

□复习 1 参考答案:

一: 选择题 (每题 2 分, 共 40 分。)

(评分标准: 每题答对得 2 分, 答错 0 分。)

(1)C (2)B (3)A (4)B (5)A

(6)C (7)D (8)C (9)D (10)B

(11)B (12)C (13)D (14)D (15)D

(16)A (17)D (18)B (19)B (20)D

1-5: B B C C C

□□6-10: D B C A B

二: 填空题 (每题 2 分, 共 10 分)

(评分标准: 每题答对得 2 分, 答错 0 分。意思相近可得 1 分)

(1)[1]: 1 2 5 11 21

(1) Base:: fun()

□□(2) private 或 私有

□□(3)抽象类

□□(4) template T DBL(T n){return n+n;}

□□(5) int GetNum(){return x;} 或 int GetNum() const{return x; }

三: 阅读程序 (每题 5 分, 共 40 分)

(评分标准: 每题全部答对得 5 分, 全部答错 0 分。部分答对可得 2~3 分)

(1) xyabcABC

(2) 122

□□(3) 2

□□(4) 20,20

□□(5) The a of fun is 1

::a=200

The a of main is 11

::a=201

□□(6) m=3

n=2

(7) This is a constructor!i=0

This is a constructor!i=0

This is a constructor!i=0

This is a destructor!i=0

This is a destructor!i=0

This is a destructor!i=0

(8) sum=10;

sum=10;

9) This is 0's constructor.

This is 1's constructor.

This is 2's constructor.

This is 1's destructor.

This is 2's destructor.

This is 0's destructor.

10) CStatic::val=0

```
cs1.val=1
cs2.val=2
cs1.val=4
cs2.val=4
```

11) Data cons.

```
Base cons.
Data cons.
Derived cons.
Derived des.
Data des.
Base des.
Data des.
```

12) d=88i=88

```
d=9999i=9999
```

五、编程题（每题 5 分，共 10 分）

1. 设计一个类 CRectangle,如下所述

```
CLASS CRectangle
{
    double width,height;
public:
    CRectangle(double W=1,double H=1)
    {
        width=W;
        height=H;
    }
    void SetRect(double W=1,double H=1)
    {
        if(W>=1 && W<=50)
            width=W;
        if(H>=1 && H<=50)
            height=H;
    }
    double Perimeter()
    {
        return 2*(width+height);
    }
}
```

2. 定义 Point 类,有数据成员 X 和 Y,重载++和-运算符,要求同时重载前缀方式和后缀方式.

```
Class CPoint
{
    double X,Y
public:
    CPoint(double x, double y)
```

```

    {
        X=x;Y=y;
    }
    CPoint operator++()
    {
        X=X+1;
        Y=Y+1;
        return *this;
    }
    CPoint operator++(int)
    {
        return *this;
        X=X+1;
        Y=Y+1;

    }
    CPoint operator-()
    {
        X=-X;
        Y=-Y;
        return *this;
    }
    CPoint operator-(int)
    {
        return *this;
        X=-X;
        Y=-Y;
    }
}

```