

1. There are some operators which we can not overload then as friend functions but we can overload them as member functions?

- I. = assignment
- II. [] subscript or index
- III. () function call
- IV. -> arrow operator

2. non static member functions can access _____ of the class.

3. When will we use the function overloading?

4. Syntax for making member function as Constant is _____.

5. Which of the below mentioned can be made constant

6. when we declare data member as constant it is compulsory to initialise that data member inside _____.

7. An operator function is created using _____ keyword.

8. What will be the output of the following C++ code?

```
#include <iostream>
using namespace std;
class Point
{
    int x, y;
    public:
    Point(int i = 0, int j =0)
    {
        x = i;
        y = j;
    }
    int getX() const
    {
        return x;
    }
    int getY()
    {
        return y;
    }
};
int main()
{
    const Point t;
    cout << t.getX() << " ";
    cout << t.gety();
    return 0;
}
```

9. Which of the following statements is/are incorrect about static data member function in C++?

- 1. Static data member gets space inside object
- 2. If we want to share value of the data member in all the objects of same class then we should declare data member static

10. What will be the output of the following C++ code?

```
#include <iostream>
using namespace std;
class Test
```

```

{
    public:
    Test();
};
Test::Test()
{
    cout << " Constructor Called. ";
}
void fun()
{
    static Test t1;
}
int main()
{
    cout << " Before fun() called. ";
    fun();
    fun();
    cout << " After fun() called. ";
    return 0;
}

```

Answers

1. Constructor Called. Before fun() called. After fun() called.
2. Before fun() called. Constructor Called. Constructor Called. After fun() called.
3. Before fun() called. Constructor Called. After fun() called.
4. Constructor Called. Constructor Called. After fun() called. Before fun() called.