1. Operator overloading is done by using

(a) public member function

(b) private member function

(c) friend function

(d) both (a) and (c)

Ans. d

2. How many operators overloading can be defined for the same operator in a single class?

(a) 1

(b) 2

(c) 3

(d) No limit

Ans. a

3. The unique name of the function is called

(a) Function call

(b) Function prototype

(c) Function definition

(d) Signature

Ans. d

4. Which of the following cannot be virtual?

(a) Constructor

(b) Destructor

(c) Pure virtual function

(d) Both (a) and (b)

Ans. a

5. An overloaded function call can be ambiguous when

(a) There are more than one functions with the same name

(b) There are more than one functions with the same signatures

(c) There are more than one functions with the same return type

(d) All of the above

Ans. b

6. A pointer to base class can hold the address of

(a) Base class only

(b) Derived class only

(c) Both

(d) It cannot hold the address

Ans. c

7. Virtual keyword in the virtual function definition appears

(a) Before return type

(b) After return type

(c) Can appear anywhere

(d) Not necessary to use

Ans. a

8. "Function overloading" can be defined as

(a) A single function which has more than one definition in a program

(b) Two or more functions which have the same name and argument types

(c) Two or more functions which have the same name but different augment types

(d) Two or more functions which have same names but different return types

Ans. c

9. Operator overloading is

(a) A class

(b) A concept by which we can give special meaning to an operator of language

(c) An object of a language

(d) A concept by which we can design new object

Ans. b

10. For overloading + operator using member function which of the following declaration is correct:

(a) Sum (complex &);

(b) Sum (complex &, complex &);

(c) Sum (complex, complex);

(d) It cannot be overloaded at all

Ans. a

11. A pure virtual function is a virtual function that

(a) has no body

(b) defines abstract class

(c) implements late binding

(d) all the above

Ans. d

12. When an operator is overloaded then we cannot change its

(a) Template

(b) Precedence

(c) Syntax rules

(d) All the above

Ans. d

13. How many parameters are required when unary operator is overloaded using friend function parameters

(a) 2

(b) 1

(c) 3

(d) 0

Ans. b

14. Which of the following can be overloaded?

(a) Sizeof

(b) ?:

(c)*

(d) []

Ans. c

15. The conversion from basic to class type can be done by

(a) constructor

(b) not possible

(c) object of derived class

(d) overloaded casting operator

Ans. d

16. Object cannot be created of

(a) base class

(b) derived class

(c) class containing friend function

(d) class containing pure virtual function

Ans. d

17. "Function overloading" is useful because

(a) We can give same name to the related functions

(b) We can define functions with same name but different return types

(c) We can reduce the total number of functions

(d) All of the above

Ans. a

18. void operator ++ (int) is used to overload

(a) Pre-increment ++

(b) Post-increment ++

(c) Both (a) and (b)

(d) Error

Ans. b

19. How does the compiler decide which over- loaded function to call?

(a) It calls all the functions having same name

(b) It calls the function with the closest signature

(c) It calls only those function with the return type void

(d) It calls the first function it finds with the same name.

Ans. b

20. A friend function cannot be used to over- load

(a) + operator

(b) <= operator

(c) assignment operator

(d) / division operator

Ans. c

21 . Operator overloading is used to

(a) change the template meaning of the operator

(b) define new operators

(c) make user-defined data type (class) to work like any built-in data types

(d) use many function with the same name

Ans. c

22. A pure virtual function is a virtual function that

(a) defines friend class

(b) defines abstract class

(c) defines virtual base class

(d) all the above

Ans. b

23. Which of the following operator cannot be overloaded?

(a) .

(b) ::

(c) ?:

(d) All the above

Ans. b

24. To overload the binary operator as a friend function, how many parameters are required?

(a) Binary operators cannot be over- loaded at all

(b) 1

(c) 2

(d) 1 or 2

Ans. a

25. To overload the > operator as a friend func- tion, how many parameters are required?

(a) Ternary operator cannot be over- loaded at all

(b) 1

(c) 2

(d) 1 or 2

Ans. b

26. Which operator cannot be overloaded?

(a) >=

(b) *

(c) new

(d) delete

Ans. b

27. Operator overloading is a form of poly- morphism because

(a) It is just like the function overloading

(b) The same operator may be used for the different type of object

(c) We can define operator overloading as virtual

(d) None of the above

Ans. b

28. Pointer to base class can access the members (same name) of the derived class only, if

(a) Pointer holds the address of the derived class's object and functions in the base class are defined as virtual

(b) Pointer holds the address of the base class's object and functions in the base class are defined as virtual

(c) Pointer holds the address of the derived class's object and functions in the derived class are defined as virtual

(d) Pointer holds the address of the base class's object and functions in the derived class are defined as virtual

Ans. a