

Question No : 1 of 26

Marks: 1 (Budgeted Time 1 Min)

Which one of the following features of OOP is used to deal with only relevant details?

Answer (Please select your correct option)

Abstraction

Information hiding

Object

Inheritance

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Question No : 2 of 26

Marks: 1 (Budgeted Time 1 Min)

The ability to derive a class from more than one classes is called,

Answer (Please select your correct option)

Single inheritance

Encapsulation

Multiple inheritance

Polymorphism

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Question No : 3 of 26

Marks: 1 (Budgeted Time 1 Min)

The phenomena of single method having different forms is called,

Answer (Please select your correct option)

Data hiding

Data processing

Encapsulation

Polymorphism

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Question No : 4 of 26

Marks: 1 (Budgeted Time 1 Min)

When a constructor is defined as constant (**const**) then,

Answer (Please select your correct option)

It can not change the state of an object

It can not initialized the state of an object

It only set the state of the object

Compile Time error will occur

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Question No : 5 of 26

Marks: 1 (Budgeted Time 1 Min)

Suppose that the Test class does not have an overloaded assignment operator. What happens when an assignment $a=b$, is given for two Test objects a and b?

Answer (Please select your correct option)

The automatic assignment operator is used

The copy constructor is used

Compiler error

Run-time error

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Question No : 6 of 26

Marks: 1 (Budgeted Time 1 Min)

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

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Question No : 7 of 26

Marks: 1 (Budgeted Time 1 Min)

Consider the following statement. "Cupboard has books"

What is the relationship between Cupboard and books?

Answer (Please select your correct option)

Composition

Aggregation

Inheritance

Association

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Question No : 8 of 26

Marks: 1 (Budgeted Time 1 Min)

The constructor of a class is called when -----.

Answer (Please select your correct option)

- An object is change its state
- An object is executed
- An object is created
- An object is destroyed

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Question No : 9 of 26

Marks: 1 (Budgeted Time 1 Min)

Member functions under _____ access specifier are also called interface to the class.

Answer (Please select your correct option)

Private

Protected

Public

Inline

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Question No : 10 of 26

Marks: 1 (Budgeted Time 1 Min)

In _____, a pointer or reference to an object is created inside a class.

Answer (Please select your correct option)

Aggregation

Composition

Separation

Association

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Question No : 11 of 26

Marks: 1 (Budgeted Time 1 Min)

In OOP a class is an example of _____.

Answer (Please select your correct option)

Data Type

Abstract Type

User Defined Type

Primitive data type

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Question No : 12 of 26

Marks: 1 (Budgeted Time 1 Min)

We capture the object attributes and behavior in Object Oriented programming using-----.

Answer (Please select your correct option)

Instances

Class

Function

Data Members

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Question No : 13 of 26

Marks: 1 (Budgeted Time 1 Min)

Identify the keyword which is used if we do not want to change an object's state?

Answer (Please select your correct option)

Static

Const

Private

Friend

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Question No : 14 of 26

Marks: 1 (Budgeted Time 1 Min)

Suppose obj1 and obj2 are two objects of a user defined class A. An + operator is overloaded to add obj1 and obj2 using the function call obj1+obj2. Identify the correct function prototype against the given call?

Answer (Please select your correct option)

A operator + (A &obj);

int + operator();

int operator (plus) ();

A operator(A &obj3);

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Question No : 15 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer (Please select your correct option)

- a built-in conversion operator.
- a one-argument constructor.
- an overloaded = operator.
- a conversion operator that's a member of the class.

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Marks: 1 (Budgeted Time 1 Min)

A..... is initiated by sending a *message* to the object.

Answer (Please select your correct option)

State

Behaviour

Object

Class

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Question No : 17 of 26

Marks: 1 (Budgeted Time 1 Min)

_____ remain in memory even when all objects of a class have been destroyed.

Answer (Please select your correct option)

Static variables

Instance variable

Primitive variables

Dynamic Variables

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Question No : 18 of 26

Marks: 1 (Budgeted Time 1 Min)

The following overloaded operator takes no argument.

Answer (Please select your correct option)

- /
-
- +
- ++

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Question No : 19 of 26

Marks: 1 (Budgeted Time 1 Min)

Consider the following function:

```
void multiplication (int x, int y);
```

If we overloaded the above function, then it will require operands.

Answer (Please select your correct option)

One

Two

Three

Four

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Question No : 20 of 26

Marks: 1 (Budgeted Time 1 Min)

We change the evaluation precedence of operators through operator overloading.

Answer (Please select your correct option)

Can

Can not

Only

Just

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Question No : 21 of 26

Marks: 2 (Budgeted Time 4 Min)

Why we generally avoid overloading of () operator for any class.

Answer ([Please click here to Add Answer](#))

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Question No : 22 of 26

Marks: 2 (Budgeted Time 4 Min)

Can we create an array of objects for a class having default constructor?. Justify your answer.

Answer ([Please click here to Add Answer](#))

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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

Considering the following scenario:

A class X does not have any overloaded operators and has a member function "**Subtract**" to subtract two objects of X, and then placing the result in Third object, where Third object is the calling object.

Write a single statement that performs the above functionality. You can take any name for the three objects of class X.

Answer ([Please click here to Add Answer](#))

Rich text editor toolbar with icons for undo, redo, bold, italic, underline, link, unlink, list, and a 100% zoom level.

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

Tell the two ways to indicate the compiler that we are overloading post increment operator.

Answer ([Please click here to Add Answer](#))

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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)

How we can use the concept of overloading to convert a type according to our own requirements? Give one example.

Answer ([Please click here to Add Answer](#))

A rich text editor toolbar with various icons for text formatting and editing. The icons include bold, italic, underline, strikethrough, text color, background color, bulleted list, numbered list, indent, outdent, link, unlink, and a search icon. The font size is set to 12 and the font style is Arial.

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Question No : 26 of 26

Marks: 5 (Budgeted Time 10 Min)

It is said that the default values of parameters given in constructor should be invalid in normal course of action. Do you agree or not? Justify with solid reasons by giving C++ coding example.

Answer ([Please click here to Add Answer](#))

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Q.No=answer	page
1=a	23
2=c	40
3=d	56
4=a	102
5=b	moazz
6=a	moazz
7=b	54
8=c	75
9=c	72
10=a	137
11=c	66
12=b	15
13=b	102
14=b	143
15=d	moazz
16=	
17=a	111
18=d	moazz
19=b	145
20=a	145