

Question No : 1 of 26

Marks: 1 (Budgeted Time 1 Min)

When the base class can not be replaced by its derived class then it is called,

Answer (Please select your correct option)

Sub-typing

Super-typing

Generalization

Specialization

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Question No : 2 of 26

Marks: 1 (Budgeted Time 1 Min)

The property of an object which distinguish it from other objects is called,

Answer (Please select your correct option)

Messages

Identity

Interface

Behavior

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Question No : 3 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 : 4 of 26

Marks: 1 (Budgeted Time 1 Min)

Due to _____, a generic class can show all the common attributes and behavior of other classes.

Answer (Please select your correct option)

Inheritance

Encapsulation

Polymorphism

Abstraction

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Question No : 5 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following is a weak relationship between two objects?

Answer (Please select your correct option)

Inheritance

Composition

Aggregation

Association

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Question No : 6 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following is directly related to polymorphism?

Answer (Please select your correct option)

Const members

Overriding

Static members

Const members functions

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Question No : 7 of 26

Marks: 1 (Budgeted Time 1 Min)

A member function having the same name as the class name preceded by a tilde (~) sign is called _____.

Answer (Please select your correct option)

Destructor

Constructor

Getter

Setter

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Question No : 8 of 26

Marks: 1 (Budgeted Time 1 Min)

Separation of implementation from interface provides the facility to restrict the _____ from direct access.

Answer (Please select your correct option)

Data member

Data function

Class

Object

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Question No : 9 of 26

Marks: 1 (Budgeted Time 1 Min)

_____ and _____ methods may not be declared abstract.

Answer (Please select your correct option)

Private,Static

Private,Public

Static,Public

Static, Protected

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Question No : 10 of 26

Marks: 1 (Budgeted Time 1 Min)

Static data members are called _____ variable.

Answer (Please select your correct option)

Class

Object

Structure

Primitive

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Question No : 11 of 26

Marks: 1 (Budgeted Time 1 Min)

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);

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Question No : 12 of 26

Marks: 1 (Budgeted Time 1 Min)

A class can be identified from a statement by -----.

Answer (Please select your correct option)

Noun

Pronoun

Verb

Adverb

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Question No : 13 of 26

Marks: 1 (Budgeted Time 1 Min)

"This" pointer returns:

Answer (Please select your correct option)

Reference of previous object

Reference of preceded object

Reference of current object

Reference of next object

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Question No : 14 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following is NOT an advantage of information hiding?

- Answer (Please select your correct option)
- Simplifies the model
 - Restriction to change
 - Prevents damage from errant external code
 - Provide direct access to data members

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Question No : 15 of 26

Marks: 1 (Budgeted Time 1 Min)

Assume that a user wants to count, how many objects are created for a particular class, which one will be most suitable to perform this task:

Answer (Please select your correct option)

Const data member

Non static data member

Static data member

Global data member

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Question No : 16 of 26

Marks: 1 (Budgeted Time 1 Min)

Operator overloading is:

Answer (Please select your correct option)

- Making C++ operators able to work with objects.
- Giving C++ operators more than they can handle.
- Giving new meanings to existing Class members.
- Making new C++ operators.

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Question No : 17 of 26

Marks: 1 (Budgeted Time 1 Min)

Suppose there is an object of type **Person**, which of the following can be considered as one of its attributes.

Answer (Please select your correct option)

Name

Age

Work()

Both Name and Age

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Question No : 18 of 26

Marks: 1 (Budgeted Time 1 Min)

In the following operators, the _____ operator can be overloaded.

Answer (Please select your correct option)

%

##

?:

.

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Question No : 19 of 26

Marks: 1 (Budgeted Time 1 Min)

While overloading the stream extraction operator, the return type must be _____.

Answer (Please select your correct option)

Ostream

Iostream

Istream

Instream

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Question No : 20 of 26

Marks: 1 (Budgeted Time 1 Min)

To overload subscript operator, it requires one _____ type parameter.

Answer (Please select your correct option)

Int

Float

Char

String

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Question No : 21 of 26

Marks: 2 (Budgeted Time 4 Min)

Friend functions minimize "Encapsulation", What is your opinion?

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

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Question No : 22 of 26

Marks: 2 (Budgeted Time 4 Min)

If, within a class, **marks** is a member variable, will the statement **this.marks=37**; assign 37 to 'marks'?

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

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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

Consider the class given below you have to overload stream insertion (<<) and stream extraction operators (>>) for this class.

```
class Circle{  
  
    int x,y;  
    int radius;  
}
```

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

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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

```
public:  
Circle(int a, int b, int c): x(a),y(b),radius(c){  
  
friend ostream & operator << (ostream & os, const Circle & c);  
friend istream & operator >> (istream & is, Circle & c);
```

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

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

What will be output after executing following lines of code, (suppose there is no error and code will be executed correctly), justify your answer as well:

```
class Employee {  
public:  
static int noOfEmployee;  
Employee(){
```

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

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
noOfEmployee++;  
}  
~Employee(){  
noOfEmployee--;  
}  
};
```

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

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
};  
int Employee::noOfEmployee=0;  
int main()  
{  
Employee E1;  
{  
Employee E2;{
```

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

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
Employee E2;{  
Employee E3;  
}  
}  
cout<<"Total No of Employees are:"<<Employee::noOfEmployee;  
}
```

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

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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)

Write c++ code to overload `subscript[]` operator for `String` class.

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

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Question No : 26 of 26

Marks: 5 (Budgeted Time 10 Min)

In a class of "Student" lets suppose there is a constant data member "const char name". As it keeps constant then, at the time of execution/creation of this constant data member for any particular object, so write C++ code that how is it possible for a user to give first time value (user name) to this data member?

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

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Q.No=answer	page
1=d	32
2=c	17
3=b	moazz
4=a	25
5=c	54
6=b	google
7=a	92
8=c	99
9=d	my idea
10=b	110
11=b	moazz
12=a	58
13=a	97
14=d	logic
15=c	110
16=a	idea
17=d	13
18=a	144
19=c	158
20=a	164