True Or False

1. Any static member can access all static and instance members. (F)
2. Function Overloading is considering as one of the ways of Polymorphism.(T)
3. The destructor is a function which removes the object from memory (F)
4. The copy constructor is called when create an object as a complete copy from another object (T)
5. Children classes can override the static function inherited from the parent class. (F)
6. In Object-Oriented programming, any objects from any type can receive the same messages (F)
7. if we do not define any constructor for a class, then the compiler creates a constructor by default, which has no input parameters (T)
8. The operation of adding on the functionalities of an operator is called Operator overriding (F)
9. In Object-Oriented concept, we may make multiple Inheritance. (T)
10. If the mode of inheritance is private inheritance, the inherited protected member from a parent class can be accessed directly inside a child class. (T)
11. The term "Association" refers to a class has an attribute from primitive data type. (F)
12. In the same class, any instance method can deal with any instance variables declared inside the class. (T)
13. A protected member of a class can be directly accessed by another class if and only if that other class in the same file of the first class (F)
14. The goal of making setter and getter of an attribute to simplify the accessibility (T)
15. All objects that are instance of the same class can perform the same actions. (T)
16. Association is an "is-a" relationship between a class and its parent class. (F)
17. Overriding means that re-implementing of a function inherited from the base class by a function in the derived class with the same name and the same input parameters (T)
18. C++ is a structured programming language supports Object-Oriented paradigm. (T)
19. The relation between the class Monkey and the class Animal is association relation (F)
20. We cannot create an object from a virtual base class.(F)
21. The destructor of a clas sis responsible for removing object from memory (F)
22. Multilevel inheritance not allowed in c++ (F)
23. Association is a special type of composition (F)
24. The term encapsulation refers to an object of a class that contains another object of another class inside it. (F)
25. When inherting from a base class, the derived class will inherit only the protected and public members of the base class (F)
26. Static member variables can only be modified through static member functions (F)
27. If a certain function is mad friend for class A, then that function can acess only the private member of class A. (F)
28. Compostion is special type of inheritance; composition is stronger relation between 2 objects than inheritance (F)
29. The this pointer is an array of pointers to all the objects created from a class (F)
30. When overloading a certain function, it is obligatory that we specify a different number of pararmters for the new function (F)
31. If the class Y is a sub-class of the class X, then an object of the class Y will only inherit the protected member (F)
32. A public member of a class can not be directly accessed by its name in the main() function. (T)

33. A friend function is allowed to access the private members of a class, but not the protected members of the class.(F)
34. In order to access a static variable of a class we have to write the class name before the variable name (T)
35. The this pointer is a pointer that points to the object that the method has been called for (T)
36. The constructor of a class is a member function that returns void.(F)
37. Encapsulation means extending a class to increase more member functions and member variables in a derived class.(F)
38. When a certain value is assigned to a static member variable at some point of the program, then it is not possible to assign a different value to this variable at a further point in the program.(F)
39. When we overload a function, we declare another function with the same name and we must specify a different number of parameters.(F)

40. Any static member can access all static and instance members. (F)
41. You can have more than a constructor in the same class. (T)
42. A destructor is a member function that removes object from memory. (F)
43. An abstract class is a class that contains any virtual functions. (F)
44. You can use more than a template for one class. (T)
45. A constructor is always declared void because it doesn't return a value. (F)
46. Aggregation and association are types of relationships between a base class and derived classes. (F)
47. The embedded object is an object declared with default constructor. (F)
48. You cannot overload the scope operator (::). (T)
49. You cannot overload the square brackets operator ([]). (F)
50. You can define a copy constructor in class. (T)