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Started on Wednesday, 9 December 2020, 9:07 PM
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Completed on Wednesday, 9 December 2020, 9:12 PM
Time taken 5 mins
Grade 4.00 out of 5.00 (80%)

Question **1**
Correct
Mark 1.00 out of 1.00

Which is private member functions access scope?

- Select one:
- ☐ a. Member functions which can't be accessed inside the class
 - ☐ b. Member functions which can used outside the class
 - ☒ c. Member functions which can only be used within the class ✓
 - ☐ d. Member functions which are accessible in derived class

The correct answer is: Member functions which can only be used within the class

Question **2**
Incorrect
Mark 0.00 out of 1.00

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

- Select one:
- ☐ a. int foo(int x=5, int y, int z=10)
 - ☒ b. int foo(int x, int y =5, int z=10) ✗
 - ☐ c. All are correct
 - ☐ d. int foo(int x=5, int y =10, int z=10)

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

Question **3**
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. Hiding complexity
 - ☐ b. Data hiding
 - ☒ c. Abstraction ✓
 - ☐ d. Encapsulation

The correct answer is: Abstraction

Question 4

Correct

Mark 1.00 out of 1.00

Can main() function be made private?

Select one:

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

The correct answer is: No, never

Question 5

Correct

Mark 1.00 out of 1.00

Which of the following operators cannot be overloaded?

Select one:

- ☐ a. .* (Pointer-to-member Operator)
- ☐ b. .* (Pointer-to-member Operator)
- ☐ c. :: (Scope Resolution Operator)
- ☒ d. All of the above ✓

The correct answer is: All of the above



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UNIT EXAM III

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Started on Wednesday, 9 December 2020, 5:31 PM

State Finished

Completed on Wednesday, 9 December 2020, 5:37 PM

Time taken 5 mins 58 secs

Grade 5.00 out of 5.00 (100%)

Question **1**

Correct

Mark 1.00 out of 1.00

Reusability of the code can be achieved in CPP through:

Select one:

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

The correct answer is: Inheritance

Question **2**

Correct

Mark 1.00 out of 1.00

When does the ArrayIndexOutOfBoundsException occur?

Select one:

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

The correct answer is: Run-time

Question **3**

Correct

Mark 1.00 out of 1.00

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

Select one:

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

The correct answer is: Multipath

Question 4

Correct

Mark 1.00 out of 1.00

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

Select one:

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

The correct answer is: Both Dynamic binding & Polymorphism

Question 5

Correct

Mark 1.00 out of 1.00

Inheritance allow in C++ Program.

Select one:

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

The correct answer is: All of the above



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UNIT EXAM 4

E-mail: ili@iul.ac.in, sdc@iul.ac.in

Started on Friday, 11 December 2020, 5:31 PM

State Finished

Completed on Friday, 11 December 2020, 5:37 PM

Time taken 5 mins 12 secs

Grade 5.00 out of 5.00 (100%)

Question 1

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 2

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 3

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 **4**

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 **5**

Correct

Mark 1.00 out of 1.00

Q9.A default catch block catches

Select one:

- ☐ a. All thrown objects
- ☐ b. no thrown objects
- ☒ c. any thrown object that has not been caught by an earlier catch block
- ☐ d. all thrown objects that have been caught by an earlier catch block



Your answer is correct.

The correct answer is: any thrown object that has not been caught by an earlier catch block

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Completed on Thursday, 10 December 2020, 2:48 PM

Time taken 8 mins 27 secs

Grade 5.00 out of 5.00 (100%)

Question **1**

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

The correct answer is: Storage class

Question **2**

Correct

Mark 1.00 out of 1.00

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

Select one:

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

The correct answer is: static

Question **3**

Correct

Mark 1.00 out of 1.00

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

Select one:

- ☐ a. Interface
- ☐ b. abstract functions
- ☐ c. abstract classes
- ☒ d. pure virtual function ✓

The correct answer is: pure virtual function

Question 4

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. All of the above
- ☒ c. Storage class ✓
- ☐ d. Scope

The correct answer is: Storage class

Question 5

Correct

Mark 1.00 out of 1.00

C++ Inheritance relationship is?

Select one:

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

The correct answer is: Is-A



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Completed on Thursday, 10 December 2020, 1:53 PM

Time taken 7 mins 30 secs

Grade 5.00 out of 5.00 (100%)

Question
1

Correct

Mark 0.50
out of
0.50

Q2. 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

Your answer is correct.

The correct answer is: Object Oriented Programming System

Question
2

Correct

Mark 0.50
out of
0.50

Q10. Other definition of objects.

Select one:

- ☐ a. member of the class
- ☐ b. associate of the class
- ☐ c. attribute of the class
- ☒ d. instance of the class ✓

Your answer is correct.

The correct answer is: instance of the class

Question

3

Correct

Mark 0.50
out of
0.50

Q6. The fields in the class in c++ program are by default

Select one:

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

Your answer is correct.

The correct answer is: private

Question

4

Correct

Mark 0.50
out of
0.50

Q7. 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

Your answer is correct.

The correct answer is: Scope Resolution Operator

Question

5

Correct

Mark 0.50
out of
0.50

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. ✓

Your answer is correct.

The correct answer is: Class data members are private by default while that of structure are public by default.

Question

6

Correct

Mark 0.50
out of
0.50

Q1. 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

7

Correct

Mark 0.50
out of
0.50

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

Your answer is correct.

The correct answer is: Only those defined in the same class

**Question
8**

Correct

Mark 0.50
out of
0.50

Q9. Where can the default parameter 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

**Question
9**

Correct

Mark 0.50
out of
0.50

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

Your answer is correct.

The correct answer is: Instance of a class

**Question
10**

Correct

Mark 0.50
out of
0.50

Q8. The operators which are used to format the data display in C++ are called:

Select one:

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

Your answer is correct.

The correct answer is: Manipulators

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Time taken 4 mins 19 secs
Grade 5.00 out of 5.00 (100%)

Question **1**
Correct
Mark 1.00 out of 1.00

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

Your answer is correct.

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

Question **2**

Correct

Mark 1.00 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. Protected
- ☒ d. Inaccessible ✓

The correct answer is: Inaccessible

Question **3**

Correct

Mark 1.00 out of 1.00

C++ Inheritance relationship is?

Select one:

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

The correct answer is: Is-A

Question **4**

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

The correct answer is: Hierarchical

Question **5**

Correct

Mark 1.00 out of 1.00

Which of the following operators cannot be overloaded?

Select one:

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

The correct answer is: All of the above



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Completed on Thursday, 10 December 2020, 3:51 PM

Time taken 3 mins 7 secs

Grade 5.00 out of 5.00 (100%)

Question **1**

Correct

Mark 0.50 out of 0.50

Q2. 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

Your answer is correct.

The correct answer is: Object Oriented Programming System

Question **2**

Correct

Mark 0.50 out of 0.50

Q6. The fields in the class in c++ program are by default

Select one:

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

Your answer is correct.

The correct answer is: private

Question **3**

Correct

Mark 0.50 out of 0.50

Q7. 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

Your answer is correct.

The correct answer is: Scope Resolution Operator

Question **4**

Correct

Mark 0.50 out of 0.50

Q1. 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 **5**

Correct

Mark 0.50 out of 0.50

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

Your answer is correct.

The correct answer is: Only those defined in the same class.

Question **6**

Correct

Mark 0.50 out of 0.50

Q9. Where can the default parameter 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

Question **7**

Correct

Mark 0.50 out of 0.50

Q8. The operators which are used to format the data display in C++ are called:

Select one:

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

Your answer is correct.

The correct answer is: Manipulators

Question **8**

Correct

Mark 0.50 out of 0.50

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. ✓

Your answer is correct.

The correct answer is: Class data members are private by default while that of structure are public by default.

Question **9**

Correct

Mark 0.50 out of 0.50

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

Your answer is correct.

The correct answer is: Instance of a class

Question **10**

Correct

Mark 0.50 out of 0.50

Q10. Other definition of objects

Select one:

- ☐ a. member of the class
- ☐ b. associate of the class
- ☐ c. attribute of the class
- ☒ d. instance of the class ✓

Your answer is correct.

The correct answer is: instance of the class

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Completed on Friday, 11 December 2020, 2:27 PM

Time taken 2 mins 52 secs

Grade 5.00 out of 5.00 (100%)

Question
1

Correct

Mark 0.50
out of
0.50

Q2. When two or more classes serve as base class for a derived class, the situation is known as

Select one:

- ☒ a. Multiple inheritance ✓
- ☐ b. Polymorphism
- ☐ c. Encapsulation
- ☐ d. Hierarchical inheritance

Your answer is correct.

The correct answer is: Multiple inheritance

Question
2

Correct

Mark 0.50
out of
0.50

Q1. When a class serves as base class for many derived classes, the situation is called

Select one:

- ☐ a. Polymorphism
- ☒ b. Hierarchical inheritance ✓
- ☐ c. Hybrid inheritance
- ☐ d. Multi path inheritance

Your answer is correct.

The correct answer is: Hierarchical inheritance

Question

3

Correct

Mark 0.50
out of
0.50

Q4. _____ 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

4

Correct

Mark 0.50
out of
0.50

Q10. 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 ✓

Your answer is correct.

The correct answer is: class data members are private by default while that of structure are public by default

Question

5

Correct

Mark 0.50
out of
0.50

Q6. 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

6

Correct

Mark 0.50
out of
0.50

Q5. 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

7

Correct

Mark 0.50
out of
0.50

Q3. 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

The correct answer is: Method Overriding

Question

8

Correct

Mark 0.50
out of
0.50

Q9.A default catch block catches

Select one:

- ☐ a. All thrown objects
- ☐ b. no thrown objects
- ☒ c. any thrown object that has not been caught by an earlier catch block ✓
- ☐ d. all thrown objects that have been caught by an earlier catch block

Your answer is correct.

The correct answer is: any thrown object that has not been caught by an earlier catch block

Question

9

Correct

Mark 0.50
out of
0.50

Q7. 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
10

Correct

Mark 0.50
out of
0.50

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

Your answer is correct.

The correct answer is: Data hiding

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ASSIGNMENT 1 ▶



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Time taken 10 mins 3 secs

Grade 4.00 out of 5.00 (80%)

Question **1**

Correct

Mark 1.00 out of 1.00

Constructors are used to

Select one:

- ☐ a. None of the mentioned
- ☒ b. Initalize the objects ✓
- ☐ c. Construct the data members
- ☐ d. Both a & b

The correct answer is: Initalize the objects

Question **2**

Correct

Mark 1.00 out of 1.00

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

Select one:

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

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

Question **3**

Correct

Mark 1.00 out of 1.00

Reusability of the code can be achieved in CPP through:

Select one:

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

The correct answer is: Inheritance

Question 4

Incorrect

Mark 0.00 out of 1.00

Which of the following is correct about function overloading?

Select one:

- ☒ a. The types of arguments are different. ✖
- ☐ b. Both A and B.
- ☐ c. The order of argument is different.
- ☐ d. The number of argument is same.

The correct answer is: Both A and B.

Question 5

Correct

Mark 1.00 out of 1.00

In C++, members of a class are _____ by default.

Select one:

- ☐ a. Public
- ☐ b. Static
- ☐ c. Protected
- ☒ d. Private ✔

The correct answer is: Private



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Started on Thursday, 10 December 2020, 3:04 PM

State Finished

Completed on Thursday, 10 December 2020, 3:14 PM

Time taken 10 mins 3 secs

Grade 4.00 out of 5.00 (80%)

Question **1**

Correct

Mark 1.00 out of 1.00

Constructors are used to

Select one:

- ☐ a. None of the mentioned
- ☒ b. Initalize the objects ✓
- ☐ c. Construct the data members
- ☐ d. Both a & b

The correct answer is: Initalize the objects

Question **2**

Correct

Mark 1.00 out of 1.00

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

Select one:

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

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

Question **3**

Correct

Mark 1.00 out of 1.00

Reusability of the code can be achieved in CPP through:

Select one:

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

The correct answer is: Inheritance

Question 4

Incorrect

Mark 0.00 out of 1.00

Which of the following is correct about function overloading?

Select one:

- ☒ a. The types of arguments are different. ✖
- ☐ b. Both A and B.
- ☐ c. The order of argument is different.
- ☐ d. The number of argument is same.

The correct answer is: Both A and B.

Question 5

Correct

Mark 1.00 out of 1.00

In C++, members of a class are _____ by default.

Select one:

- ☐ a. Public
- ☐ b. Static
- ☐ c. Protected
- ☒ d. Private ✔

The correct answer is: Private



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State Finished

Completed on Friday, 11 December 2020, 1:57 PM

Time taken 17 mins 48 secs

Grade 5.00 out of 5.00 (100%)

Question 1

Correct

Mark 0.50 out of 0.50

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

Your answer is correct.

The correct answer is: Data hiding

Question 2

Correct

Mark 0.50 out of 0.50

Q10. 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 ✓

Your answer is correct.

The correct answer is: class data members are private by default while that of structure are public by default

Question 3

Correct

Mark 0.50 out of 0.50

Q9.A default catch block catches

Select one:

- ☐ a. All thrown objects
- ☐ b. no thrown objects
- ☒ c. any thrown object that has not been caught by an earlier catch block ✓
- ☐ d. all thrown objects that have been caught by an earlier catch block

Your answer is correct.

The correct answer is: any thrown object that has not been caught by an earlier catch block

Question **4**

Correct

Mark 0.50 out of 0.50

Q2. When two or more classes serve as base class for a derived class, the situation is known as

Select one:

- ☒ a. Multiple inheritance ✓
- ☐ b. Polymorphism
- ☐ c. Encapsulation
- ☐ d. Hierarchical inheritance

Your answer is correct.

The correct answer is: Multiple inheritance

Question **5**

Correct

Mark 0.50 out of 0.50

Q1. When a class serves as base class for many derived classes, the situation is called

Select one:

- ☐ a. Polymorphism
- ☒ b. Hierarchical inheritance ✓
- ☐ c. Hybrid inheritance
- ☐ d. Multi path inheritance

Your answer is correct.

The correct answer is: Hierarchical inheritance

Question **6**

Correct

Mark 0.50 out of 0.50

Q7. 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 **7**

Correct

Mark 0.50 out of 0.50

Q3. 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 0.50 out of 0.50

Q5. 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 **9**

Correct

Mark 0.50 out of 0.50

Q4. _____ 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 **10**

Correct

Mark 0.50 out of 0.50

Q6. 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



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Completed on Saturday, 19 December 2020, 2:35 PM

Time taken 4 mins 45 secs

Grade 5.00 out of 5.00 (100%)

Question **1**

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 **2**

Correct

Mark 1.00 out of 1.00

Which operator is overloaded for a cout object?

Select one:

- ☐ a. >>
- ☐ b. <
- ☐ c. >
- ☒ d. << ✓

The correct answer is: <<

Question **3**

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 4

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 5

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 differnt modules/files
- ☐ d. Concept of wrapping things into a single unit

The correct answer is: Concept of allowing overriding of functions



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Completed on Friday, 11 December 2020, 2:20 PM
Time taken 2 mins
Grade 5.00 out of 5.00 (100%)

Question **1**
Correct
Mark 0.50 out of 0.50

Q2. When two or more classes serve as base class for a derived class, the situation is known as

Select one:

- ☒ a. Multiple inheritance ✓
- ☐ b. Polymorphism
- ☐ c. Encapsulation
- ☐ d. Hierarchical inheritance

Your answer is correct.
The correct answer is: Multiple inheritance

Question **2**
Correct
Mark 0.50 out of 0.50

Q10. 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 ✓

Your answer is correct.
The correct answer is: class data members are private by default while that of structure are public by default

Question **3**
Correct
Mark 0.50 out of 0.50

Q9.A default catch block catches

Select one:

- ☐ a. All thrown objects
- ☐ b. no thrown objects
- ☒ c. any thrown object that has not been caught by an earlier catch block ✓
- ☐ d. all thrown objects that have been caught by an earlier catch block

Your answer is correct.
The correct answer is: any thrown object that has not been caught by an earlier catch block

Question **4**

Correct

Mark 0.50 out of 0.50

Q3. 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 **5**

Correct

Mark 0.50 out of 0.50

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

Your answer is correct.

The correct answer is: Data hiding

Question **6**

Correct

Mark 0.50 out of 0.50

Q6. 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 **7**

Correct

Mark 0.50 out of 0.50

Q7. 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 **8**

Correct

Mark 0.50 out of 0.50

Q5. 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 **9**

Correct

Mark 0.50 out of 0.50

Q4. _____ 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 **10**

Correct

Mark 0.50 out of 0.50

Q1. When a class serves as base class for many derived classes, the situation is called

Select one:

- ☐ a. Polymorphism
- ☒ b. Hierarchical inheritance ✓
- ☐ c. Hybrid inheritance
- ☐ d. Multi path inheritance

Your answer is correct.

The correct answer is: Hierarchical inheritance

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Question 1

Not yet
answered

Marked 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

[Clear my choice](#)

Question 2

Not yet
answered

Marked out of
1.00

Which operator is overloaded for a cout object?

Select one:

- ☐ a. >>
- ☐ b. <
- ☐ c. >
- ☒ d. <<

[Clear my choice](#)

Question 3

Not yet
answered

Marked 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

[Clear my choice](#)

Question 4

Not yet
answered

Marked 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

[Clear my choice](#)

Question **5**

Not yet answered

Marked 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 differnt modules/files
- ☐ d. Concept of wrapping things into a single unit

[Clear my choice](#)



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Time taken 13 mins 49 secs

Grade 3.00 out of 5.00 (60%)

Question 1

Not answered

Not graded

Enter your Full Name and Roll number

Question 2

Correct

Mark 1.00 out of 1.00

Which return type cannot return any value to the caller?

Select one:

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

The correct answer is: void

Question 3

Correct

Mark 1.00 out of 1.00

Which of the following is not a type of constructor?

Select one:

- ☐ a. copy constructor
- ☒ b. friend constructor ✓
- ☐ c. default constructor
- ☐ d. parameterized constructor

The correct answer is: friend constructor

Question 4

Incorrect

Mark 0.00 out of 1.00

What is the return type of the function with prototype: "int func(char x, float v, double t);"

Select one:

- ☐ a. char
- ☐ b. int
- ☒ c. float ✗
- ☐ d. double

The correct answer is: int

The correct answer is: inline

Question 5

Incorrect

Mark 0.00 out of 1.00

What does the inline keyword do?

Select one:

- ☐ a. Indicates a function declaration
- ☐ b. Tells the compiler to use the function only within the same source code file
- ☐ c. Causes all function calls to be replaced by the code from the function
- ☒ d. Allows one-line function declarations ❌

The correct answer is: Causes all function calls to be replaced by the code from the function

Question 6

Correct

Mark 1.00 out of 1.00

Why reference is not same as a pointer?

Select one:

- ☐ a. A reference can never be null.
- ☐ b. A reference once established cannot be changed.
- ☐ c. Reference doesn't need an explicit dereferencing mechanism.
- ☒ d. All of the above. ✔️

The correct answer is: All of the above.

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UNIT 3

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Time taken 6 mins 26 secs
Grade **3.00** out of 5.00 (**60%**)

Question **1**
Correct
Mark 1.00 out of 1.00

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

Select one:

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

The correct answer is: Inheritance

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

The end of string is recognized by

Select one:

- ☒ a. the null character ✓
- ☐ b. the newline character
- ☐ c. the \$ sign
- ☐ d. the / sign

The correct answer is: the null character

Question **3**
Correct
Mark 1.00 out of 1.00

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

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

Question 4

Incorrect

Mark 0.00 out of 1.00

An _____ class is one that is not used to create objects but only to act as a base class.

Select one:

- ☒ a. Super Class ❌
- ☐ b. Sub Class
- ☐ c. Abstract Class
- ☐ d. None of the mentioned

The correct answer is: Abstract Class

Question 5

Incorrect

Mark 0.00 out of 1.00

Protectected members of the class are not inheritable.

Select one:

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

The correct answer is: FALSE

Question 6

Complete

Not graded

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Roll Number: 1901018307

Name: Shahzad alam

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Section/Group: 5



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Completed on Friday, 18 December 2020, 1:56 PM

Time taken 5 mins 50 secs

Grade 5.00 out of 5.00 (100%)

Question 1

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 2

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 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

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 **5**

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



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Completed on Friday, 18 December 2020, 1:28 PM

Time taken 5 mins 52 secs

Grade 4.00 out of 5.00 (80%)

Question **1**

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 differnt modules/files
- ☐ d. Concept of wrapping things into a single unit

The correct answer is: Concept of allowing overriding of functions

Question **2**

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 **3**

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 4

Incorrect

Mark 0.00 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 5

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

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Started on Friday, 18 December 2020, 1:58 PM

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Completed on Friday, 18 December 2020, 2:03 PM

Time taken 4 mins 37 secs

Grade 5.00 out of 5.00 (100%)

Question 1

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 2

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 3

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 4

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 5

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

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Question 1

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 2

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 3

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 **4**

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 **5**

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



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