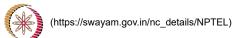
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vp2749@srmist.edu.in >

NPTEL (https://swayam.gov.in/explorer?ncCode=NPTEL) » Programming in C++ (course)

Announcements (announcements) About the Course (preview) Ask a Question (forum)

Progress (student/home) Mentor (student/mentor)

Unit 8 - Week 6

Course outline How does an NPTEL online course work? Week 0 Week 1 Week 2 Week 3 Week 4 Week 5 Week 6 Module 26: Dynamic Binding: Part I (Lecture

41) (unit?

Module 27 : Dynamic Binding (Polymorphism) :

unit=72&lesson=73)

Assignment 6

The due date for submitting this assignment has passed.

Due on 2020-10-28, 23:59 IST.

Assignment submitted on 2020-10-28, 22:28 IST

```
Part II (Lecture
                                                                                                             2 points
                             Consider the program below.
  42) (unit?
  unit=72&lesson=74)
                             #include <iostream>
Module 28 :
                             using namespace std;
  Dynamic Binding
  (Polymorphism):
                             class A {
  Part III (Lecture
  43) (unit?
                             public:
  unit=72&lesson=75)
                                  void fun1() { cout << "A::fun1" << endl; }</pre>
                                  virtual void fun2() { cout << "A::fun2" << endl; }</pre>
Module 29:
  Dynamic Binding
                             };
  (Polymorphism)
  Part IV (Lecture
                             class B : public A {
  44) (unit?
  unit=72&lesson=76)
                             public:
                                  void fun1() { cout << "B::fun1" << endl; }</pre>
O Module 30:
  Dynamic Binding
                                  void fun2() { cout << "B::fun2" << endl; }</pre>
  (Polymorphism):
                             };
  Part V (Lecture
  45) (unit?
                             int main() {
  unit=72&lesson=77)
                                  A *t = new B();

    Lecture Materials

  (unit?
  unit=72&lesson=78)
                                  t->fun1():
                                  t->fun2();
 Quiz :
  Assignment 6
  (assessment?
                                  return 0;
  name=163)
                             }
W6 Programming-
                             What will be the output?
  (/noc20 cs57/progassignment?
  name=164)
                            a) A::fun1
                                  B::fun2
W6 Programming-
                              b) A::fun1
  (/noc20_cs57/progassignment?
                                  A::fun2
  name=165)
                              c) B::fun1
W6_Programming-
                                  B::fun2
  (/noc20_cs57/progassignment?
                           (d) B::fun1
  name=166)
                                  A::fun2
W6 Programming-
                          Yes, the answer is correct.
  Qs4
  (/noc20_cs57/progassignmentScore: 2
                          Accepted Answers:
  name=167)
                          a) A::fun1

    Feedback For

                              B::fun2
  Week 6 (unit?
  unit=72&lesson=79)
                         2)
                                                                                                             2 points
Week 7
```

Week 8

DOWNLOAD VIDEOS

Text Transcripts

Assignment Solution

Books

Live Interactive Session

Programming Test (11th Dec): Session-1 (10.00AM -11.00AM)

Programming Test (11th Dec): Session-2 (8.00PM - 9.00PM)

```
Consider the following program.
```

```
#include <iostream>
using namespace std;
class Myclass {
public:
    virtual void fun() = 0;
};
void Myclass::fun() {
                                        // LINE-1
    cout << "Pure virtual function";
}
int main() {
    Myclass m;
                                        // LINE-2
    Myclass *p = new Myclass();
                                        // LINE-3
    p->fun();
                                        // LINE-4
    return 0;
}
```

The given program does not compile. Identify the correct reason/s.

- a) LINE-1: Pure virtual function in Base cannot have a body
- ☑ b) LINE-2: Cannot instantiate abstract class
- C) LINE-3: Invalid operator new expression for abstract class type
- d) LINE-4: Cannot de-reference a null pointer

Yes, the answer is correct.

Score: 2

Accepted Answers:

- b) LINE-2: Cannot instantiate abstract class
- c) LINE-3: Invalid operator new expression for abstract class type

2 points 3) What will be the output of the following program?. #include <iostream> using namespace std; class base { public: virtual void fun() { cout << "base::fun" << endl; } }; class derived : public base { public: void fun() { cout << "derived::fun" << endl; }</pre> }; int main() { derived t1; base *t2 = new derived(); base *t3 = &t1; t2->fun(); t3->fun(); return 0; } a) base::fun base::fun b) base::fun derived::fun c) derived::fun derived::fun d) derived::fun base::fun Yes, the answer is correct. Score: 2 Accepted Answers: c) derived::fun derived::fun 4) 2 points

What will be the output of the below program? #include <iostream> using namespace std; int x = 0; class myClass { public: myClass() { x++; } ~myClass() { x--; } }; class test : public myClass { public: $test() { x += 5; }$ ~test() { x -= 2; } }; void fun() { test t; myClass *t1 = new test(); cout << x << " ": delete t1; } int main() { fun(); cout << x; return 0; (a) 12 8 Ob) 12 6 o c) 10 8 (a) 10 6 Yes, the answer is correct. Score: 2 Accepted Answers: a) 12 8

2 points

```
5) Consider the following program.
  #include <iostream>
  using namespace std;
  class X {
  public:
       virtual void fun() { }
  };
  class Y : public X {
  public:
       void fun(int i) { }
  };
   int main() {
       Y t1;
       X *t2 = new Y();
       t1.fun();
                        // LINE-1
       t1.fun(3);
                       // LINE-2
       t2->fun();
                        // LINE-3
                   // LINE-4
       t2->fun(3);
       return 0;
  }
  Which line/lines will give you error?
  ☑ a) LINE-1
 ☑ b) LINE-2
 c) LINE-3
  d) LINE-4
No, the answer is incorrect.
Score: 0
Accepted Answers:
 a) LINE-1
 d) LINE-4
```

2 points

```
Consider the program below.
  #include <iostream>
  using namespace std;
  class A {
  public:
       A() { cout << "A "; }
       ~A() { cout << "~A "; }
  };
  class B : public A {
  public:
       B() { cout << "B "; }
       virtual ~B() { cout << "~B "; }</pre>
  };
  class C : public B {
  public:
       C() { cout << "C "; }
       ~C() { cout << "~C"; }
  };
  int main() {
       A *t1 = new C;
       delete t1;
       return 0;
  }
  What will be the output?
  \bigcirc a) A B C \simC \simB \simA
  \bigcirc b) A B C \simC \simB
 \bigcirc c) A B C \simB \simA
  \odot d) A B C \simA
Yes, the answer is correct.
Score: 2
Accepted Answers:
 d) A B C \simA
```

2 points

```
7) Consider the program below.
   #include <iostream>
   using namespace std;
   class A {
   public:
       virtual void f1() { cout << "A::f1" << endl; }
       void f2() { cout << "A::f2" << endl; }</pre>
   };
   class B : public A {
   public:
        void f1() { cout << "B::f1" << endl; }</pre>
       virtual void f2() { cout << "B::f2" << endl; }
   };
   class C : public B {
   public:
       void f1() { cout << "C::f1" << endl; }</pre>
       void f2() { cout << "C::f2" << endl; }</pre>
   };
   int main() {
       A *a = new C();
       a->f1();
       a->f2();
        return 0;
   }
   What will be the output of the above code.
  a) A::f1
        B::f2
  _ b) B::f1
        C::f2
  c) A::f1
       C::f2
  _{\odot} d) C::f1
       A::f2
 Yes, the answer is correct.
Score: 2
Accepted Answers:
```

```
d) C::f1
   A::f2
                                                                      2 points
  Consider the following program.
   #include <iostream>
   using namespace std;
   class A {
       int a;
   public:
       A(int i) : a(i) { }
       virtual void fun(A *) { cout << a << endl; }</pre>
   };
   class B : public A {
       int b;
   public:
       B(int i = 0, int j = 0) : A(i), b(j) {
       void fun(B *) { cout << b << endl; }</pre>
   };
   int main() {
       A *t1 = new B(1, 2);
       t1->fun(new B); // LINE-1
       return 0;
   }
   What will be the output?
  (a) 0
  b) 1
  o c) 2
 (d) garbage
Yes, the answer is correct.
Score: 2
Accepted Answers:
 b) 1
9)
                                                                      2 points
```

```
Identify the abstract class/es from the following code snippet.
class Flower {
public:
    virtual void Petals() = 0 { cout << "Flower"; }</pre>
};
class FlowerWSmell : public Flower {
    void Petals() { cout << "Flower with smell"; }</pre>
};
class FlowerWOSmell : public Flower { };
class Rose : public FlowerWSmell {
public:
    void Petals() { cout << "Rose Flower"; }</pre>
};
class Jasmine : public FlowerWSmell {
public:
    void Petals() { cout << "Jasmine Flower"; }</pre>
};
class Sunflower : public FlowerWOSmell {
public:
    void Petals() { cout << "Sunflower flower"; }</pre>
};
class Hibiscus : public FlowerWOSmell { };
  a) Flower, FlowerWSmell, FlowerWOSmell
  b) Flower, FlowerWOSmell, Hibiscus
  c) Flower, FlowerWSmell, FlowerWOSmell, Sunflower
  (d) Flower
Yes, the answer is correct.
Score: 2
Accepted Answers:
 b) Flower, FlowerWOSmell, Hibiscus
```