

MCQ

Cisco Webex Meetings - Person... Part A: Multiple Choice Question +
elearning.utm.my/2022/mod/quiz/attempt.php?attempt=34408&cmid=115102
Cisco Webex Meetings - Person... Part A: Multiple Choice Question +
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Dashboard My courses SECJ1023-04 Mock Test I Part A: Multiple Choice Questions (30 Minutes)

SECJ1023-04 TEKNIK PENGATURCARAAN II (PROGRAMMING TECHNIQUE II)

Question 1 Not yet answered Marked out of 1.00 Flag question

Which of the following constructor declaration is incorrect?

Select one:

a. class student{ int age; public: student(int);}

b. class student {int age; public: student (int a){ age = a;};}

c. class student {int age; student(int a){age = a;};} : Default private

d. class student{ string name; public: student(string = "");}

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SECJ1023-04 TEKNIK PENGATURCARAAN II (PROGRAMMING TECHNIQUE II)

Question 2 Not yet answered Marked out of 1.00 Flag question

A friend of a class must be declared

Select one:

a. In the main() program

b. Inside the class member function

c. Inside the class that will be used by the friend function.

d. in the function prototype

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Question 3 Not yet answered Marked out of 1.00 Flag question

These are overloaded operators, EXCEPT:

Select one:

a. =
 b. new
 c. delete
 d. <<

Time left 0:11:01

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Question 4 Not yet answered Marked out of 1.00 Flag question

Which of the following is FALSE regarding object-oriented programming paradigm.

Select one:

a. Data in objects is known as properties or attributes.
 b. Object oriented programming combines data and methods via encapsulation.
 c. Data hiding is the ability of an object to hide data from other objects in the program.
 d. Programming in object oriented involves choosing data structures, designing algorithms, and translating algorithm into code.

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Dashboard My courses SECJ1023-04 Mock Test 1 Part A: Multiple Choice Questions (30 Minutes)

Question 5 Not yet answered Marked out of 1.00 Flag question

Choose the statement that are FALSE about destructor.
Select one:
 a. Destructor can be overloaded.
 b. Destructor has no return type.
 c. Dynamic memories allocated by the constructor should be released by the destructor.
 d. Destructor executes automatically when the object is destroyed.

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Question 6 Not yet answered Marked out of 1.00 Flag question

Given the following program:

```
int add(int a, int b){  
    return a + b;  
}  
  
int multiply(int a, int b){  
    return a * b;  
}  
  
void result(int r){  
    cout << "y = mx + c: y = " << r << endl;  
}  
  
int main()  
{  
  
    double y, m, x, c;  
  
    cout << "y = mx + c, Enter m, x and c => ";  
  
    cin >> m >> x >> c;  
  
    y = multiply(m, x);  
  
    result(y);  
  
    return 0;  
}
```

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```
int main()
{
    double y, m, x, c;
    cout << "y = mx + c, Enter m, x and c > ";
    cin >> m >> x >> c;
    y = multiply(m, x);
    y = add(y, c);
    result(y);
    return 0;
}
```

Which of the following statements is INCORRECTLY describing the Program?

Select one:

- a. Data lives in the main function.
- b. Parameter passing is the key principle used in the program.
- c. Data flows around the program from one function to another.
- d. Each function in the program communicate thru message passing mechanism.

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SECJ1023-04 TEKNIK PENGATURCARAAN II (PROGRAMMING TECHNIQUE II)

Dashboard My courses SECJ1023-04 Mock Test I Part A: Multiple Choice Questions (30 Minutes)

Question 7 Not yet answered Marked out of 1.00 Flag question

Which feature of OOP indicates code reuseability?

Select one:

- a. Abstraction
- b. Inheritance → one perfect class with methods
- c. Encapsulation
- d. Polymorphism

same action differently

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SECJ1023-04 TEKNIK PENGATURCARAAN II (PROGRAMMING TECHNIQUE II)

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Question 8 Not yet answered Marked out of 1.00 Flag question

When an object is dynamically allocated with the new operator as follows:
Order *s = new Order(3, 20);
its constructor will execute.
When the object is destroyed, which of the following statement execute the destructor?

Select one:

- a. delete (3,20);
- b. delete order;
- c. delete-
- d. delete s;

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Question 9 Not yet answered Marked out of 1.00 Flag question

What is this in C++?
Select one:

- a. It is a built-in class.
- b. It is a variable of the current object.
- c. It is an instance of a class.
- d. It is a pointer.

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Time left 0:09:32

Question 10 Not yet answered Marked out of 1.00 Flag question

If a member variable is declared _____, all objects of that class have access to that variable.

Select one:

- a. inline.
- b. friend. *not a member of class*
- c. Static.
- d. Dynamic.

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Question 11 Not yet answered Marked out of 1.00 Flag question

Which of the following are TRUE about operator overloading in C++?

Select one:

- a. Overloading an operator will change the context or meaning of the operator.
- b. Once an operator is overloaded, the existing operator can no longer be used.
- c. The operator == can be overloaded for comparing the equality of two objects.
- d. All operators can be overloaded depending on requirements. *overload*

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Question 12
Not yet answered
Marked out of 1.00
Flag question

What happens when string object s3 is defined?

```
string s1 = "Hello";
string s2 = "World";
string s3 = (s1+s2).substr(5);
```

Select one:

- a. Segmentation fault as two string cannot be added in C++.
- b. Run-time error
- c. The statements runs perfectly.
- d. Error because s1+s2 will result into string and no string has in substr() function.

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Dashboard My courses SECJ1023-04 Mock Test 1 Part A: Multiple Choice Questions (30 Minutes)

Question 13
Not yet answered
Marked out of 1.00
Flag question

Given the two declarations of string objects:

```
string myName("Naailah");
string aliName(myName, 3);
```

What will be the value for aliName?

Select one:

- a. lah
- b. ilah
- c. Naai
- d. Naa

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Part A: Multiple Choice Question

Given Class Rectangles as follows:

```
class Rectangle{  
private:  
    int w, h;  
public:  
    int width(){  
        return w;  
    }  
    int area() const{  
        return w * h;  
    }  
    void getwidth(){  
        cout << "Enter the width >>";  
        cin >> w;  
    }  
    int getHeight() const{  
        return h;  
    }  
};
```

All the following methods are considered as accessors to the class Rectangle EXCEPT

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Part A: Multiple Choice Question

```
cout << "Enter the width >>";  
cin >> w;  
}  
int getHeight() const{  
    return h;  
}  
};
```

All the following methods are considered as accessors to the class Rectangle EXCEPT

Select one:

- a. area()
- b. getWidth()
- c. width()
- d. getHeight()

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Dashboard My courses SECJ1023-04 Mock Test 1 Part A: Multiple Choice Questions (30 Minutes)

Question 15 Not yet answered Marked out of 1.00 Flag question

Which of the following is INCORRECT about friend.

Select one:

- a. It can be function or a class.
- b. The keyword friend must be used to declare a friend.
- c. The friend declaration must be done inside the class that declared it as a friend.
- d. The purpose of friend is to enable access to the public member of certain class.

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Dashboard My courses SECJ1023-04 Mock Test 1 Part A: Multiple Choice Questions (30 Minutes)

Question 16 Not yet answered Marked out of 1.00 Flag question

Given the following program:

```
int add(int a, int b){  
    return a + b;  
}  
  
int multiply(int a, int b){  
    return a * b;  
}  
  
void result(int r){  
    cout << "y = mx + c: y = " << r << endl;  
}  
  
int main()  
{  
  
    double y, m, x, c;  
  
    cout << "y = mx + c, Enter m, x and c => ";  
  
    cin >> m >> x >> c;  
  
    y = multiply(m, x);  
  
    y = add(y, c);  
  
    result(y);  
  
    return 0;  
}
```

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Part A: Multiple Choice Question

Part A: Multiple Choice Question

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y = multiply(m, x);
y = add(y, c);
result(y);
return 0;
}

The Program is written in _____ style.

Select one:

a. Dynamic Programming
 b. Procedural Programming
 c. Functional Programming
 d. Object Oriented Programming

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Cisco Webex Meetings - Personal Part A: Multiple Choice Question +

Part A: Multiple Choice Question

Part A: Multiple Choice Question

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When a class is used to build an object, the object created is called _____ of the class.

Select one:

a. instance
 b. property
 c. object
 d. method

Question 17 Not yet answered Marked out of 1.00 Flag question

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SECJ1023-04 TEKNIK PENGATURCARAAN II (PROGRAMMING TECHNIQUE II)

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Question 18 Not yet answered Marked out of 1.00 Flag question Time left 0:07:41

UTM librarian intend to categorize the books in the library system into History Books, Computer Books and Science Books. For Computer Books, it will be further categorized into Software Engineering Books, Database Books and Computer Networking Books. This example is related to the OOP concept called _____.

Select one:

- a. Encapsulation.
- b. Association.
- c. Polymorphism.
- d. Inheritance.

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Question 19 Not yet answered Marked out of 1.00 Flag question Time left 0:07:29

Given class Date as follows

```
const string DAYS[7] = {"Mon", "Tue", "Wed", "Thu", "Fri", "Sat", "Sun"};  
class Date{  
private:  
    int year, month, day;  
    void adjustYear(int y){  
        if (y < 99) year = y + 1900;  
        else if (y < 20) year = y + 2000;  
        else year = y;  
    }  
  
public:  
    Date(int y = 19, int m, int d)  
    { month=m;  
        Day = d;  
        adjustYear(y); }  
    void setYear(int y){  
        adjustYear(y); }  
    string getDayName() const{  
        return DAYS[day - 1]; };
```

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Part A: Multiple Choice Question

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string getDayName() const{
 return DAYS[day - 1];
}

void setDay(int d) {
 day = d;
}

void setDay(string name){
 for (int d = 0; d < 7; d++)
 if (name == DAYS[d]) day = d + 1;
}

};

Which statement is FALSE about the method `adjustYear()` of the class `Date`.

Select one:
 a. It converts the year 99 to 1999.
 b. It helps to avoid writing the same code over and over again.
 c. It must be put under the public section.
 d. It is meant to be used internally by the class's methods.

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Part A: Multiple Choice Question

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Question 20
Not yet answered
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Flag question

Which of the following is correct way of concatenating two string objects in C++?

way 1:
string s1 = "Hello";
string s2 = "World";
string s3 = s1 + s2;

way 2:
string s1 = "Hello";
string s2 = "World";
string s3 = s1.append(s2);

way 3:
string s1 = "Hello";
string s2 = "World";
string s3 = strcat(s1,s2);

Select one:
 a. 2 and 3
 b. 1, 2 and 3
 c. 1 and 3
 d. 1 and 2

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Part B: Short Answer I (30 minutes) ►

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PART A

The screenshot shows a web browser window with a UTM logo header. On the left, a sidebar displays 'Question 1' status: 'Not yet answered' and 'Marked out of 10.00'. The main area contains a code snippet and instructions:

Given an incomplete C++ program below, complete the program by filling in the blanks according to the instructions stated in the comments and the following output:

```
In constructor: Ahmad Ali(3.67)
In constructor: Zety Amir(3.53)
In constructor: Aida Aris(3.53)
In destructor: Zety Amir(3.53)
In destructor: Aida Aris(3.53)
In destructor: Ahmad Ali(3.67)
```

Please write a C++ statements **WITHOUT** using any **WHITESPACE** unless it is really needed such as in variable declarations etc.

Note: You are allowed to use **ONLY a single statement** to answer each instruction.

```
#include <iostream>
using namespace std;
class Student
{
    string name;
    float cgpa;

public:
    Student(string="Aida Aris",float=3.53);
    ~Student()
    {
        cout<<"In destructor: "<<name<<" ("<<cgpa<<") "<<endl;
    }
};
```

Time left: 0:06:14

1 2

Finish attempt ...

The screenshot shows a continuation of the web-based C++ programming quiz interface. The sidebar remains the same. The main area now contains more code and instructions:

```
Student(string="Aida Aris",float=3.53);
~Student()
{
    cout<<"In destructor: "<<name<<" ("<<cgpa<<") "<<endl;
}

//Write a function header for the constructor (2 marks)
{
    name=n;
    cgpa=c;
    cout<<"In constructor: "<<name<<" ("<<cgpa<<") "<<endl;
}

int main()
{
    //Declare a Student pointer named pStud (1 mark)
    [REDACTED]

    //Based on the output given, create a Student object named s1 (2 marks)
    [REDACTED]

    //Based on the output given, dynamically allocate a Student object by using pStud pointer (2 marks)
    [REDACTED]

    //Based on the output given, create a Student object named s2 (2 marks)
    [REDACTED]

    //Release memory pointed by pStud (1 mark)
    [REDACTED]

    return 0;
}
```

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Question 2
Not yet answered
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Flag question

Given the following C++ program:

```
1 #include <iostream>
2 using namespace std;
3
4 class Test
5 {
6     private:
7         int count;
8
9     public:
10     Test():count(5){}
11     Test(int c){count=c;}
12     ~Test(){cout<<"Count: "<<count;}
13     int getCount(){return count;}
14     void setCount(int c){count=c;}
15     void operator=(int c){count=count+c;}
16     void display(){cout<<"Count: "<<count;}
17     friend void print(Test);
18 }
19
20 void print()(Test t){cout<<"Count: "<<t.getCount();}
21 void print(Test t){cout<<"Count: "<<t.count;}
22
23 int main()
24 {
25     return 0;
26 }
```

Time left 0:05:17

1 2 Finish attempt ...

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Cisco Webex Meetings - Personal | Part B: Short Answer 1 (30 minutes) | +

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Question 2
Not yet answered
Marked out of 10.00
Flag question

```
20 void print()(Test t){cout<<"Count: "<<t.getCount();}
21 void print(Test t){cout<<"Count: "<<t.count;}
22
23 int main()
24 {
25     return 0;
26 }
```

Time left 0:05:05

Based on each term given below, choose the line of source codes in the program above that implements the concept. Then, choose the most suitable statement that describes each concept.

Term	Line	Description
Mutator function	21	
Overloaded constructor	20	
Standalone function	21	
Friend function	20	
Operator overloading	21	

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Finish attempt ...

Previous activity

Part A: Multiple Choice Questions (30 Minutes)

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Next activity

Part C: Short Answer 2 (30 minutes) ▶

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PART B

Given the following program, answer all the questions:

```
1 #include <iostream>
2 using namespace std;
3
4 class Flower{
5     int petals;
6 public:
7     Flower(int petals=10){
8         this->petals = petals;
9     }
10 }
11
12 int main()
13 {
14     Flower f1(13);
15     Flower f2 = Flower(7);
16     if(f2 != f1){
17         cout<<"Different";
18     }
19     else{
20         cout<<"Same";
21     }
22     return 0;
23 }
```

1. Which **operator** should be overloaded in the program above to make the program error-free?

2. Give the **function header** of the operator function which we need to define in this program, so that the program has no errors.

Time left 0:04:39

Quiz navigation: 1 2 3

Finish attempt ...

1. Which **operator** should be overloaded in the program above to make the program error-free?

2. Give the **function header** of the operator function which we need to define in this program, so that the program has no errors. **HINT:** Question 2 and 3 are related.

3. Give the **function body** of the operator function which we need to define in this program, so that the program has no errors and gives the output.

4. Assume all the errors are fixed in the program above, what is the **output** of this program?

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Cisco Webex Meetings - Personal | Part C: Short Answer 2 (30 minutes) | +

Part C: Short Answer 2 (30 minutes)

Given an incomplete program segment which utilizes C++ string objects below, complete the program by filling in the blanks according to the instructions stated in the comments. The program segment prints the following output when it runs:

Sanjung
UTM Sanjungan Malaysia
22
UTM Malaysia
UTM Johor Malaysia

Please write a C ++ statements WITHOUT using any WHITESPACE unless it is really needed such as in variable declarations etc.

Note: (1) You are NOT allowed to use C-string library functions to answer this question.
(2) You are allowed to use ONLY a single statement to answer each instruction.
(3) You are allowed to use ONLY one function in each statement.

```
string str="UTM Sanjungan Bangsa";
//Display the word of (Sanjung) in str (2 marks)
cout<<_____<<endl;
//Change the word of (Bangsa) in str with (Malaysia) (3 marks)
_____
cout<<str<<endl;
//Display the number of characters in str (1 mark)
cout<<_____<<endl;
//Remove the second word and second whitespace in str (2 marks)
_____
cout<<str<<endl;
```

Cisco Webex Meetings - Personal | Part C: Short Answer 2 (30 minutes) | +

Part C: Short Answer 2 (30 minutes)

Please write a C ++ statements WITHOUT using any WHITESPACE unless it is really needed such as in variable declarations etc.

Note: (1) You are NOT allowed to use C-string library functions to answer this question.
(2) You are allowed to use ONLY a single statement to answer each instruction.
(3) You are allowed to use ONLY one function in each statement.

```
string str="UTM Sanjungan Bangsa";
//Display the word of (Sanjung) in str (2 marks)
cout<<_____<<endl;
//Change the word of (Bangsa) in str with (Malaysia) (3 marks)
_____
cout<<str<<endl;
//Display the number of characters in str (1 mark)
cout<<_____<<endl;
//Remove the second word and second whitespace in str (2 marks)
_____
cout<<str<<endl;
//Add the word of (Johor) with whitespace before the word of (Malaysia) in str (2 marks)
_____
cout<<str<<endl;
```

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Question 3

Not yet answered
Marked out of 5.00
Flag question

The following C++ program has an error. Answer all the questions in this section.

```
1 #include <iostream>
2 using namespace std;
3
4 class Book
5 {
6     int page;
7     public:
8         Book(int pg) {
9             page = pg;
10        }
11        void display();
12        friend void show();
13    };
14
15 void Book::display()
16 {
17     cout<<"The number of pages is: "<<page<< " ";
18 }
19 void Book::show()
20 {
21     Book b(10);
22     cout<<"The number of pages is: "<<b.page<< " ";
23 }
24
25 int main()
26 {
27     Book b(5);
28     _____
29     show();
30     return 0;
31 }
```

Time left 0:03:46

1 2 3

Finish attempt ...

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UTM

```
24
25 int main()
26 {
27     Book b(5);
28     _____
29     show();
30     return 0;
31 }
```

Time left 0:03:32

1. Fix the error so that the program above has no error.

2. What will be the output of the program above after fixing the error and line 28 is disabled?

3. Write a C++ statement to invoke the `display` function in line 28.

4. How many member functions are there in the `Book` class excluding constructors and destructors?

5. What will be the output of the program above after line 28 is completed?

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