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Day-7 Practice Questions (11th August 2020)

1. Destructor has the same name as the constructor and it is preceded by _____ .

- A. !
- B. ?
- C. ~
- D. \$

Correct Answer:

2. Which of the following statement is correct?

- A. Constructor has the same name as that of the class.
- B. Destructor has the same name as that of the class with a tilde symbol at the beginning.
- C. Both A and B.
- D. Destructor has the same name as the first member function of the class.

Correct Answer:

3. Copy constructor must receive its arguments by _____ .

- A. either pass-by-value or pass-by-reference
- B. only pass-by-value
- C. only pass-by-reference
- D. None of these

Correct Answer:

4. How many default constructors per class are possible?

- A. Only one
- B. Two
- C. Three
- D. Unlimited

Correct Answer:

5. Which of the following statement is correct about destructors?



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- A. A destructor has void return type.
- B. A destructor has integer return type.
- C. A destructor has no return type.
- D. A destructors return type is always same as that of main().

Correct Answer:

6. Destructor calls are made in which order of the corresponding constructor calls?

- A. Reverse order
- B. Forward order
- C. Depends on how the object is constructed
- D. Depends on how many objects are constructed

Correct Answer:

7. Which of the following statement is correct about constructors?

- A. A constructor has a return type.
- B. A constructor cannot contain a function call.
- C. A constructor has no return type.
- D. A constructor has a void return type.

Correct Answer:

8. Which of the following statement is correct whenever an object goes out of scope?

- A. The default constructor of the object is called.
- B. The parameterized destructor is called.
- C. The default destructor of the object is called.
- D. None of the above.

Correct Answer:

9. Which of the following statement is correct?

- A. Class is an instance of object.
- B. Object is an instance of a class.



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C. Class is an instance of data type.

D. Object is an instance of data type.

Correct Answer:

10. What is correct about the static data member of a class?

A. A static member function can access only static data members of a class.

B. A static data member is shared among all the object of the class.

C. A static data member can be accessed directly from main().

D. Both A and B.

Correct Answer:





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Programming Questions

1. Declare a class to represent bank account of 10 customers with the following data members. Name of the depositor, Account Number, Type of account (S for saving and C for Current), Balance amount. The class also contains member functions to do the following:

- (a) To initialize data members
- (b) To deposit money
- (c) To withdraw money after checking the balance (minimum balance is Rs. 1000).
- (d) To display data members.

2. Write a C++ program to perform various operations on a string class without using language supported built-in string functions. The operations on a class are:

- (a) Read a String
- (b) Display the string
- (c) Reverse the string
- (d) Copy the string into an empty string
- (e) Concatenate two strings

3. Using classes and object, write a program to do the following:

$$A = B * C + D$$

Where A, B, C, D are 3 x 3 matrices.

4. A class student has three data members : name, roll number, marks of 5 subjects and member functions to assign streams on the basis of table given below:

Average Marks	Stream
96% or more	Computer Science
91% - 95%	Electronics
86% - 90%	Mechanical
81% - 85%	Electrical
76% - 80%	Chemical
71% - 75%	Civil

Declare the class using the above specifications. Also give the detailed member function definition.



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5. Imagine a publishing company that markets both book and audio-cassette version of its works. Create a base class called publication that stores the title (a string) and price (type float) of a publication. Create another base class sales that holds an array of three floats so that it can record the sales of a particular publication for the last three months. Include a `getdata()` function to get three sales amounts from the user and a `putdata()` function to display the sales figures. Create two classes book which adds a page count (int type) and tape, which adds a playing time (type int) in minutes, derived from both publication and sales, having `getdata()` and `putdata()` function for getting data and displaying their data respectively. An object of class book or tape should input or output sales along with its other data. Write a program in C++ to create a book object and a tape object for updating their corresponding member data along with the sales made.

