

# Professional Online Academy Vu Topper RM



## CS304P-Object Oriented Programming Practical Update MCQ'S Final Term



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**Question No:1**

**(Marks:1)**

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The mechanism of selecting function at run time according to the nature of calling object is called \_\_\_\_\_.

- A. virtual binding
- B. dynamic binding**
- C. static binding
- D. hybrid binding

**Question No:2**

**(Marks:1)**

**Vu-Topper RM**

What is the output of the following program? #include<iostream>using namespace std;class student{ public : int marks; void disp() { cout<<"its base class"; } }; class topper:public student { public : void disp() { cout<<"Its derived class"; } }; main() { student s; topper t; s.disp(); t.disp();}

- A. Its base classIts derived class
- B. Its base class Its derived class
- C. Its derived classIts base class**
- D. Its derived class Its base class

**Question No:3**

**(Marks:1)**

**Vu-Topper RM**

Which of the following members of base class can be accessed in the derived class?

- A. All (Public, Protected, and Private)
- B. Both Public and Private
- C. Both Protected and Public**
- D. Both Protected and Private

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**Question No:4**

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

- A. Static**
- B. Dynamic
- C. None of the given options
- D. Both Static and Dynamic

**Question No:5**

**(Marks:1)**

**Vu-Topper RM**

class A { ----};class B : private A {----};class C : public B : private A {--- -};Which of the above class hierarchy declaration will generate a compile error?

- A. class C : public B : private A**
- B. class A
- C. none of the given options
- D. class B : private A

**Question No:6**

**(Marks:1)**

**Vu-Topper RM**

Consider the following C++ code and identify pure virtual functions.class Shape {virtual void draw() = 0;virtual double getArea(){} };

- A. virtual void draw() = 0;**
- B. None of the given options
- C. class Shape
- D. virtual double getArea()

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**Question No:7**

**(Marks:1)**

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In \_\_\_\_\_, there is exactly one copy of the anonymous base class object.

- A. Virtual inheritance**
- B. Multiple Inheritance
- C. Hybrid inheritance
- D. Simple Inheritance

**Question No:8**

**(Marks:1)**

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In virtual inheritance, there can be \_\_\_\_\_ copy of the anonymous base class object.

- A. One**
- B. Two
- C. Zero
- D. None of the given options

**Question No:9**

**(Marks:1)**

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

- A. Public**
- B. Hidden
- C. Protected
- D. Private

**Question No:10**

**(Marks:1)**

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Which problem may arise if we use abstract class functions for polymorphism?

- A. Derived classes can't redefine the function
- B. All classes are converted as abstract class
- C. All the derived classes must implement the undefined functions**
- D. Derived class must be of abstract type

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**Question No:11**

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Complete the following code to create virtual table:Point p1( 10, 10 ),  
p2( 30, 30 );Shape\* \_\_\_\_\_;pShape = new Line( p1, p2 );

- A. Shape
- B. pointer
- C. new line
- D. pShape**

**Question No:12**

**(Marks:1)**

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Which of the following Copy Constructor declaration could alter its own value accidentally?

- A. Point : Point(Point &p)
- B. None of the given options
- C. Point : Point(const Point &p)
- D. Point : Point(const Point p)**

**Question No:13**

**(Marks:1)**

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class A {public:int Test(int x) {return x\*x;}int Test(int x,int y) {return x\*y;}};class B : public A {public: int Test(int x) { return x\*x\*x;}};In the above class, the method Test is \_\_\_\_\_.

- A. None of the given options
- B. Overridden**
- C. Overloaded
- D. Both

**Question No:14**

**(Marks:1)**

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In C++ classes, how many access specifiers are there?

- A. 2
- B. 4
- C. 3**
- D. None of the given options

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**Question No:15**

**(Marks:1)**

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If the data members of an object have been dynamically allocated then it is required to do \_\_\_\_\_.

A. Both of the given options

**B. Deep copy**

C. None of the given options

D. Shallow copy

**Question No:16**

**(Marks:1)**

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class Shape {protected:double area;};class Rectangle : public Shape {private:double length , width;};The base class member area in derived class Rectangle will be\_\_\_\_\_.

A. public

B. private

C. None of the given options

**D. protected**

**Question No:17**

**(Marks:1)**

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For the given class definition, which one is

correct?#include<iostream>using namespace std;class A {int x,y;public:int Add(int a,int b){return a+b;};int Add(int c){return c;}};

**A. Function Add is overloaded**

B. None of the given options

C. Function Add has an error

D. Function Add is overridden

**Question No:18**

**(Marks:1)**

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In inheritance, polymorphism is done by \_\_\_\_\_.

A. Copy Constructor

B. None of the given options

C. Method Overloading

**D. Method Overriding**

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**Question No:19**

**(Marks:1)**

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If any data members of a class is using dynamic memory allocation ,  
implementation of \_\_\_\_\_ would be better approach.

- A. Shallow copy
- B. Both Deep and Shallow copy
- C. Deep copy**
- D. None of the given

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