**Exercise 6**

**1. The copy constructor is executed when**

**a.** we assigned one object to another object at its creation

**b.** objects are sent to a function using call by value mechanism

**c.** the function returns an object

**d.** All the above.

**2. We can use the *this* pointer in a static member function of the class:**

**a.** True

**b.** False

**3. A *for loop* is best used when**

**a.** You need to modify a variable in the loop body

**b.** The number of loops is known in advance

**c.** You need to perform the loop body at least once

**d.** The loop is in a function block

**4. In the following program *f()* is overloaded:**

void f(int x)

{

//..

}

void f(float x, float y)

{

//..

}

main()

{

//..

}

**a.** True

**b.** False

**5. If a=3, b=4 and c=5, then the expression (((a\*c)>(a\*b))\*c) evaluates to:**

**a.** 5

**b.** -48

**c.** 0

**d.** -1

**6. What is the output of the following program?**

#include<iostream>

using namespace std;

main()

{

int a[] = {1, 2};

int\* p = a;

cout << p[1];

}

**a.** 1

**b.** 2

**c.** compiler error

**d.** runtime error

**7. By default the members of a *struct* are**

**a.** private

**b.** protected

**c.** public

**d.** Access specifiers are not applicable for structures

**8. For child classes to access members of their parent classes, make sure the parent class members are declared as**

**a.** public

**b.** protected

**c.** a or b

**d.** private

**9. An *abstract base class* is one which needs to be instantiated**

**a.** True

**b.** False

**10. Object-Oriented Programming (OOP) consists of**

**a.** Encapsulation

**b.** Abstraction

**c.** Inheritance

**d.** Polymorphism

**e.** c and d

**f.** a and b

**g.** a, b, c and d