

CS304-Object Oriented Program

QUIZ-2 LEC(31 to 38)

Solved by JUNAID MALIK



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ALL answers are verified if found any
mistake then Correct ACCORDINGLY

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1. A function template must have a parameter

- **True**
- False

2. Child class can call constructor of its,

- **Direct base class**
- Indirect base class
- Both direct and indirect base classes
- None of these.

3. Which statement will be true for concrete class?

- It implements an virtual concept.
- **It can be instantiated**
- It cannot be instantiated
- None of given

4. A class D can be derived from a class C, which is derived from a class B, which is derived from a class A

- **True**
- False

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5. Adding a derived class to a base class requires fundamental changes to the base class.

- **True**
- False

6. A Class or class template can have member _____ that are themselves templates.

- Variable
- **Function**
- Objects
- None of given

7. Which will be the Primary task or tasks of generic programming?

- Categorize the abstractions in a domain into concepts
- Implement generic algorithms based on the concepts
- Build concrete models of the concepts
- **All of given**

8. The default inheritance mode is,

- **Public inheritance**
- Protected Inheritance
- Private Inheritance
- None of these options

9. If there is a pointer, p, to objects of a base class, and it contains the address of an object of a derived class, and both classes contain a virtual member function, ding(), then the statement p->ding(); will cause the version of ding() in the _____ class to be executed.

- Base
- Derived
- **Virtual**
- Implemented

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10. Sender of the message does not need to know the exact class of receiver in _____.

- Abstraction
- **Polymorphism**
- Inheritance
- none of the given

11. A template provides a convenient way to make a family of

variables and data members

functions and classes

classes and exceptions

programs and algorithms

12. A class template may inherit from another class template.

Select correct option:

True

False

13. Target of a _____ function call is determined at run time.

instance

virtual

operator

none of given

14. A class hierarchy

shows the same relationships as an organization chart.

describes “has a” relationships.

◀ **describes “is a kind of” relationships.**

shows the same relationships as a family tree.

15. Sender of the message does not need to know the exact class of receiver

in _____.

Abstraction

Polymorphism

Inheritance

none of the given

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16. A function call is resolved at run-time in _____

non-virtual member function

virtual member function

Both non-virtual member and virtual member function.

None of given

17. Adding a derived class to a base class requires fundamental changes to the base class.

True

False

18. User can make virtual table explicitly.

True

False

19. Binding means that target function for a call is selected at compile time.

Static

Dynamic

Automatic

None of given

20. Target of a _____ function call is determined at run time.

instance

virtual

operator

none of given

21. Which line will produce error. Class phone: private Transmit, private Receiver { } 1. int main() 2. { 3. phone obj; 4. Transmit* obj1 = &obj; 5. Received obj2 = &obj; 6. }

3rd line will produce error

4th line will produce error

3rd and 4th line will produce error.

5th line will produce error

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22. Function overriding is done in context of,

- Single class
- Single derived class
- Single base class

Derived and base classes

23. Consider the code below, class class1 { public: void func1(); }; class class2 : protected class1 { }; Function func1 of class1 is ____ in class2,

- public
- protected**
- private
- none of the given options

24. The following statements: 1) int iArray[5]; 2) int *pArr = iArray;

- These statements will compile successfully
- Error in first statement
- Error in second statement**
- None of given options

25. Methodologies to the development of reusable software relate to _____.

- Structure programming
- procedural programming
- generic programming**
- None of the given

26. Function template must have a parameter.

- True
- False**

27. The default inheritance mode is,

- Public inheritance
- Protected inheritance

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Private inheritance

None of these options

28. Two functions with same names, parameters and return type can exist in,

Function overloading

Function overriding

Operator overloading

None of these options

29. Consider the code below, `class c1 { }; class c2 : public c1 { }; class c3 : public c2 { };` Then c2 is,

Direct base class of c3

Direct child class of c3

Direct base class of c1

None of these

30. Virtual functions allow you to

create an array of type pointer-to-base class that can hold pointers to derived classes.

create functions that can never be accessed.

group objects of different classes so they can all be accessed by the same function code.

use the same function call to execute member functions of objects from different classes.

31. User can make virtual table explicitly.

True

False

32. In order to define a class template the first line of definition must be:

```
template <typename T>
```

```
typename <template T>
```

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Template Class <ClassName>
Class <Template T>

33. Consider the following statements: 1) `int iArray[5];` 2) `int *pArr = iArray;`

These statements will compile successfully

Error in first statement

Error in second statement

None of given options

34. In c++ dynamic binding and polymorphism will be achieved when member function will be ___.

private

public

virtual

inline

35. In type in depended function template should be use where code and behavior must be identical.

Select correct option:

True

False

36. Consider the code below, `class class1 { protected: int i; }; class class2 : private class1 { }; Then int member i of class1 is _____ in class2,`

public

protected

private

none of the given options

37. In specialization we can,

Replace child class with its base class

Replace base class with its child class (Not Sure)

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Replace both child and base classes interchangeably
None of the given options

38. Consider the code below, `class class1 { public: void func1(); }; class class2 : public class1 { }; Function func1 of class1 is ____ in class2,`

public
protected
private
none of the given options

39. It is illegal to make objects of one class members of another class.

True
False

40. Two functions with same names, parameters and return type can exist in,

Function overloading
Function overriding
Operator overloading
None of these options

41. Consider the code below, `class class1 { private: int i; }; class class2 : public class1 { }; Then int member i of class1 is ____ in class2,`

public
protected
private
none of the given options

42. Target of a ____ function call is determined at run time.

instance
virtual
operator
none of given

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43. A class template may inherit from another class template.

Select correct option:

True

False

44. A function call is resolved at run-time in _____

non-virtual member function

virtual member function

Both non-virtual member and virtual member function.

None of given

45. A class hierarchy

shows the same relationships as an organization chart.

describes “has a” relationships.

describes “is a kind of” relationships.

shows the same relationships as a family tree.

46. Consider the code below, `class class1 { public: int i; }; class class2 : public class1 { };` Then int member i of class1 is _____ in class2,

public

protected

private

none of the given options

47. Consider the code below, `class c1 { }; class c2 : public c1 { }; class c3 : public c2 { };` Then c1 is,

Direct base class of c3

Direct child class of c3

Direct base class of c2

Direct child class of c2

48. A class can inherit from more than one class is called.

Simple inheritance

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Multiple inheritances

Single inheritance

Double inheritance

49. `template<T> class Vector { void** p; //... void*& operator[] ((int i); };`

This specialization can then be used as the common implementation for all Vectors of pointers.

This specialization can then be used as the all type implementation for one type classes.

This specialization can then be used double type pointers.

This specialization should be used for Vectors of all type int types.

50. Consider the code below, `class class1 { public: int i; }; class class2 : protected class1 { };` Then int member i of class1 is ____ in class2,

public

protected

private

none of the given options

51. Consider the code below, `class class1 { private: void func1(); }; class class2 : public class1 { };` Function func1 of class1 is ____ in class2,

public

protected

private

none of the given options

52. Templates automatically create different versions of a function, depending on user input.

True

False

53. _____ Binding means that target function for a call is selected at run time

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Automatic
Dynamic
Static
Dramatic

54. When we create objects, then space is allocated to:

- Member function
- Access specifier
- Data member
- **None of given**

55. There is only one form of copy constructor.

- True
- **False**

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

- Abstraction
- Information hiding
- **Object**

57. _____ Binding means that targets function for a call is selected at compile time.

- **Static**
- Dynamic
- Automatic
- None of given

58. A Class hierarchy

- Shows the same relationships as an organization chart
- Describes “has a” relationships.
- **Describes “is a kind of” relationships.**
- Shows the same relationships as a family tree

58. In C++, we declare a function virtual by preceding the function header with keyword “Inline”

- **True**
- False

59. It is illegal to make objects of one class members of another class.

- **True**
- False

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60. In Resolution order compiler search firstly _____.

- Generic Template
- Partial Specification
- Complete Specification
- **Ordinary function**

61. Derived class can inherit from public base class as well as private and protected base classes

- **True**
- False

62. Which line will produce error. Class phone: Private Transmit, private Receiver { } 1.int main () 2. { 3.phone obj; 4.Tranmit*obj1 = &obj; 5.Received obj2 = &obj; 6.}

- **3rd line will produce error**
- 4th line will produce error
- 3rd and 4th line will produce error.
- 5th line will produce error.

63. Methodologies to the development of reusable software relate to _____.

- Structure programming
- Procedural programming
- **Generic programming**
- None of the given

64. A template argument is preceded by the keyword _____.

- Vector
- **Class**
- Template
- Type*

65. Friends are used exactly the same for template and non-template classes.

- True
- **False**

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