Which sentence clearly defines an object?

**Answer ( Please select your correct option )**

○ one instance of a class.

○ another word for a class.

○ a class with static methods.

○ a method that accesses class attributes.

Consider the code below,
class Fred {
public:
Fred();
...
};

**Answer ( Please select your correct option )**

○  Fred a[10]; calls the default constructor 09 times
   Fred* p = new Fred[10];  calls the default constructor 10 times

○  Produce an error

○  Fred a[10]; calls the default constructor 11 times
   Fred* p = new Fred[10];  calls the default constructor 11 times

○  Fred a[10]; calls the default constructor 10 times
   Fred* p = new Fred[10];  calls the default constructor 10 times

```
};
int main()
{
Fred a[10];
Fred* p = new Fred[10];
...
```

**Answer ( Please select your correct option )**

○ Fred a[10]; calls the default constructor 09 times
Fred* p = new Fred[10]; calls the default constructor 10 times

○ Produce an error

○ Fred a[10]; calls the default constructor 11 times
Fred* p = new Fred[10]; calls the default constructor 11 times

○ Fred a[10]; calls the default constructor 10 times
Fred* p = new Fred[10]; calls the default constructor 10 times

```
{
Fred a[10];
Fred* p = new Fred[10];
...
}
Select the best option,
```

**Answer ( Please select your correct option )**

○ Fred a[10]; calls the default constructor 09 times
Fred* p = new Fred[10];  calls the default constructor 10 times

○ Produce an error

○ Fred a[10]; calls the default constructor 11 times
Fred* p = new Fred[10];  calls the default constructor 11 times

○ Fred a[10]; calls the default constructor 10 times
Fred* p = new Fred[10];  calls the default constructor 10 times

An overloaded operator always requires _____ argument than its number of operands.

**Answer ( Please select your correct option )**

○ One less

○ One most

○ Two less

○ Three most

Which of the following ensures that data and behaviour are tightly coupled within an object?

**Answer ( Please select your correct option )**

○ Inheritance

○ Abstraction

○ Polymorphism

○ Encapsulation

The _____ keyword tells the compiler to substitute the code within the function definition for every instance of a function call.

**Answer ( Please select your correct option )**

○ Virtual

○ Inline

○ Instance

○ Static

_____ provide the facility to access the data member.

**Answer ( Please select your correct option )**

○ Accesser function

○ Private function

○ Inline function

○ Constructor

In member initialization list, more than one members should be separated by _____ .

**Answer ( Please select your correct option )**

○ Commas

○ Parenthesis

○ Curly braces

○ Qoutes

"This pointer" does not pass implicitly to _____ functions.

**Answer ( Please select your correct option )**

○ Static member

○ Non-static member

○ Instance member

○ Constant member

Identify which of the following overloaded operator function's declaration is appropriate for the given call?
*Rational_number_1 + 2.325*
**Hint:** Where Rational_number_1 is an object of user defined class Rational_number.

**Answer ( Please select your correct option )**

○  Rational_number operator+( Rational_number & obj);

○  Rational_number operator+(double& obj);

○  Rational_number operator+(Rational_number &obj, double& num);

○  operator+(double& obj);

In inheritance base class usually represents -------------.

**Answer ( Please select your correct option )**

○ Generalization

○ Specialization

○ Assocation

○ Aggregation

In order to free the memory occupied by the object, we use -------------.

**Answer ( Please select your correct option )**

○ Constructor

○ Destructor

○ Shallow Copy

○ Deep Copy

To convert from a user-defined class to a basic type, you would most likely use

**Answer ( Please select your correct option )**

○ a conversion operator that's a member of the class.

○ a built-in conversion operator.

○ a one-argument constructor.

○ an overloaded = operator.

The state of a "bank account" includes:

**Answer ( Please select your correct option )**

○ Account number, Current balance

○ Account number, Cash withdraw

○ Current balance, Cash deposit

○ Current balance, Cash withdraw

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Which one is not an example of a model?

**Answer ( Please select your correct option )**

○ Highway Map

○ Computer

○ Circuit Drawing

○ Engineering Drawing

How many parameter(s) can be taken by a Destructor ?

**Answer ( Please select your correct option )**

○ One more than constructor

○ One less than constructor

○ No parameters

○ One parameter

Why we should avoid the use of friend function/class?

**Answer ( Please select your correct option )**

○ Friend function/class minimizes encapsulation

○ Difficult to use

○ Decreases complexity

○ Increase program code size

We can get only one unique value which can be used by all the objects of that class by the use of,

**Answer ( Please select your correct option )**

○ Static variables

○ Dynamic variables

○ Instance variables

○ Data members

The following overloaded operator ………….. takes no argument.

**Answer ( Please select your correct option )**

○ /

○ -

○ +

○ ++

Inheritance can be implemented by:

**Answer ( Please select your correct option )**

○ Function overloading

○ Function overriding

○ Operator overloading

○ Operator overriding

Which of the following operator can not be overloaded?

**Answer ( Please select your correct option )**

○ Scope resolution  operator ( :: )

○ Insertion operator ( << )

○ Extraction operator ( >> )

○ The relation operator ( > )

Give the list of four operators in c++ that **can be** overloaded.
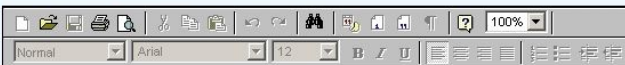
**Answer ( Please <u>click here</u> to Add Answer )**

Normal | Arial | 12 | **B** *I* <u>U</u> | | | | | | | |
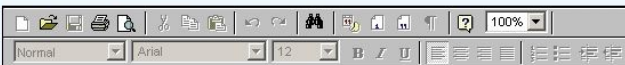
Can we use initialization list to set the value of any base class public data member, justify your answer in either case as well.

**Answer ( Please click here to Add Answer )**

| Normal | Arial | 12 | **B** *I* U |

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Consider the following code segment:

```
class Course{
private:
char * bufferPtr;
int size;
```
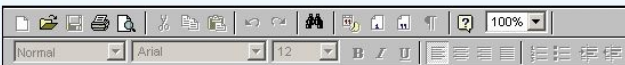
Answer ( Please click here to Add Answer )

```
public:
Course();
Course(char * ptr);
void SetCourse(char c, int pos);
};
```

**Answer ( Please click here to Add Answer )**

```
Course();
Course(char * ptr);
void SetCourse(char c, int pos);
};
```

Implement the SetCourse method, such that it changes a single character at nth location of string pointed by bufferPtr pointer.

**Answer ( Please click here to Add Answer )**

Consider the class given below explain the order in which variables x,y and z will be initialized after creating object of this class,

class ABC{
        int x;
        int y;
        int z;

**Answer ( Please click here to Add Answer )**
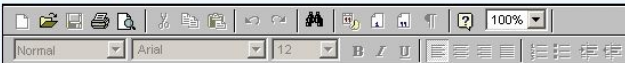
```
public:
        ABC();
};

ABC::ABC():z(10),x(20),y(30)
{
```

Answer ( Please click here to Add Answer )

```
};

ABC::ABC():z(10),x(20),y(30)
{
        ...
}
```

Answer ( Please click here to Add Answer )

Consider the following Complex class,

```
class Complex{
private:
    double real, img;
public:
```

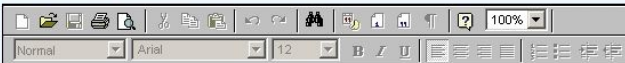**Answer ( Please click here to Add Answer )**
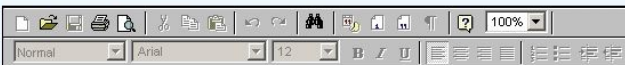
```
        …
        };
```
We want to overload subtraction (-) operator for our Complex class such that we can subtract any double value from our Complex class object using any one of the statements given below,

Complex c1;
Complex c2 = 1.546 - c1;

**Answer ( Please click here to Add Answer )**

```
Complex c1;
Complex c2 = 1.546 - c1;
Complex c3 = c1 - 2.456;
```

You have to give the c++ code of overloaded subtraction (-) operator to perform these kinds of operations.

**Answer ( Please click here to Add Answer )**

Find and correct the error(s) in the code given below.

```
class Counter
{
    public:
        Counter (int x = 10) {val = x;}
```

Answer ( Please click here to Add Answer )
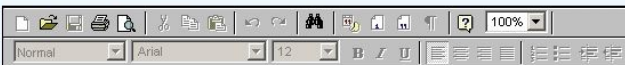
```
        int IncreamentedData () const {return ++val;}
        static int getCount ()
        {
            cout << " Data is " << val<< endl;
            return count;
        }
```

**Answer ( Please click here to Add Answer )**

```
            }
    private:
        int val ;
        static int count;
};
```

**Answer ( Please click here to Add Answer )**

| Q.No=answer | page |
|---|---|
| 1=a | google |
| 2=c | moazz |
| 3=one less | repeat |
| 4=d | 16 |
| 5=b | 73 |
| 6=a | 68 |
| 7=a | repeat |
| 8=a | 14 |
| 9=b | moazz |
| 10=d | repeat |
| 11=b | 92 |
| 12=a | repeat |
| 13=a | guess |
| 14=b | |
| 15=c | google |
| 16=a | 157 |
| 17=a | moazz |
| 18=++ | moazz |
| 19=b | 207 |
| 20=a | google |