**Object Oriented Programming with C++**

**Q#1: MCQs**

# **An object oriented system is defined as**

1. a collection of interacting objects and accomplish tasks
2. classes and procedures that are separate from data
3. data flow applications that process input into output
4. any system designed for the internet

# **A class and object are:**

# Different because a class is an instance and an object is a category

# Different because a class is an instance and an object is an association

# Different because a class is a type of thing and an object is a specific instance

1. The same because a class is the same as an object.

# **A static method**

#### May be invoked by referencing the class name

#### May be invoked by referencing the instance name

1. Both A & B
2. Neither A nor B

# **The number of association possible between classes of objects is called**

1. Polymorphism
2. Multiplicity
3. Relationship
4. Methods

# **When you overload an arithmetic assignment operator, the result**

1. Goes in the object to the right of the operator
2. Goes in the object to the left of the operator
3. Goes in the of which the operator is member
4. None of above

# **A friend function can be used to**

1. Mediate argument between classes
2. Allow access to classes whose source code is unavailable
3. Increase the versatility of an overloaded operator
4. None of the above

# **Advantages of inheritance include**

1. Facilitating class libraries
2. Avoiding the rewriting of code
3. Providing a useful conceptual framework
4. All of the above

# **A pure virtual function is a virtual function that**

1. Causes its class to be abstract
2. Is used in base class
3. Return nothing
4. Both A and B

# **Polymorphism is achieved through**

1. Virtual function
2. Constructor
3. Destructor
4. Overloading operators

# **A class that has at least one pure virtual function is called;**

1. Concrete class
2. Super class
3. Derived class
4. Abstract class