **11**

Correct

Mark 1.00 out of 1.00

Q10. A function call mechanism that passes arguments to a function by passing a copy of the values of the arguments is \_\_\_\_\_

Select one:

- ☐ a. Call by reference
- ☐ b. Call by function
- ☒ c. Call by value ✓
- ☐ d. None of the above

Your answer is correct.

The correct answer is: Call by value

Question **12**

Correct

Mark 1.00 out of 1.00

Q11. Static data members are automatically initialized to \_\_\_\_\_

Select one:

- ☒ a. 0 ✓
- ☐ b. 1
- ☐ c. 2
- ☐ d. None of the above

Your answer is correct.

The correct answer is: 0

Question **13**

Correct

Mark 1.00 out of 1.00

Q12. A \_\_\_\_\_ is a member function with the same name as its class but preceded by a tilde (~) sign.

Select one:

- ☐ a. Copy constructor
- ☐ b. Friend constructor
- ☐ c. Default constructor
- ☒ d. Destructor ✓

Your answer is correct.

The correct answer is: Destructor

Question **14**

Q13. A \_\_\_\_\_ function has access to all private and protected members of the class for which it is a friend.

Correct

Mark 1.00 out of 1.00

Select one:

- ☐ a. Static function
- ☒ b. Friend function ✓
- ☐ c. Const function
- ☐ d. Virtual function

Your answer is correct.

The correct answer is: Friend function

Question **15**

Correct

Mark 1.00 out of 1.00

Q14. Which of the following is not a type of constructor?

Select one:

- ☐ a. Copy constructor
- ☒ b. Friend constructor ✓
- ☐ c. Default constructor
- ☐ d. Parameterized constructor

Your answer is correct.

The correct answer is: Friend constructor

Question **16**

Correct

Mark 1.00 out of 1.00

Q15. Which of the following is not the member of class?

Select one:

- ☐ a. Static function
- ☒ b. Friend function ✓
- ☐ c. Const function
- ☐ d. Virtual function

Your answer is correct.

The correct answer is: Friend function

Question **17**

Correct

Mark 1.00 out of 1.00

Q16. Which of the following term is used for a function defined inside a class?

Select one:

- ☐ a. Member Variable
- ☒ b. Member function ✓
- ☐ c. Class function
- ☐ d. Classic function

Your answer is correct.

The correct answer is: Member function

Question **18**

Correct

Mark 1.00 out of 1.00

Q17. Which of the following concepts of OOPS means exposing only necessary information to client?

Select one:

- ☐ a. Encapsulation
- ☐ b. Abstraction
- ☒ c. Data hiding ✓
- ☐ d. Data binding

Your answer is correct.

The correct answer is: Data hiding

Question **19**

Correct

Mark 1.00 out of 1.00

Q18. Which of the following function declaration using default arguments is incorrect?

Select one:

- ☒ a. `int foo(int x, int y =5, int z=10)` ✓
- ☐ b. `int foo(int x=5, int y =10, int z)`
- ☐ c. `int foo(int x=5, int y, int z=10)`
- ☐ d. All are correct

Your answer is correct.

The correct answer is: `int foo(int x, int y =5, int z=10)`

Question **20**

Correct

Mark 1.00 out of 1.00

Q19 What will happen when we use void in argument passing?

Select one:

- ☒ a. It will not return value to its caller ✓
- ☐ b. It will return value to its caller
- ☐ c. both a & b are correct
- ☐ d. none of the mentioned

Your answer is correct.

The correct answer is: It will not return value to its caller

Question **21**

Correct

Mark 1.00 out of 1.00

Q20. Which function can be called without using an object of a class in C++

Select one:

- ☒ a. Static function ✓
- ☐ b. Inline function
- ☐ c. Friend function
- ☐ d. Constant function

a. Static function

Your answer is correct.

The correct answer is: Static function

Question **22**

Correct

Mark 1.00 out of 1.00

Q21. Which function cannot be overloaded in C++ program?

Select one:

- ☐ a. Virtual function
- ☐ b. Member function
- ☒ c. Static function ✓
- ☐ d. None of the mentioned

Your answer is correct.

The correct answer is: Static function

Question **23**

Correct

Mark 1.00 out of 1.00

Q22.Which statement is correct about passing by value parameters?

Select one:

- ☒ a. it cannot change the actual parameter value ✓
- ☐ b. it can change the actual parameter value
- ☐ c. parameters is always in read-write mode
- ☐ d. none of them

Your answer is correct.

The correct answer is: it cannot change the actual parameter value

Question **24**

Correct

Mark 1.00 out of 1.00

Q23. When will we use the function overloading?

Select one:

- ☒ a. same function name but different number of arguments ✓
- ☐ b. different function name but same number of arguments
- ☐ c. same function name but same number of arguments
- ☐ d. different function name but different number of arguments

Your answer is correct.

The correct answer is: same function name but different number of arguments

Question **25**

Correct

Mark 1.00 out of 1.00

Q24. Variable that are listed in function's calls are called



Select one:

- ☒ a. Actual parameter ✓
- ☐ b. Declared parameter
- ☐ c. Passed parameter
- ☐ d. None of them

Your answer is correct.

The correct answer is: Actual parameter

Question **26**

Correct

Mark 1.00 out of 1.00

Q25. Where does the default parameter can be placed by the user?

Select one:

- ☐ a. leftmost
- ☒ b. rightmost ✓
- ☐ c. both a & b
- ☐ d. none of the mentioned

Your answer is correct.

The correct answer is: rightmost

◀ E\_BALAGURUSAMY -PART-1

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**Started on** Saturday, 19 December 2020, 2:34 PM  
**State** Finished  
**Completed on** Saturday, 19 December 2020, 2:42 PM  
**Time taken** 8 mins 10 secs  
**Grade** 25.00 out of 25.00 (100%)

Information



**Mid-Sem Unit Exam, Session (2020-21)**  
**Program:** BCA  
**Course Code and Name:** CA203 (Object Oriented Programming Using C++)

Question 1  
Complete  
Not graded

Enter your Full Name and Roll number

Roll Number: 1901018305

Course Code and Name:CA203 (Object Oriented Programming Using C++)

Program: BCA

Year /Semester:2nd/3rd

Section/Group: 4/D

Question 2  
Correct  
Mark 1.00 out of 1.00

Which of the following is a mechanism of static polymorphism?

Select one:

- ☐ a. Templates
- ☒ b. All of the above ✓
- ☐ c. Operator overloading
- ☐ d. Function overloading

The correct answer is: All of the above

Question **3**

Correct

Mark 1.00 out of 1.00

What happens if a class does not have a name?

Select one:

- ☒ a. It will not have a destructor ✓
- ☐ b. It will neither have a constructor or destructor
- ☐ c. It is not allowed
- ☐ d. It will not have a constructor

The correct answer is: It will not have a destructor

## Information

## Question Paper

Question **4**

Correct

Mark 1.00 out of 1.00

Out of the following, which is not a member of the class?

Select one:

- ☐ a. Virtual function
- ☐ b. Constant function
- ☐ c. Static function
- ☒ d. Friend function ✓

The correct answer is: Friend function

Question **5**

Correct

Mark 1.00 out of 1.00

C++ Inheritance relationship is?

Select one:

- ☐ a. Has-A
- ☐ b. None of the above
- ☒ c. Is-A ✓
- ☐ d. Association

The correct answer is: Is-A

Question **6**

Correct

Mark 1.00 out of 1.00

Which of the following approach is used by C++?

Select one:

- ☐ a. Left-right
- ☐ b. Top-down
- ☐ c. Right-left
- ☒ d. Bottom-up ✓

The correct answer is: Bottom-up

Question **7**

Correct

Mark 1.00 out of 1.00

At what point of time a variable comes into existence in memory is determined by its

Select one:

- ☐ a. All of the above
- ☐ b. Data type
- ☐ c. Scope
- ☒ d. Storage class ✓

The correct answer is: Storage class

Question **8**

Correct

Mark 1.00 out of 1.00

What does polymorphism in OOPs mean?

Select one:

- ☐ a. Concept of wrapping things into a single unit
- ☐ b. Concept of keeping things in differnt modules/files
- ☐ c. Concept of hiding data
- ☒ d. Concept of allowing overiding of functions ✓

The correct answer is: Concept of allowing overiding of functions

Question **9**

Correct

Mark 1.00 out of 1.00

Which of the following is not a type of inheritance?

Select one:

- ☐ a. Hierarchical
- ☐ b. Multiple
- ☒ c. Distributive ✓
- ☐ d. Multilevel

The correct answer is: Distributive

Question **10**

Correct

Mark 1.00 out of 1.00

How access specifiers in Class helps in Abstraction?

Select one:

- ☐ a. They help in keeping things together
- ☐ b. They does not helps in any way
- ☐ c. Abstraction concept is not used in classes
- ☒ d. They allows us to show only required things to outer world ✓

The correct answer is: They allows us to show only required things to outer world

Question **11**

Correct

Mark 1.00 out of 1.00

Which concept allows you to reuse the written code?

Select one:

- ☐ a. Polymorphism
- ☒ b. Inheritance ✓
- ☐ c. Abstraction
- ☐ d. Encapsulation

The correct answer is: Inheritance

Question **12**

Correct

Mark 1.00 out of 1.00

Which of the following explains Polymorphism?

Select one:

- ☐ a. `int func();int new_func();`
- ☒ b. `int func(float);float func(int, int, char);` ✓
- ☐ c. `int func(int, int);float func1(float, float);`
- ☐ d. `int func(int);int func(int);`

The correct answer is: `int func(float);float func(int, int, char);`

Question **13**

Correct

Mark 1.00 out of 1.00

How many types of polymorphism are there in C++?

Select one:

- ☐ a. 3
- ☐ b. 1
- ☐ c. 4
- ☒ d. 2 ✓

The correct answer is: 2

Question **14**

Correct

Mark 1.00 out of 1.00

What does modularity mean?

Select one:

- ☐ a. Hiding part of program
- ☒ b. Subdividing program into small independent parts ✓
- ☐ c. Overriding parts of program
- ☐ d. Wrapping things into single unit

The correct answer is: Subdividing program into small independent parts

Question **15**

Correct

Mark 1.00 out of 1.00

Which of the following provides a programmer with the facility of using object of a class inside other classes?

Select one:

- ☐ a. Abstraction
- ☐ b. Inheritance
- ☒ c. Composition ✓
- ☐ d. Encapsulation

The correct answer is: Composition

Question **16**

Correct

Mark 1.00 out of 1.00

Which of the following shows multiple inheritances?

Select one:

- ☒ a. A,B->C ✓
- ☐ b. A->B->C
- ☐ c. A->B; A->C
- ☐ d. B->A

The correct answer is: A,B->C

Question **17**

Correct

Mark 1.00 out of 1.00

How many loops are there in C++ 98?

Select one:

- ☐ a. 5
- ☒ b. 3 ✓
- ☐ c. 2
- ☐ d. 4

The correct answer is: 3

Question **18**

Correct

Mark 1.00 out of 1.00

Which of the following class allows to declare only one object of it?

Select one:

- ☒ a. Singleton class ✓
- ☐ b. Friend class
- ☐ c. Virtual class
- ☐ d. Abstract class

The correct answer is: Singleton class

Question **19**

Correct

Mark 1.00 out of 1.00

The OOPs concept in C++, exposing only necessary information to users or clients is known as

Select one:

- ☐ a. Encapsulation
- ☐ b. Hiding Complexity
- ☐ c. Data Hiding
- ☒ d. Abstraction ✓

The correct answer is: Abstraction

Question **20**

Correct

Mark 1.00 out of 1.00

Can main() function be made private?

Select one:

- ☐ a. Yes, always
- ☒ b. No, never ✓
- ☐ c. No, because main function is user defined
- ☐ d. Yes, if program doesn't contain any classes

The correct answer is: No, never

Question **21**

Correct

Mark 1.00 out of 1.00

Which of the following is an abstract data type?

Select one:

- ☐ a. string
- ☒ b. class ✓
- ☐ c. int
- ☐ d. float

The correct answer is: class

Question **22**

Correct

Mark 1.00 out of 1.00

C++ was originally developed by

Select one:

- ☐ a. Sir Richard Hadlee
- ☒ b. Bjarne Stroustrup ✓
- ☐ c. Donald E. Knuth
- ☐ d. Clocksin and Mellish

The correct answer is: Bjarne Stroustrup

Question **23**

Correct

Mark 1.00 out of 1.00

Which operator is overloaded for a cout object?

Select one:

- ☒ a. &lt;&lt; ✓
- ☐ b. &lt;
- ☐ c. &gt;
- ☐ d. &gt;&gt;

The correct answer is: &lt;&lt;

Question **24**

Correct

Mark 1.00 out of 1.00

How structures and classes in C++ differ?

Select one:

- ☒ a. In Structures, members are public by default whereas, in Classes, they are private by default ✓
- ☐ b. Structures cannot have private members whereas classes can have
- ☐ c. In Structures, members are private by default whereas, in Classes, they are public by default
- ☐ d. Structures by default hide every member whereas classes do not

The correct answer is: In Structures, members are public by default whereas, in Classes, they are private by default

Question **25**

Correct

Mark 1.00 out of 1.00

Which value is placed in the base class?

Select one:

- ☐ a. None of the mentioned
- ☒ b. Default type values ✓
- ☐ c. Derived values
- ☐ d. Both A & B

The correct answer is: Default type values

Question **26**

Correct

Mark 1.00 out of 1.00

Which of the following is correct?

Select one:

- ☐ a. C++ allows both static and dynamic type checking
- ☐ b. C++ allows dynamic type checking.
- ☒ c. C++ allows static member function to be of type const. ✓
- ☐ d. C++ allows static type checking

The correct answer is: C++ allows static member function to be of type const.



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**Started on** Wednesday, 2 December 2020, 3:31 PM  
**State** Finished  
**Completed on** Wednesday, 2 December 2020, 3:52 PM  
**Time taken** 21 mins 51 secs  
**Grade** **24.00** out of 25.00 (96%)

Information



**Mid-Sem Unit Exam, Session (2020-21)**

**Program:** BCA

**Course Code and Name:** CA203 (Object Oriented Programming Using C++)

Question **1**

Complete

Not graded

Enter your Full Name and Roll number

Roll Number: 1901018243

Course Code and Name: CA203 (Object Oriented Programming Using C++)

Program: BCA

Year /Semester: 2nd/3rd

Section/Group: D

Question **2**

Correct

Mark 1.00 out of 1.00

What is meant by multiple inheritance?

Select one:

- ☒ a. Deriving a derived class from more than one base class ✓
- ☐ b. Deriving a derived class from base class
- ☐ c. None of the mentioned
- ☐ d. Deriving a base class from derived class

The correct answer is: Deriving a derived class from more than one base class

Question **3**

Correct

Mark 1.00 out of 1.00

Which of the following operators cannot be overloaded?

Select one:

- ☐ a. . Member Access or Dot operator
- ☐ b. ?:Ternary or Conditional Operator
- ☒ c. All of the above ✓
- ☐ d. ::Scope Resolution Operator

The correct answer is: All of the above

Information

Question Paper

Question **4**

Correct

Mark 1.00 out of 1.00

C++ Inheritance relationship is?

Select one:

- ☒ a. Is-A ✓
- ☐ b. Has-A
- ☐ c. None of the above
- ☐ d. Association

The correct answer is: Is-A

Question **5**

Correct

Mark 2.00 out of 2.00

Note:Includes all required header files

```
class find {  
  
public:  
    void print() { cout <<" In find"; }  
};  
  
class course : public find {  
  
public:  
    void print() { cout <<" In course"; }  
};  
  
class tech: public course { };  
  
int main(void)  
{  
    tech t;  
    t.print();  
    return 0;  
}
```

Select one:

- ☐ A. Compiler Error: Ambiguous call to print()
- ☒ B. In course ✔
- ☐ C. In find
- ☐ D. None of the above

Your answer is correct.

The correct answer is: In course

Question **6**

Correct

Mark 1.00 out of 1.00

Protectected members of the class are not inheritable.

Select one:

- ☐ a. TRUE
- ☐ b. Can't Say
- ☒ c. FALSE ✔
- ☐ d. May Be

The correct answer is: FALSE

Question **7**

Correct

Mark 1.00 out of 1.00

inheritance may lead to duplication of inherited members from a "grandparent" base class.

Select one:

- ☐ a. Multiple
- ☐ b. Hierarchical
- ☐ c. Multilevel
- ☒ d. Multipath ✓

The correct answer is: Multipath

Question **8**

Correct

Mark 1.00 out of 1.00

```
int (*ptr)[10];
```

Select one:

- ☐ A. ptr is an pointer to array
- ☐ B. ptr is array of pointers to 10 integers
- ☒ C. ptr is a pointer to an array of 10 integers ✓
- ☐ D. ptr is an array of 10 integers

Your answer is correct.

The correct answer is: ptr is a pointer to an array of 10 integers

Question **9**

Correct

Mark 2.00 out of 2.00

```
#include<iostream>

using namespace std;

class A
{
    int i;

public:
    A(int ii = 0) : i(ii) {}
    void show() { cout << i << endl; }
};

class B
{
    int x;

public:
    B(int xx) : x(xx) {}
    operator A() const { return A(x); }
};

void g(A a)
{
    a.show();
}

int main()
{
    B b(10);
    g(b);
    g(20);
    return 0;
}
```

Select one:

- ☐ A. 20,20
- ☐ B. Compiler Error
- ☒ C. 10,20 ✓
- ☐ D. 10,10

Your answer is correct.

The correct answer is: 10,20

Question **10**

Correct

Mark 1.00 out of 1.00

The friend functions and the member functions of a friend class can directly access the\_\_\_\_\_ data.

Select one:

- ☒ a. Private and protected ✓
- ☐ b. Private and public
- ☐ c. Private, protected and public
- ☐ d. Protected and public

The correct answer is: Private and protected

Question **11**

Correct

Mark 1.00 out of 1.00

If class A is a friend of B, then B doesn't become a friend of A automatically.

Select one:

- ☐ a. Can be true and false
- ☐ b. Can not say
- ☐ c. FALSE
- ☒ d. TRUE ✓

The correct answer is: TRUE

Question **12**

Correct

Mark 1.00 out of 1.00

Which of the following advantages we lose by using multiple inheritance?

Select one:

- ☐ a. Polymorphism
- ☐ b. None of the mentioned
- ☒ c. Both Dynamic binding & Polymorphism ✓
- ☐ d. Dynamic binding

The correct answer is: Both Dynamic binding & Polymorphism

Question **13**

Correct

Mark 2.00 out of 2.00

```
#include <iostream>

using namespace std;

class Test2
{
    int y;
};

class Test
{
    int x;

    Test2 t2;

public:
    operator Test2 () { return t2; }
    operator int () { return x; }
};

void fun ( int x) { cout << "fun(int) called"; }

void fun ( Test2 t ) { cout << "fun(Test 2) called"; }

int main()
{
    Test t;
    fun(t);
    return 0;
}
```

Select one:

- ☒ A. Compiler Error: Ambiguous call to fun() ✓
- ☐ B. fun(Test 2) called
- ☐ C. fun(int) called
- ☐ D. None of the above

Your answer is correct.

The correct answer is: Compiler Error: Ambiguous call to fun()

Question **14**

Correct

Mark 1.00 out of 1.00

What is the difference between protected and private access specifiers in inheritance?

Select one:

- ☐ a. Both are inheritable but private is accessible in the derived class.
- ☒ b. Protected member is inheritable and also accessible in derived class. ✓
- ☐ c. Both are inheritable but protected is not accessible in the derived class.
- ☐ d. Private member is not inheritable and not accessible in derived class.

The correct answer is: Protected member is inheritable and also accessible in derived class.



Question **15**

Correct

Mark 1.00 out of 1.00

class X, class Y and class Z are derived from class BASE. This is \_\_\_\_\_ inheritance.

Select one:

- ☐ a. Single
- ☐ b. Multiple
- ☒ c. Hierarchical ✓
- ☐ d. Multilevel

The correct answer is: Hierarchical

Question **16**

Correct

Mark 1.00 out of 1.00

Sequence of objects that have same type, is called:

Select one:

- ☐ a. Functions
- ☐ b. Operators
- ☐ c. Stacks
- ☒ d. Arrays ✓

The correct answer is: Arrays

Question **17**

Incorrect

Mark 0.00 out of 1.00

When the inheritance is private, the private methods in base class are \_\_in the derived class.

Select one:

- ☒ a. Accessible ✗
- ☐ b. Public
- ☐ c. Inaccessible
- ☐ d. Protected

The correct answer is: Inaccessible

Question **18**

Correct

Mark 2.00 out of 2.00

Note: Includes all required header files

using namespace std;

struct a

```
{
    int p;
};
```

struct b

```
{
    int* x;
};
```

struct c : public a, public b

```
{
};
```

int main()

```
{
    c* p = new c;
    p->x = 0;
    cout << "Inherited";
    return 0;
}
```

Select one:

- ☒ A. Inherited ✓
- ☐ B. None of the mentioned
- ☐ C. Error
- ☐ D. Runtime error

Your answer is correct.

The correct answer is: Inherited

Question **19**

Correct

Mark 1.00 out of 1.00

Which value is placed in the base class?

Select one:

- ☒ a. Default type values ✓
- ☐ b. None of the mentioned
- ☐ c. Derived values
- ☐ d. Both A & B

The correct answer is: Default type values



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Question **20**

Correct

Mark 1.00 out of 1.00

Inheritance allow in C++ Program.

Select one:

- ☐ a. Class Re-usability
- ☐ b. Creating a hierarchy of classes
- ☐ c. Extendibility
- ☒ d. All of the above ✓

The correct answer is: All of the above

Question **21**

Correct

Mark 1.00 out of 1.00

Reusability of the code can be achieved in CPP through:

Select one:

- ☐ a. Encapsulation
- ☐ b. Polymorphism
- ☒ c. Inheritance ✓
- ☐ d. Both A and C

The correct answer is: Inheritance

Question **22**

Correct

Mark 1.00 out of 1.00

When does the ArrayIndexOutOfBoundsException occur?

Select one:

- ☒ a. Run-time ✓
- ☐ b. Not an error
- ☐ c. Compile-time
- ☐ d. None of the mentioned

The correct answer is: Run-time

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**Started on** Saturday, 19 December 2020, 8:02 PM  
**State** Finished  
**Completed on** Saturday, 19 December 2020, 8:06 PM  
**Time taken** 3 mins 23 secs  
**Grade** 25.00 out of 25.00 (100%)

Information



Mid-sem Unit Exam, Session (2020-21)

Program

Course Code and Name:

Question 1

Complete

Not graded

Enter your Full Name and Roll number

Roll Number: 1901018176

Course Code and Name: CA203 0pps in c++

Program: BCA

Year /Semester: 2md/3rd

Section/Group: C

Question 2

Correct

Mark 1.00 out of 1.00

At what point of time a variable comes into existence in memory is determined by its

Select one:

- ☐ a. Data type
- ☒ b. Storage class ✓
- ☐ c. Scope
- ☐ d. All of the above

The correct answer is: Storage class

Question **3**

Correct

Mark 1.00 out of 1.00

C++ is \_\_\_\_\_

Select one:

- ☐ a. procedural programming language
- ☐ b. object oriented programming language
- ☐ c. functional programming language
- ☒ d. both procedural and object oriented programming language ✓

The correct answer is: both procedural and object oriented programming language

Question **4**

Correct

Mark 1.00 out of 1.00

C++ was originally developed by

Select one:

- ☐ a. Sir Richard Hadlee
- ☐ b. Clocksin and Mellish
- ☐ c. Donald E. Knuth
- ☒ d. Bjame Stroustrup ✓

The correct answer is: Bjame Stroustrup

Question **5**

Correct

Mark 1.00 out of 1.00

Can main() function be made private?

Select one:

- ☐ a. Yes, always
- ☐ b. Yes, if program doesn't contain any classes
- ☐ c. No, because main function is user defined
- ☒ d. No, never ✓

The correct answer is: No, never

Question **6**

Correct

Mark 1.00 out of 1.00

How access specifiers in Class helps in Abstraction?

Select one:

- ☐ a. They does not helps in any way
- ☒ b. They allows us to show only required things to outer world ✓
- ☐ c. They help in keeping things together
- ☐ d. Abstraction concept is not used in classes

The correct answer is: They allows us to show only required things to outer world

Question **7**

Correct

Mark 1.00 out of 1.00

How many loops are there in C++ 98?

Select one:

- ☐ a. 2
- ☒ b. 3 ✓
- ☐ c. 4
- ☐ d. 5

The correct answer is: 3

Question **8**

Correct

Mark 1.00 out of 1.00

How many types of polymorphism are there in C++?

Select one:

- ☐ a. 1
- ☒ b. 2 ✓
- ☐ c. 3
- ☐ d. 4

The correct answer is: 2

Question **9**

Correct

Mark 1.00 out of 1.00

How structures and classes in C++ differ?

Select one:

- ☒ a. In Structures, members are public by default whereas, in Classes, they are private by default ✓
- ☐ b. In Structures, members are private by default whereas, in Classes, they are public by default
- ☐ c. Structures by default hide every member whereas classes do not
- ☐ d. Structures cannot have private members whereas classes can have

The correct answer is: In Structures, members are public by default whereas, in Classes, they are private by default

Question **10**

Correct

Mark 1.00 out of 1.00

Out of the following, which is not a member of the class?

Select one:

- ☐ a. Static function
- ☒ b. Friend function ✓
- ☐ c. Constant function
- ☐ d. Virtual function

The correct answer is: Friend function

Question **11**

Correct

Mark 1.00 out of 1.00

The OOPs concept in C++, exposing only necessary information to users or clients is known as

Select one:

- ☒ a. Abstraction ✓
- ☐ b. Encapsulation
- ☐ c. Data Hiding
- ☐ d. Hiding Complexity

The correct answer is: Abstraction

Question **12**

Correct

Mark 1.00 out of 1.00

What does modularity mean?

Select one:

- ☐ a. Hiding part of program
- ☒ b. Subdividing program into small independent parts ✓
- ☐ c. Overriding parts of program
- ☐ d. Wrapping things into single unit

The correct answer is: Subdividing program into small independent parts

Question **13**

Correct

Mark 1.00 out of 1.00

What does polymorphism in OOPs mean?

Select one:

- ☒ a. Concept of allowing overriding of functions ✓
- ☐ b. Concept of hiding data
- ☐ c. Concept of keeping things in different modules/files
- ☐ d. Concept of wrapping things into a single unit

The correct answer is: Concept of allowing overriding of functions

Question **14**

Correct

Mark 1.00 out of 1.00

What happens if a class does not have a name?

Select one:

- ☐ a. It will not have a constructor
- ☒ b. It will not have a destructor ✓
- ☐ c. It is not allowed
- ☐ d. It will neither have a constructor or destructor

The correct answer is: It will not have a destructor

Question **15**

Correct

Mark 1.00 out of 1.00

Which concept allows you to reuse the written code?

Select one:

- ☐ a. Encapsulation
- ☐ b. Abstraction
- ☒ c. Inheritance ✓
- ☐ d. Polymorphism

The correct answer is: Inheritance

Question **16**

Correct

Mark 1.00 out of 1.00

Which of the following approach is used by C++?

Select one:

- ☐ a. Top-down
- ☒ b. Bottom-up ✓
- ☐ c. Left-right
- ☐ d. Right-left

The correct answer is: Bottom-up

Question **17**

Correct

Mark 1.00 out of 1.00

Which of the following class allows to declare only one object of it?

Select one:

- ☐ a. Abstract class
- ☐ b. Virtual class
- ☒ c. Singleton class ✓
- ☐ d. Friend class

The correct answer is: Singleton class

Question **18**

Correct

Mark 1.00 out of 1.00

Which of the following explains Polymorphism?

Select one:

- ☐ a. `int func(int, int);float func1(float, float);`
- ☐ b. `int func(int);int func(int);`
- ☒ c. `int func(float);float func(int, int, char);` ✓
- ☐ d. `int func();int new_func();`

The correct answer is: `int func(float);float func(int, int, char);`



Question **19**

Correct

Mark 1.00 out of 1.00

Which of the following is a mechanism of static polymorphism?

Select one:

- ☐ a. Templates
- ☐ b. Function overloading
- ☐ c. Operator overloading
- ☒ d. All of the above ✓

The correct answer is: All of the above

Question **20**

Correct

Mark 1.00 out of 1.00

Which of the following is an abstract data type?

Select one:

- ☐ a. int
- ☐ b. float
- ☒ c. class ✓
- ☐ d. string

The correct answer is: class

Question **21**

Correct

Mark 1.00 out of 1.00

Which of the following is correct?

Select one:

- ☐ a. C++ allows static type checking
- ☐ b. C++ allows dynamic type checking.
- ☒ c. C++ allows static member function to be of type const. ✓
- ☐ d. C++ allows both static and dynamic type checking

The correct answer is: C++ allows static member function to be of type const.

Question **22**

Correct

Mark 1.00 out of 1.00

Which of the following is correct?

Select one:

- ☐ a. C++ allows static type checking
- ☐ b. C++ allows dynamic type checking.
- ☒ c. C++ allows static member function to be of type const. ✓
- ☐ d. C++ allows both static and dynamic type checking

The correct answer is: C++ allows static member function to be of type const.

Question **23**

Correct

Mark 1.00 out of 1.00

Which of the following is not a type of inheritance?

Select one:

- ☐ a. Multiple
- ☐ b. Multilevel
- ☒ c. Distributive ✓
- ☐ d. Hierarchical

The correct answer is: Distributive

Question **24**

Correct

Mark 1.00 out of 1.00

Which of the following provides a programmer with the facility of using object of a class inside other classes?

Select one:

- ☐ a. Inheritance
- ☒ b. Composition ✓
- ☐ c. Abstraction
- ☐ d. Encapsulation

The correct answer is: Composition

Question **25**

Correct

Mark 1.00 out of 1.00

Which of the following shows multiple inheritances?

Select one:

- ☐ a. A->B->C
- ☐ b. A->C
- ☒ c. A,B->C ✓
- ☐ d. B->A

The correct answer is: A,B->C

Question **26**

Correct

Mark 1.00 out of 1.00

Which operator is overloaded for a cout object?

Select one:

- ☐ a. &gt;&gt;;
- ☐ b. &lt;;
- ☐ c. &gt;;
- ☒ d. &lt;&lt;; ✓

The correct answer is: &lt;&lt;;



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**Started on** Thursday, 10 December 2020, 10:15 PM  
**State** Finished  
**Completed on** Thursday, 10 December 2020, 10:42 PM  
**Time taken** 26 mins 55 secs  
**Grade** **25.00** out of 25.00 (**100%**)

Information



**Mid-Sem Unit Exam, Session (2020-21)**

**Program:** BCA

**Course Code and Name:** CA203 (Object Oriented Programming Using C++)

Question **1**

Complete

Not graded

Enter your Full Name and Roll number

Roll Number: 1901018305

Course Code and Name:ca203/opps using c++

Program: BCA

Year /Semester:2nd/3rd

Section/Group: 4/d

Question **2**

Correct

Mark 1.00 out of 1.00

The main objective of an abstract base class is to provide some traits to the derived class and to create a ..... required for achieving run time polymorphism.

Select one:

- ☐ a. void pointers
- ☐ b. null pointers
- ☒ c. base pointer ✓
- ☐ d. this pointer

The correct answer is: base pointer

Question **3**

Correct

Mark 1.00 out of 1.00

How do define the user-defined exceptions?

Select one:

- ☐ a. Inheriting class functionality
- ☐ b. None of the above
- ☒ c. Inheriting & overriding exception class functionality ✓
- ☐ d. Overriding class functionality

The correct answer is: Inheriting & overriding exception class functionality

Question **4**

Correct

Mark 1.00 out of 1.00

Run time polymorphism is achieved only when a ..... is accessed through a pointer to the base class.

Select one:

- ☐ a. static function
- ☒ b. virtual function ✓
- ☐ c. member function
- ☐ d. real function

The correct answer is: virtual function

Question **5**

Correct

Mark 1.00 out of 1.00

..... is useful in creating objects at run time.

Select one:

- ☒ a. object pointer ✓
- ☐ b. null pointer
- ☐ c. void pointer
- ☐ d. this pointer

The correct answer is: object pointer

Question **6**

Correct

Mark 1.00 out of 1.00

A .....binding means that an object is bound to its function call at compile time.

Select one:

- ☐ a. fixed
- ☐ b. dynamic
- ☒ c. static ✓
- ☐ d. late

The correct answer is: static

Question **7**

Correct

Mark 1.00 out of 1.00

If a ..... is defined in the base class. it need not be necessarily redefined in the derived class.

Select one:

- ☐ a. member function
- ☐ b. real function
- ☒ c. virtual function ✓
- ☐ d. static function

The correct answer is: virtual function

Question **8**

Correct

Mark 1.00 out of 1.00

Which keyword is used to handle the expection?

Select one:

- ☐ a. Try
- ☒ b. Catch ✓
- ☐ c. None of the above
- ☐ d. Throw

The correct answer is: Catch

Question **9**

Correct

Mark 1.00 out of 1.00

In nested try block, if inner catch handler gets executed, then \_\_\_\_\_?

Select one:

- ☐ a. Compiler will jump to the outer catch handler and then executes remaining executable statements of main().
- ☐ b. Program execution stops immediately.
- ☒ c. Compiler will execute remaining executable statements of outer try block and then the main(). ✓
- ☐ d. Outer catch handler will also get executed.

The correct answer is: Compiler will execute remaining executable statements of outer try block and then the main().

Question **10**

Correct

Mark 1.00 out of 1.00

The pointer to a function is known as ..... function.

Select one:

- ☐ a. backward
- ☒ b. callback ✓
- ☐ c. forward
- ☐ d. pointer

The correct answer is: callback

Question **11**

Correct

Mark 1.00 out of 1.00

If we attempt to dereference an uninitialized pointer it will ..... by referring to any other location in memory.

Select one:

- ☐ a. run time error
- ☐ b. executes
- ☐ c. cause a compile-time error
- ☒ d. cause run time error ✓

The correct answer is: cause run time error

## Information

## Question Paper

Question **12**

Correct

Mark 1.00 out of 1.00

..... is a function declared in a base class that has no definition relative to the base class.

Select one:

- ☐ a. pure function
- ☒ b. pure virtual function ✓
- ☐ c. member function
- ☐ d. virtual function

The correct answer is: pure virtual function

Question **13**

Correct

Mark 2.00 out of 2.00

```
#include<iostream>

using namespace std;

class Base {};

class Derived: public Base {};

int main()
{
    Derived d;
    try {
        throw d;
    }
    catch(Base b) {
        cout<<"Caught Base Exception";
    }
    catch(Derived d) {
        cout<<"Caught Derived Exception";
    }
    return 0;
}
```

Select one:

- ☐ A. Caught Derived Exception
- ☐ B. None of the above
- ☐ C. Compiler Error
- ☒ D. Caught Base Exception ✓

Your answer is correct.

The correct answer is: Caught Base Exception

Question **14**

Correct

Mark 1.00 out of 1.00

The ..... cannot be directly used to access all the members of the derived class.

Select one:

- ☐ a. void pointers
- ☒ b. base pointer ✓
- ☐ c. this pointer
- ☐ d. null pointers

The correct answer is: base pointer



Question **15**

Correct

Mark 1.00 out of 1.00

Return type of `uncaught_exception()` is:

Select one:

- ☐ a. `char *`
- ☐ b. `double`
- ☒ c. `bool` ✓
- ☐ d. `int`

The correct answer is: `bool`Question **16**

Correct

Mark 1.00 out of 1.00

We can manipulate a pointer with the indirection operator (\*), which is also known as .....

Select one:

- ☐ a. reference operator
- ☐ b. direction operator
- ☒ c. dereference operator ✓
- ☐ d. indirection operator

The correct answer is: dereference operator

Question **17**

Correct

Mark 1.00 out of 1.00

A ..... refers to an object that that currently invokes a member function.

Select one:

- ☒ a. `this` pointer ✓
- ☐ b. base pointer
- ☐ c. null pointers
- ☐ d. void pointers

The correct answer is: `this` pointerQuestion **18**

Correct

Mark 1.00 out of 1.00

..... are also known as generic pointers which refer to variables of any type.

Select one:

- ☐ a. base pointer
- ☐ b. null pointers
- ☒ c. void pointers ✓
- ☐ d. `this` pointer

The correct answer is: void pointers

Question **19**

Correct

Mark 1.00 out of 1.00

In compiletime polymorphism are also known as

Select one:

- ☐ a. static binding
- ☒ b. All of the above ✓
- ☐ c. early binding
- ☐ d. static linking

The correct answer is: All of the above

Question **20**

Correct

Mark 1.00 out of 1.00

The pointers which are not initialized in a program are called.

Select one:

- ☐ a. void pointers
- ☐ b. this pointer
- ☐ c. base pointer
- ☒ d. null pointers ✓

The correct answer is: null pointers

Question **21**

Correct

Mark 1.00 out of 1.00

C++ supports run time polymorphism with the help of virtual functions called:

Select one:

- ☐ a. static
- ☐ b. early binding
- ☒ c. dynamic ✓
- ☐ d. run time

The correct answer is: dynamic

Question **22**

Correct

Mark 1.00 out of 1.00

Using the ..... we can change the contents of the memory location.

Select one:

- ☐ a. reference operator
- ☒ b. dereference operator ✓
- ☐ c. direction operator
- ☐ d. indirection operator

The correct answer is: dereference operator

Question **23**

Correct

Mark 1.00 out of  
1.00

The important application of ..... is to return the object it points to.

Select one:

- ☐ a. void pointers
- ☐ b. null pointers
- ☐ c. base pointer
- ☒ d. this pointer ✓

The correct answer is: this pointer

Question **24**

Correct

Mark 2.00 out of 2.00

```
#include <iostream>

using namespace std;

int main()
{
    int x = -1;

    try {
        cout << "Inside try \n";
        if (x < 0)
        {
            throw x;
            cout << "After throw \n";
        }
    }

    catch (int x ) {
        cout << "Exception Caught \n";
    }

    cout << "After catch \n";
    return 0;
}
```

Select one:

- ☒ A.  
Inside try  
Exception Caught  
After catch ✓
- ☐ B.  
Inside try  
After throw  
After catch
- ☐ C.  
Inside try  
Exception Caught
- ☐ D.  
Inside try  
Exception Caught  
After throw  
After catch

Your answer is correct.

The correct answer is:  
Inside try  
Exception Caught  
After catch

Incorrect

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**Started on** Saturday, 5 December 2020, 1:11 PM  
**State** Finished  
**Completed on** Saturday, 5 December 2020, 1:45 PM  
**Time taken** 33 mins 51 secs  
**Grade** **21.00** out of 25.00 (84%)

Information



**Mid-sem Unit Exam, Session (2020-21)**

Program

Course Code and Name:

Question **1**  
Complete  
Not graded

Enter your Full Name and Roll number

Roll Number: 1901018136

Course Code and Name:C++/CA203

Program: BCA

Year /Semester:2/3

Section/Group: B

Question **2**  
Correct  
Mark 1.00 out of 1.00

Q23. Which of the following correctly declares an array?

Select one:

- ☒ a. int array[10]; ✓
- ☐ b. int array;
- ☐ c. array{10};
- ☐ d. array array[10];

Your answer is correct.

The correct answer is: int array[10];

Question **3**

Correct

Mark 1.00 out of 1.00

Q9. The mechanism of giving special meanings to an operator is known as \_\_\_\_\_.

Select one:

- ☒ a. Operator Overloading ✓
- ☐ b. Operator Conversion
- ☐ c. Operator Copying
- ☐ d. None of the mentioned

Your answer is correct.

The correct answer is: Operator Overloading

Question **4**

Correct

Mark 1.00 out of 1.00

Q19. `Float * p = new float [50];` is an example of

Select one:

- ☐ a. Static array declaration
- ☒ b. Dynamic array declaration ✓
- ☐ c. Multi-dimensional array declaration
- ☐ d. Both a and b

Your answer is correct.

The correct answer is: Dynamic array declaration

Question **5**

Correct

Mark 1.00 out of 1.00

Q1. What does inheritance allows you to do?

Select one:

- ☐ a. create a class
- ☒ b. create a hierarchy of classes ✓
- ☐ c. access methods
- ☐ d. none of the mentioned

Your answer is correct.

1.

The correct answer is:  
create a hierarchy of classes

Question **6**

Incorrect

Mark 0.00 out of 1.00

Q6. While overloading binary operators using member function, how many arguments are required?

Select one:

- ☒ a. Zero ❌
- ☐ b. One
- ☐ c. Two
- ☐ d. Three

Your answer is incorrect.

The correct answer is: One

Question **7**

Correct

Mark 1.00 out of 1.00

Q21. What is the type of the elements of array of objects?

Select one:

- ☒ a. Class ✔️
- ☐ b. Void
- ☐ c. String
- ☐ d. Null

Your answer is correct.

The correct answer is: Class

Question **8**

Correct

Mark 1.00 out of 1.00

Q25. Objects of an array is called as

Select one:

- ☒ a. Elements of an array ✔️
- ☐ b. Functions of an array
- ☐ c. Indexes of an array
- ☐ d. All of them

Your answer is correct.

The correct answer is: Elements of an array



Question **9**

Correct

Mark 1.00 out of 1.00

Q22. Position number contained within a square brackets e.g. my\_array [5], is referred as

Select one:

- ☐ a. Post-scripts
- ☒ b. Sub-scripts ✓
- ☐ c. Elements of an array
- ☐ d. None of them

Your answer is correct.

The correct answer is: Sub-scripts

Question **10**

Correct

Mark 1.00 out of 1.00

Q5. When overloading unary operators using Friend function, how many arguments are required?

Select one:

- ☐ a. Zero
- ☒ b. One ✓
- ☐ c. Two
- ☐ d. None of these

Your answer is correct.

The correct answer is: One

## Information

Question Paper

Question **11**

Correct

Mark 1.00 out of 1.00

Q13. A member declared as \_\_\_\_\_ is accessible by the member functions within its class and any class immediately derived from it.

Select one:

- ☐ a. Public
- ☒ b. Protected ✓
- ☐ c. Private
- ☐ d. None of the mentioned

Your answer is correct.

The correct answer is: Protected

Question **12**

Correct

Mark 1.00 out of 1.00

Q17 What is meant by multiple inheritance?

Select one:

- ☐ a. Deriving a base class from derived class
- ☐ b. Deriving a derived class from base class
- ☒ c. Deriving a derived class from more than one base class ✓
- ☐ d. None of the mentioned

Your answer is correct.

The correct answer is: Deriving a derived class from more than one base class

Question **13**

Correct

Mark 1.00 out of 1.00

Q3. What is meant by multiple inheritance?

Select one:

- ☐ a. Deriving a derived class from base class
- ☐ b. Deriving a base class from derived class
- ☒ c. Deriving a derived class from more than one base class ✓
- ☐ d. None of the mentioned

Your answer is correct.

The correct answer is: Deriving a derived class from more than one base class

Question **14**

Correct

Mark 1.00 out of 1.00

Q10. \_\_\_\_\_ is the process of creating new classes, called derived classes, from Existing or base classes.

Select one:

- ☐ a. Polymorphism
- ☐ b. Encapsulation
- ☒ c. Inheritance ✓
- ☐ d. None of the mentioned

Your answer is correct.

The correct answer is: Inheritance

Question **15**

Correct

Mark 1.00 out of 1.00

Q7. An operator function is created using \_\_\_\_\_ keyword.

Select one:

- ☐ a. iterator
- ☐ b. allocator
- ☐ c. constructor
- ☒ d. operator ✓

Your answer is correct.

The correct answer is: operator

Question **16**

Correct

Mark 1.00 out of 1.00

Q4. When a function is defined in the derived class with the same name and arguments in the function in the base class, it is called:

Select one:

- ☐ a. Overloading
- ☒ b. Overriding ✓
- ☐ c. Rewriting
- ☐ d. All of these

Your answer is correct.

The correct answer is:  
Overriding

Question **17**

Correct

Mark 1.00 out of 1.00

Q14. The compiler does not support automatic type conversions for the \_\_\_\_\_ data type.

Select one:

- ☐ a. Public defined
- ☒ b. User-defined ✓
- ☐ c. Private Defined
- ☐ d. None of the mentioned

Your answer is correct.

The correct answer is: User-defined

Question **18**

Correct

Mark 1.00 out of 1.00

Q8. Reusability of the code can be achieved in C++ through:

Select one:

- ☐ a. Polymorphism
- ☐ b. Encapsulation
- ☒ c. Inheritance ✓
- ☐ d. Both a and c

Your answer is correct.

The correct answer is: Inheritance

Question **19**

Correct

Mark 1.00 out of 1.00

Q2. What is the syntax of inheriting a class?

Select one:

- ☐ a.  
class name
- ☐ b. class name : access specifier
- ☒ c. class name : access specifier class name ✓
- ☐ d. None of the mentioned

Your answer is correct.

The correct answer is: class name : access specifier class name

Question **20**

Incorrect

Mark 0.00 out of 1.00

Q12. When a base class is privately inherited by a derived class, public members of the base class become \_\_\_\_\_ members of the derived class

Select one:

- ☒ a. Public ✗
- ☐ b. Protected
- ☐ c. Private
- ☐ d. None of the mentioned

Your answer is incorrect.

The correct answer is: Private

Question **21**

Incorrect

Mark 0.00 out of 1.00

Q24. What are the disadvantages of arrays?

Select one:

- ☐ a. We must know before hand how many elements will be there in the array
- ☒ b. There are chances of wastage of memory space if elements inserted in an array are lesser than the allocated size ✖
- ☐ c.  
Insertion and deletion becomes tedious
- ☐ d. All of the mentioned

Your answer is incorrect.

The correct answer is: All of the mentioned

Question **22**

Correct

Mark 1.00 out of 1.00

Q11. A Derived class with only one class is called \_\_\_\_\_

Select one:

- ☒ a. Simple Inheritance ✔
- ☐ b. Hybrid Inheritance
- ☐ c. Multiple Inheritances
- ☐ d. Hierarchical Inheritance

Your answer is correct.

The correct answer is: Simple Inheritance

Question **23**

Correct

Mark 1.00 out of 1.00

Q16. When the inheritance is private, the private methods in base class are \_\_\_\_\_ in the derived class

Select one:

- ☒ a. Inaccessible ✔
- ☐ b. Accessible
- ☐ c. Protected
- ☐ d. Public

Your answer is correct.

The correct answer is: Inaccessible

Question **24**

Correct

Mark 1.00 out of 1.00

Q18. Choose a correct statement about C language arrays.

Select one:

- ☐ a. An array address is the address of first element of array itself.
- ☐ b. An array size must be declared if not initialized immediately.
- ☐ c. Array size is the sum of sizes of all elements of the array.
- ☒ d.

All the above ✓

Your answer is correct.

The correct answer is:

All the above

Question **25**

Incorrect

Mark 0.00 out of 1.00

Q15. When the features of one class may be inherited by more than one class. This process is known as

---

Select one:

- ☐ a. Simple Inheritance
- ☐ b. Hybrid Inheritance
- ☒ c. Multiple Inheritances ✗
- ☐ d. Hierarchical Inheritance

Your answer is incorrect.

The correct answer is: Hierarchical Inheritance

Question **26**

Correct

Mark 1.00 out of 1.00

Q20. What is array of objects?

Select one:

- ☒ a. An array of instances of class represented by single name ✓
- ☐ b. An array of instances of class represented by more than one name
- ☐ c. An array of instances which have more than 2 instances
- ☐ d. An array of instances which have different types

Your answer is correct.

The correct answer is: An array of instances of class represented by single name

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**State** Finished

**Completed on** Saturday, 12 December 2020, 7:27 PM

**Time taken** 10 mins 56 secs

**Grade** 25.00 out of 25.00 (100%)

Information



**INTEGRAL**  
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Mid-sem Unit Exam, Session (2020-21)

Program

Course Code and Name:

Question 1

Not answered

Not graded

Enter your Full Name and Roll number

Information

Question Paper

Question 2

Correct

Mark 1.00 out of 1.00

Q1. Which error occur due to poor understanding of problem and its solution:

Select one:

- ☒ a. Logic ✓
- ☐ b. Syntactic
- ☐ c. Synchronous
- ☐ d. None of these

Your answer is correct.

The correct answer is: Logic



Question 3

Correct

Mark 1.00 out of 1.00

Q2.What does the following statement mean?

int (\*fp)(int)

Select one:

- ☐ a. pointer to a pointer
- ☐ b. pointer to an array of chars
- ☒ c. pointer to function taking an int argument and returns an int ✓
- ☐ d. function taking a char\* argument and returning a pointer to int

Your answer is correct.

The correct answer is: pointer to function taking an int argument and returns an int

Question 4

Correct

Mark 1.00 out of 1.00

Q3.In C++, dynamic memory allocation is done using.

Select one:

- ☐ a. calloc()
- ☐ b. malloc()
- ☐ c. allocate
- ☒ d. New ✓

Your answer is correct.

The correct answer is: New

Question 5

Correct

Mark 1.00 out of 1.00

Q4.Which of the following operator is used to release the dynamically allocated memory in C++?

Select one:

- ☐ a. remove
- ☐ b. free
- ☒ c. delete ✓
- ☐ d. both b and c

Your answer is correct.

The correct answer is: delete

Question 6

Correct

Mark 1.00 out of 1.00

Q5. Run time polymorphism can be achieved with:

Select one:

- ☐ a. Virtual Base class
- ☐ b. Container class
- ☒ c. Virtual function ✓
- ☐ d. Both A and C

Your answer is correct.

The correct answer is: Virtual function

Question **7**

Correct

Mark 1.00 out of 1.00

Q6. The code of statements which may cause abnormal termination of the program should be written under which block?

Select one:

- ☒ a. try ✓
- ☐ b. catch
- ☐ c. Finally
- ☐ d. None of these

Your answer is correct.

The correct answer is: try

Question **8**

Correct

Mark 1.00 out of 1.00

Q7. An exception is thrown using which keyword in C++?

Select one:

- ☐ a. throws
- ☒ b. throw ✓
- ☐ c. threw
- ☐ d. thrown

Your answer is correct.

The correct answer is: throw

Question **9**

Correct

Mark 1.00 out of 1.00

Q8. A Pointer to a pointer stores \_\_\_\_\_ of another pointer variable.

Select one:

- ☒ a. Address ✓
- ☐ b. Variable Name
- ☐ c. Value
- ☐ d. Data Type

Your answer is correct.

The correct answer is: Address

Question **10**

Correct

Mark 1.00 out of 1.00

Q9. `int *ptr=&a;` The pointer variable contains the address of the \_\_\_\_\_.

Select one:

- ☒ a. variable a ✓
- ☐ b. address of pointer
- ☐ c. value of the \*ptr
- ☐ d. none of the above

Your answer is correct.

The correct answer is: variable a

Question **11**

Correct

Mark 1.00 out of 1.00

Q10. A Pointer variable can access a string by referring its \_\_\_\_\_ character.

Select one:

- ☒ a. First ✓
- ☐ b. Last
- ☐ c. Middle
- ☐ d. all of the above

Your answer is correct.

The correct answer is: First

Question **12**

Correct

Mark 1.00 out of 1.00

Q11. \_\_\_\_\_ pointer is used to return the object it points to.

Select one:

- ☒ a. this ✓
- ☐ b. that
- ☐ c. pointer
- ☐ d. then

Your answer is correct.

The correct answer is: this

Question **13**

Correct

Mark 1.00 out of 1.00

Q12. \_\_\_\_\_ simply means one name having multiple forms.

Select one:

- ☒ a. Polymorphism ✓
- ☐ b. Inheritance
- ☐ c. Class
- ☐ d. Object

Your answer is correct.

The correct answer is: Polymorphism

Question **14**

Correct

Mark 1.00 out of 1.00

Q13. When a function is made \_\_\_\_\_, C++ determines which function to use at run time based on the type of object pointed to by the base pointer, rather than the type of the pointer

Select one:

- ☒ a. Virtual ✓
- ☐ b. Static
- ☐ c. Abstract
- ☐ d. All of the above

Your answer is correct.

The correct answer is: Virtual

Question **15**

Correct

Mark 1.00 out of 1.00

Q14. The errors that are caused by events beyond the control of the program are called \_\_\_\_\_ exceptions.

Select one:

- ☒ a. Synchronous ✓
- ☐ b. Asynchronous
- ☐ c. Both a and b
- ☐ d. None of the above

Your answer is correct.

The correct answer is: Synchronous

Question **16**

Correct

Mark 1.00 out of 1.00

Q15. When an exception is detected and thrown, the control goes to the corresponding \_\_\_\_\_ block.

Select one:

- ☒ a. Catch ✓
- ☐ b. try
- ☐ c. throw
- ☐ d. none of the above

Your answer is correct.

The correct answer is: Catch

Question **17**

Correct

Mark 1.00 out of 1.00

Q16. When performing conversion in the source class, \_\_\_\_\_ operator is used.

Select one:

- ☒ a. Type cast ✓
- ☐ b. conversion
- ☐ c. data
- ☐ d. none of the mention

Your answer is correct.

The correct answer is: Type cast

Question **18**

Correct

Mark 1.00 out of 1.00

Q17. Which of the following is the correct way to declare a pointer ?

Select one:

- ☒ a. int \*ptr ✓
- ☐ b. int ptr
- ☐ c. int &ptr
- ☐ d. All of the above

Your answer is correct.

The correct answer is: int \*ptr

Question **19**

Correct

Mark 1.00 out of 1.00

Q18. pointer can point to which type of objects?

Select one:

- ☐ a. int
- ☐ b. float
- ☐ c. double
- ☒ d. all of the mentioned ✓

Your answer is correct.

The correct answer is: all of the mentioned

Question **20**

Correct

Mark 1.00 out of 1.00

Q19. State whether the following statements about pointers in C++ are True.

- i) A pointer can be incremented (++) or decremented (–)
- ii) Any integer can be added to or subtracted from a pointer
- iii) One pointer can be subtracted from another

Select one:

- ☐ a. i and ii only
- ☐ b. ii and iii only
- ☐ c. i and iii only
- ☒ d. All i, ii and iii ✓

Your answer is correct.

The correct answer is: All i, ii and iii

Question **21**

Correct

Mark 1.00 out of 1.00

Q20. C++ supports run time polymorphism with the help of virtual functions, which is called ..... binding.

Select one:

- ☒ a. dynamic ✓
- ☐ b. run time
- ☐ c. early binding
- ☐ d. static

Your answer is correct.

The correct answer is: dynamic

Question **22**

Correct

Mark 1.00 out of 1.00

Q21. A ..... refers to an object that that currently invokes a member function

Select one:

- ☐ a. void pointers
- ☐ b. null pointers
- ☒ c. this pointer ✓
- ☐ d. base pointer

Your answer is correct.

The correct answer is: this pointer

Question **23**

Correct

Mark 1.00 out of 1.00

Q22. The pointer to a function is known as ..... function.

Select one:

- ☐ a. forward
- ☐ b. pointer
- ☒ c. callback ✓
- ☐ d. backward

Your answer is correct.

The correct answer is: callback

Question **24**

Correct

Mark 1.00 out of 1.00

Q23. Which keyword is used to handle the exception?

Select one:

- ☐ a. Try
- ☐ b. Throw
- ☒ c. Catch ✓
- ☐ d. None of the above

Your answer is correct.

The correct answer is: Catch

Question **25**

Correct

Mark 1.00 out of 1.00

Q24. What is the output of this program?

```
#include<iostream.h>
int main()
{
    try
    {
        throw 20;
    }
    catch (int e)
    {
        cout<<"An exception occurred"<<e<<endl;
    }
    return 0;
}
```

Select one:

- ☐ a. 20
- ☐ b. An exception occurred
- ☐ c. Error
- ☒ d. An exception occurred 20 ✓

Your answer is correct.

The correct answer is: An exception occurred 20

Question **26**

Correct

Mark 1.00 out  
of 1.00

Q25. Which block should be placed after try block?

Select one:

- ☒ a. catch ✓
- ☐ b. throw
- ☐ c. either catch or throw
- ☐ d. none of the mentioned

Your answer is correct.

The correct answer is: catch

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