Quiz1

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0 of 0 points

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Questions   4 of 5 points

All questions are Compulsory

✓ How structures and classes in C++ differ? *   1/1

◉ In Structures, members are public by default whereas, in Classes, they are private ✓ by default

◯ In Structures, members are private by default whereas, in Classes, they are public by default

◯ Structures by default hide every member whereas classes do not

◯ Structures cannot have private members whereas classes can have

✓ A function's single most important role is to *   1/1

◯ give a name to a block of code

◯ increase program size

◯ accept arguments and provide a return value

◉ help organize a program into conceptual units   ✓

✓ **When an argument is passed by reference** *   1/1

○ a variable is created in the function to hold the argument's value

○ the function cannot access the argument's value

○ a temporary variable is created in the calling program to hold the argument's value

● the function accesses the argument's original value in the calling program   ✓

✗ **A default argument has a value that** *   0/1

● may not be supplied by the calling program   ✗

○ may be supplied by the function

○ must have a constant value

○ must have a variable value

✓ **Wrapping data and its related functionality into a single entity is known as** 1/1 **_____** *

○ Abstraction

● Encapsulation   ✓

○ Polymorphism

○ Modularity

Questions   4 of 5 points

All questions are compulsory

✓ **The dot operator (or class member access operator) connects the following two entities (reading from left to right):** *   1/1

● A class object and a member of that class   ✓

○ A class member and a class object

○ A class object and a class

○ A class and a member of that class

✗ If class A is friend of class B and if class B is friend of class C, which of the following is true? *   0/1

○ Class C is friend of class A

● Class A is friend of class C   ✗

○ Class A is not a friend Class C

○ Class B is friend of classes A & C

✓ In a class definition, data or functions designated private are accessible *   1/1

○ to any function in the program

○ only if you know the password

● to member functions of that class   ✓

○ only to public members of the class

✓ How we can access data members using pointer to objects named ptr ? *   1/1

○ ptr@datamember

○ *ptr.datamember

● ptr->datamember   ✓

○ ptr::datamember

✓ A static local variable is used to *   1/1

○ make a variable visible to several functions

○ make a variable to be initialized many times

○ conserve memory when a function is not executing

● retain a value when a function is not executing   ✓

Questions   4 of 5 points

All questions are compulsory

✓ A constructor create objects with values passed through it   1/1

○ default

○ non parameterized

◉ parameterized   ✓

○ none of these

✗ Which one not true for Static Variables   0/1

○ It is initialised to zero when first object of the class is created . Other initialization is permitted.

◉ only one copy of that variable will exist and that all objects of the class will share   ✗ that variable. Unlike regular data members, individual copies of a static member variable are not made for each object.

○ No matter how many objects of a class are created, only one copy of a static data member exists.

○ It is visible only within class , life time is the entire program

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✓ What is the difference between delete and delete[] in C++? *   1/1

○ delete is used to delete normal objects whereas delete[] is used to pointer objects

○ delete is a keyword whereas delete[] is an identifier

◉ delete is used to delete single object whereas delete[] is used to multiple(array/pointer of) objects   ✓

○ delete is syntactically correct but delete[] is wrong and hence will give an error if used in any case

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✓ What does polymorphism in OOPs mean? *   1/1

◉ Concept of allowing overloading of functions   ✓

○ Concept of hiding data

○ Concept of keeping things in different modules/files

○ Concept of wrapping things into a single unit

✓ Why references are different from pointers? * 1/1

○ A reference cannot be made null

○ A reference cannot be changed once initialized

○ No extra operator is needed for dereferencing of a reference

⦿ All of the mentioned ✓

All questions are compulsory

✓ A member function which does not alter any data members in the class can be declared as a ---------- member function * 1/1

○ static function

○ friend function

○ volatile function

⦿ const function ✓

✓ Which one is not true * 1/1

○ Most classes have several constructors, and objects may be initialized in a varieties of ways.

○ The constructor parameter list can be quite dissimilar to the attributes of the objects being initialized.

○ Default constructor is used when there is no argument.

⦿ Most classes have several destructor, and called by respective objects when required ✓

✓ What is default visibility mode for members of classes in C++ ? * 1/1

⦿ private ✓

○ public

○ potected

○ default

✓ **Which of the following is called insertion/put to operator? ***   1/1

- ⦿ <<   ✓
- ○ >>
- ○ <
- ○ >

✗ **Which of the following is not true for static member function ***   0/1

- ○ A static member function does not have a this pointer.
- ○ Static member function is called using class name instead of objects using scope resolution operator
- ○ There can be a static and a non-static version of the same function.
- ⦿ They may only directly refer to other static members of the class.   ✗

✓ **Given int *arr_ptr= new int[5]; What is the correct syntax for releasing this allocated memory size of 5 integers ***   1/1

- ○ delete arr_ptr
- ○ delete arr_ptr[5]
- ○ delete arr_ptr [ ]
- ⦿ delete [ ] arr_ptr   ✓

✓ **In C++, a function contained within a class is called ***   1/1

- ⦿ a member function.   ✓
- ○ an operator
- ○ a class function.
- ○ a method

✓ **Which of the following explains Polymorphism? ***   1/1

- ○ int func(int, int); float func1(float, float);
- ⦿ int func(float); float func(int, int, char);   ✓
- ○ int func(int); int func(int);
- ○ int func( ); int new_func( );

✓ Pick out the correct statement. *   1/1

○ A friend function may be a member of another class.

○ A friend function may not be a member of another class.

◉ A friend function may or may not be a member of another class.   ✓

○ None of the mentioned

✓ Which is not true for Constructor *   1/1

◉ They should be declared in the private section   ✓

○ They are invoked automatically when objects are created.

○ They do not have return type , not even void and they can not return values

○ They can not be inherited, though a derived class can call base class constructor

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