SPPU In-semester Examination - A.Y.2020-21 Sem 1(SE COMPUTER 2019_OOP_06/04/2021_Time(2 PM - 2:40 PM))

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Attempt following questions

Questions begin here.....

Choose the correct remarks. 1 point

- ?: (conditional) operator can be overloaded
- Operator precedence cannot be changed.
- Binary operators cannot be overloaded.
- C++ allows any operator to be overloaded.

Clear selection

Which of the following remarks about the differences between constructors and destructors are correct? 1 point

- Constructor is used to deallocate the memory to an instance or object.
- Constructors can be overloaded but destructors cannot be overloaded.
- Destructors can take arguments, but constructors cannot.
- While in a class, there can be multiple destructors.

Clear selection

For Cat and Animal class, correct way of inheritance is 1 point

- ○ None is correct way
- ○ Both are correct way
- ○ class Animal: public Cat
- ◉ class Cat: public Animal

Clear selection

Which feature is not related to the derived classes among the following? 1 point

- ◉ Run time memory management
- ○ Compile time function references
- ○ Inheritance
- ○ Encapsulation

Clear selection

Which of the following statements are not true about destructor? 1. It is invoked when object goes out of the scope 2. Like constructor, it can also have parameters 3. It can be virtual 4. It can be declared in private section 5. It bears same name as that of the class and precedes Lambda sign 1 point

- ○ Only 2, 3, 5
- ○ Only 2, 3, 4
- ◉ Only 2, 4, 5
- ○ Only 3, 4, 5

Clear selection

Select the correct statement about inline function statements in C++ 1 point

```
class A {
public:
        void func1(){
        }
        void func2();
};
inline void A::func2(){

}
```

- ○ Func1 is inline function
- ○ None of the above is inline
- ◉ Func1 and Func2 both are inline functions
- ○ Func2 only is inline function

Clear selection

A class is made abstract by declaring at least one of its functions as? 1 point

- ◉ pure virtual function
- ○ impure abstract function
- ○ pure abstract function
- ○ impure virtual function

Clear selection

If a base class is inherited in protected access mode then which among the following is true? 1 point

- ○ Only protected members become protected members of derived class
- ◉ Public and Protected members of base class becomes protected members of derived class
- ○ Only private members of base, become private of derived class.
- ○ Private, Protected and Public all members of base, become private of derived class

Clear selection

Find the output of following code 1 point

```
#include <iostream>
using namespace std;
int main(){

  int * ptr= new int;
  cout<<ptr<<" | "<<*ptr;
  return 0;
  }
```

- ◉ Address of ptr | Garbage Value
- ○ Address of memory allocated | 0
- ○ Address of memory allocated | Garbage Value
- ○ Address of ptr | 0

Clear selection

Static variables are like ..... as they are declared in a class declaration and defined in the source file. 1 point

- ○ inline member function
- ○ dynamic member function
- ◉ non-inline member function
- ○ static member function

Clear selection

The members defined within the class behave like ____functions. 1 point

- ○ Public
- ○ Inline
- ◉ Member
- ○ Friend

Clear selection

The pointer can point to any variable that is not declared with which of these? 1 point

- ○ const
- ○ static
- ○ volatile
- ◉ const and volatile

Clear selection

Which of the following is an abstract data type? 1 point

- (•) Class
- ( ) Double
- ( ) String
- ( ) Int

Clear selection

..... is a function declared in a base class that has no definition relative to the base class. 1 point

- ( ) pure function
- (•) pure virtual function
- ( ) virtual function
- ( ) member function

Clear selection

Which of the following is incorrect about friend functions? 1 point

- (•) Friend functions are always in the scope of a class
- ( ) Friend functions can be private or public
- ( ) Friend functions use the dot operator to access members of a class using class objects
- ( ) Friend cannot access the members of the class directly

Clear selection

Sometimes a single value for a data member applies to all members of the class, for this purpose 1 point

- ○ Variable data members are declared
- ○ Private data members are declared
- ○ Public data members are declared
- ◉ Static data members are declared

Clear selection

A pure virtual function is specified by placing? 1 point

- ○ infinite
- ○ -1
- ○ 1
- ◉ 0

Clear selection

Choose the incorrect statements regarding inline functions. 1 point

- ○ If a function is inline, the compiler places a copy of the code of that function at each point where the function is called at compile time.
- ◉ It slows down execution
- ○ It speeds up execution
- ○ It increases the code size

Clear selection

What will be the output of the following C++ code? 1 point

```
#include <iostream>
using namespace std;
int main()
{
    int *p;
    void *vp;
    if (vp == p);
        cout << "equal";
    return 0;
}
```

- ○ compile error
- ○ runtime error
- ○ no output
- ◉ equal

Clear selection

What will be the output of following program? 1 point

```
int main ()
{
  int a=10;
  int b,c;
  b = ++a;
  c = a;
  cout<<a<<b<<c;
  return 0;
}
```

- ○ 101010
- ○ 101011
- ○ 111111
- ◉ 111011

Clear selection

The this pointers _____ 1 point

- (●) Are non-modifiable
- ( ) Can be assigned any value
- ( ) Are modifiable
- ( ) Are made variables

Clear selection

If we attempt to dereference an uninitialized pointer, it will ..... by referring to any other location in memory. 1 point

- ( ) Option 3
- ( ) executes
- (●) cause run time error
- ( ) cause a compile-time error

Clear selection

Let class APE be a friend of class SAPIEN. Let class HUMAN be a child class of SAPIEN and let MONKEY be a child class of APE. Then which of the following is incorrect 1 point

- ( ) APE is not a friend of HUMAN
- (●) MONKEY is a child of SAPIEN n 4
- ( ) SAPIEN is not a friend of APE
- ( ) MONKEY is not a friend of SAPIEN

Clear selection

What does the following statement mean? int (*fp)(char*) 1 point

- ○ Pointer to a pointer
- ○ Function taking a char* argument and returning a pointer to int
- ○ Pointer to an array of chars
- ◉ Pointer to function taking a char* argument and returns an int

Clear selection

A constructor is called whenever 1 point

- ○ a class is used
- ○ a class is declared
- ○ an object is used
- ◉ an object is declared

Clear selection

In case of inheritance where both base and derived class are having constructors, when an object of derived class is created then_____ 1 point

- ○ constructor of base class will be invoked first
- ◉ constructor of base class will be executed first followed by derived class.
- ○ constructor of derived class will be invoked first
- ○ constructor of derived class will be executed first followed by base class

Clear selection

What is the output of below program

1 point

```
#include <iostream>
using namespace std;
 class Point
{
   int x, y;
public:
  Point(int i = 0, int j = 0) { x = i; y = j; }
  int getX() { return x; }
  int getY() { return y; }
};
int main()
{
   Point p1;
   Point p2 = p1;
   cout << "x = " << p2.getX() << " y = " << p2.getY();
   return 0;
}
```

- (●) x = 0 y = 0
- ( ) x = garbage value y = garbage value
- ( ) Fatal Error
- ( ) Compiler Error

Clear selection

What will be the output of the following C++ code? 1 point

```
#include <iostream>
using namespace std;
void func(int x)
{
    cout << x ;
}
int main()
{
    void (*n)(int);
    n = &func;
    (*n)( 2 );
    n( 2 );
    return 0;
}
```

- 2
- 21
- 20
- 22 (selected)

Clear selection

The OOPs concept in C++, exposing only necessary information to users or clients is known as 1 point

- Data hiding
- Hiding complexity
- Encapsulation
- Abstraction (selected)

Clear selection

What is a pure virtual function in C++? 1 point

- ○ A virtual function defined in a base class
- ○ Any function in a class
- ◉ A function without definition in a base class
- ○ A virtual function declared in a base class

Clear selection

What will be the output of the following C++ code? 1 point

```
#include <iostream>
using namespace std;
int main()
{
   int a[2][4] = {3, 6, 9, 12, 15, 18, 21, 24};
   cout << *(a[1] + 2) << *(*(a + 1) + 2) << 2[1[a]];
   return 0;
}
```

- ○ 24 24 24
- ◉ 15 18 21
- ○ 21 21 21
- ○ Compile time error

Clear selection

This pointer can be used directly to _____ 1 point

- ○ To manipulate class references
- ○ To manipulate any reference to pointers to member functions
- ○ To manipulate and disable any use of pointers
- ◉ To manipulate self-referential data structures

Clear selection

The pointer to a function is known as ..... function. 1 point

- ○ forward
- ◉ callback
- ○ pointer
- ○ backward

Clear selection

How many member functions are there in this C++ class excluding constructors and destructors? 1 point

```
class Box
{
        int capacity;
  public:
        void print();
        friend void show();
        bool compare();
        friend bool lost();
};
```

- (●) 2
- ( ) 3
- ( ) 1
- ( ) 4

Clear selection

Which of the following operator is used to release the dynamically allocated memory in CPP? 1 point

- ( ) free
- ( ) new
- ( ) remove
- (●) delete

Clear selection

Which of the following access specifier is used as a default in a class definition? 1 point

- ○ Public
- ○ Friend
- ○ Protected
- ◉ Private

Clear selection

Which among the following is correct? 1 point

- ○ Friend function can access private members of base class of a derived class
- ◉ Friend function of derived class can access non-private members of base class
- ○ Friend function of derived class can access members of only derived class
- ○ Friend function of base class can access derived class members

Clear selection

Which feature of OOP reduces the use of nested classes? 1 point

- ○ Binding
- ○ Encapsulation
- ◉ Inheritance
- ○ Abstraction

Clear selection

If many functions-have the same name, which of the following information, if present, will be used by the compiler to invoke the correct function to be used? 1 point

- ○ Scope of function
- ○ The return value of the function
- ◉ Function signature
- ○ The operator function

Clear selection

One copy of ___ data members of a class are shared by all objects of that class. 1 point

- ○ Private
- ○ Public
- ○ Inline
- ◉ Static

Clear selection

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