

C++ Programming: C++ Classes And Objects

Total Questions: 10

For Answers Click Here: http://www.eduzip.com/cpp-programming/cpp-classes-and-objects.html

- 1: Which of the following is false?
 - A. Variable has scope & visibility
 - B. Variables having scope may not be visible
 - C. Variables having visibility may not have scope
 - D. None of these
- 2: For a method to be an interface between the outside world and a class, it has to be declared?
 - A. private
 - B. protected
 - C. public
 - D. external
- 3: In C++, a function contained within the class is called?
 - A. member function
 - B. a class function
 - C. a method
 - D. none of above
- 4: classes are useful because they
 - A. are removed from memory when not in use
 - B. permit data to be hidden from other classes
 - C. bring together all aspects of an entity in one place
 - D. can closely model objects in the real world
- 5: The public files in a class library usually contain?
 - A. Constant definitions
 - B. member function definitions
 - C. class declarations
 - D. variable definition
- 6: A class cannot be ?
 - A. Virtual
 - B. Generic
 - C. Inline
 - D. Friend

Explanation: A Class cannot be a Inline.

- 7: Objects of the same class share the values of while they maintain separate values for
 - A. Static variables, non static variables
 - B. Non static variables, static variables
 - C. Global variables, static variables
 - D. Static variables, register variables



Explanation: Objects of the same class share the values of Static variables while they maintain separate values for non static variables.

- 8: Which of the following keywords cannot appear inside a class definition?
 - A. friend
 - B. static
 - C. template
 - D. virtual

Explanation: A Template keyword cannot appear inside a class function.

- 9: Shallow copy is
 - A. Member wise copying of objects
 - B. A substitute for the operator
 - C. Same kind like deep copy
 - D. Used in constructor
- 10: Which member function of class cannot modify its objects attributes?
 - A. friend functions
 - B. Private member functions
 - C. Constant member functions
 - D. Static member functions