

CS304-(OOP)

Updated Mid Term Important Solved

Mcq's

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@mickeych8525

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#0333-6166150

Email:

mickeych96@gmail.com

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1. Inheritance is a way to

- a) organize data.
- b) pass arguments to objects of classes.
- c) add features to existing classes without rewriting them.**
- d) improve data-hiding and encapsulation.

2. Which part of an object exhibits its state?

- a) Data**
- b) Operations
- c) Any public part
- d) Any private part

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

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

4. What problem(s) may occur when we copy objects without using deep copy constructor?

- a) Dangling pointer
- b) Memory Leakage
- c) System crash
- d) All of the given**

6. this pointers are not accessible for static member functions.

- a) True**
- b) False

7. A C++ class is similar to _____

- a) Structure**
- b) Header File
- c) Library File
- d) None of the given

8. a 'A static member function can be called, even when a class is not _____.

- a) Declared
- b) Define
- c) Instantiated**
- d) Called

9. A static member function cannot be declared.

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- a) Static
- b) Implicit
- c) Explicit
- d) Virtual**

10. Friend functions are _____ functions of a class.

- a) None of given
- b) object member
- c) non-member**
- d) data member

11. Which one of the following features of OOP is used to derive a class from another?

- a) Encapsulation
- b) Polymorphism
- c) Data hiding
- d) Inheritance**

12. What is a class?

- a) A class is a section of computer memory containing objects
- b) A class is a section of the hard disk reserved for object oriented programs
- c) A class is the part of an object that contains the variables.
- d) A class is a description of a kind of object**

13. _____, which means if A declares B as its friend it does NOT mean that A can access private data of B. It only means that B can access all data of A.

- a) Friendship is one way only**
- b) Friendship is two way only
- c) NO Friendship between classes
- d) Any kind of friendship

14. Which of the following operators always takes no argument if overloaded?

- a) /
- b) -
- c) +
- d) ++**

15. The statement `objA=objB;` will cause a compiler error if the objects are of different classes.

- a) True**
- b) False

16. Identify which of the following overloaded operator function's declaration is appropriate for the given call?

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Rational_number_1 + 2.325

Where Rational_number_1 is an object of user defined class Rational_number.

- a) Rational_number operator+(Rational_number & obj);
- b) Rational_number operator+(double& obj);**
- c) Rational_number operator+(Rational_number &obj, double& num);
- d) operator+(double& obj);

17. Which operator can not be overloaded?

- a) The relation operator (>=)
- b) Assignment operator (=)
- c) Script operator ([])
- d) Conditional operator (? :)**

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

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

19. Assume a class C with objects obj1, obj2, and obj3. For the statement obj3 = obj1 - obj2 to work correctly, if the overloaded - operator must

- a) take two arguments.**
- b) return a value.
- c) create a named temporary object.
- d) take four arguments

20. The keyword that is used that the variable can not change state?

- a) static
- b) const**
- c) friend
- d) private

21. The technique in which we visualize our programming problems according to real life's problems is called _____

- a) structured programming
- b) object oriented Programming**
- c) procedural programming
- d) none of the given

22. In object orientated programming, a class of objects cans _____ properties from another class of objects

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- a) Utilize
- b) Borrow
- c) Inherit**
- d) Adopt

23. 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?

- a) A operator + (A &obj);
- b) int + operator();
- c) int operator (plus) ();**
- d) A operator(A &obj3);

24. A member function having the same name as that of a class and a ~ sign with it is called,

- a) Constructor
- b) Getter
- c) Setter
- d) Destructor**

25. Using encapsulation we can achieve

- a) Information hiding
- b) Least interdependencies among modules
- c) Implementation independence
- d) All of given options**

26. 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?

- a) The automatic assignment operator is used
- b) The copy constructor is used**
- c) Compiler error
- d) Run-time error

28. ____ provide the facility to access the data member.

- a) accessor function**
- b) private function
- c) inline function
- d) None of the given

29. Constant objects cannot change their state,

- a) True**
- b) False

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30. The ____ relationship indicates that an object contains other objects.

- a) 'has-a'
- b) 'is-a'
- c) 'be-
- d) None of given**

31. Static variable can be initialized more than once.

- a) True
- b) False**

32. For classes with common behavior, you can save effort by placing the common behavior in a _____.

- a) Derived Class
- b) Base class**
- c) Deprived Class
- d) Named class

33. _____ is a relationship

- a) Inheritance**
- b) Polymorphism
- c) abstraction
- d) encapsulation

34. ____ satisfy the condition of polymorphism

- a) Carbon
- b) Diamond
- c) Coal
- d) all of the given**

35. A generalization-specialization relation between classes are implemented using

- a) data hiding
- b) friend classes
- c) encapsulation
- d) inheritance**

36. Which of the following are an advantage of OOP?

- a) OOP makes it easy to re-use the code
- b) It provides an ability to create one user defined data type by extending the other
- c) It provides the facility of defining Abstract data types through which real world entities can be defined better
- d) All of the given options**

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37. The \geq operator can be overloaded.

- a) True
- b) False

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

- a) Constructor
- b) Destructor
- c) Shallow Copy
- d) Deep Copy

39. Which of the following is not an example of multiple inheritances?-----

- a) Mermaid
- b) Woman
- c) None of the given
- d) Amphibious Vehicle

40. We can use "this" pointer in the constructor in the body and even in the initialization list of any class if we are careful,

- a) TRUE
- b) False

41. A generic class showing all the common attributes and a behavior of other classes represents a very important feature in oop called -----

- a) Inheritance
- b) Encapsulation
- c) Polymorphism
- d) Abstraction

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

- a) static variables
- b) dynamic variables
- c) instance variables
- d) data members

43. Using encapsulation we can achieve

- a) Information hiding
- b) Least interdependencies among modules
- c) Implementation independence
- d) All of given options

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44. Inheritance is a way to

- a) make general classes into more specific classes.
- b) pass arguments to objects of classes.
- c) improve data hiding and encapsulation.
- d) providing class growth through natural selection.

45. Static variables act like a global variable in the context or scope of the class.

- a) True
- b) False

46. The compiler won't object if you overload the * operator to perform division.

- a) True
- b) False

47. In OOP a class is an example of ____

- a) Data Type
- b) Abstract Type
- c) User Defined Type
- d) None of the given

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

- a) Pronoun
- b) Verb
- c) Adverb
- d) Noun

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

- a) Name
- b) Age
- c) Work()
- d) Both Name and Age

50. The members of a class that can be accessed without creating the object of the class is called _____

- a) Private member
- b) Data Member
- c) Public Member
- d) Static

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51. What a derived class can add?

- a) New data members
- b) New member functions and New friend functions
- c) New constructors and destructor
- d) All of given**

52. _____ is/are used to access information hidden within an object?

- a) Interface**
- b) Private data members
- c) Private member functions
- d) Both public and private members

53. C++ compiler does not allow to dynamically allocate memory for objects

- a) False**
- b) True

54. Given the following class

```
class Base{  
int Age=33;  
}
```

How you can improve above class with respect to accessing the field Age?

- a) Define the variable Age as private
- b) Define the variable Age as protected
- c) Define the variable Age as private and create a get method that returns it and a set method that updates it**
- d) Define the variable Age as protected and create a set method that returns it and a get method that updates it

55. Friend class and friend function can be used as an alternate to each other

- a) True
- b) False**

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

- a) Class**
- b) Function
- c) Data Members
- d) Instances

57. The return type of a constructor is of _____

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- a) Integer
- b) Character
- c) Double
- d) No type**

58. What problem(s) may occur when we copy objects without using deep copy constructor?

- a) Dangling pointer**
- b) Memory Leakage(Object is not deleted)
- c) All of the given
- d) System crash

59. Friend functions are _____ functions of a class.

- a) None of given
- b) object member
- c) non-member**
- d) data member

60. We achieve independence of internal implementation from its external interface through _____

- a) Encapsulation
- b) Information Hiding
- c) Abstraction**
- d) both encapsulation and information hiding

61. Keeping in view the principle of abstraction, which of the above information the company needs to save as employee's record?

- a) 2, 4
- b) 1, 3, 5
- c) 1, 2, 3**
- d) 1, 2, 3, 4

62. Which construct is the source for the creation of an object?

- a) Destructor of the class
- b) New operator**
- c) Delete operator
- d) Constructor of the class

63. When a variable is define as static in a class then all object of this class,

- a) Have different copies of this variable
- b) Have same copy of this variable**
- c) Can not access this variable
- d) None of given

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

- a) **Static variables**
- b) Instance variable
- c) Primitive variables
- d) None of given

65. Given the following class

```
class Base{  
int Age=33;  
}
```

How you can improve above class with respect to accessing the field Age?

- a) Define the variable Age as private
- b) Define the variable Age as protected
- c) **Define the variable Age as private and create a get method that returns it and a set method that updates it**
- d) Define the variable Age as protected and create a set method that returns it and a get method that updates it

66. The life of sub object is not dependent on the life of master class in ____

- a) Composition
- b) **Aggregation**
- c) Separation
- d) None of the given

67. Which one is not keyword in C++?

- a) operator
- b) **B_op**
- c) const
- d) None of given

68. _____, which means if A declares B as its friend it does NOT mean that A can access private data of B. It only means that B can access all data of A.

- a) **Friendship is one way only**
- b) Friendship is two way only
- c) NO Friendship between classes
- d) Any kind of friendship

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

- a) a built-in conversion operator.
- b) a one-argument constructor.

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c) an overloaded = operator.

d) a conversion operator that's a member of the class.

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

a) Inheritance

b) Composition

c) Aggregation(the object can exist without master class like room and chair)

d) None of given

71. Which of the following is the way to extract common behavior and attributes from the given classes and make a separate class of those common behaviors and attributes?

a) Generalization

b) Sub-typing

c) Specialization

d) Extension

72. The ability to derive a class from more than one class is called

a) Single inheritance

b) Encapsulation

c) Multiple inheritance

d) Polymorphism

73. If MyClass has a destructor what is the destructor named?

a) MyClass

b) ~MyClass

c) My~Class

d) MyClass~

74. If only one behaviour of a derived class is incompatible with base class, then it is:

a) Generalization

b) Specialization

c) Extension

d) Inheritance

75. Which of the following may not be an integral part of an object?

a) state

b) behavior

c) Protected data members

d) All of given

76. Consider the code below, class class1{ public: void func1(); }; class class2 : protected

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class1 { }; Function func1 of class1 is _____ in class2,

- a) public
- b) protected
- c) private
- d) none of the given options

77. In case of dynamic memory allocation in a class we should use,

- a) User defined default constructor
- b) User defined copy constructor
- c) Both of these
- d) None of these

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

- a) variables and data members
- b) functions and classes
- c) classes and exceptions
- d) programs and algorithms

79. Which one of the following terms must relate to polymorphism?

- a) Static allocation
- b) Static typing
- c) Dynamic binding
- d) Dynamic allocation

80. What is true about function templates?

- a) The compiler generates only one copy of the function template
- b) The compiler generates a copy of function respective to each type of data
- c) The compiler can only generate copy for the int type data
- d) None of the given.

81. Which of the following is the best approach if it is required to have more than one functions having exactly same functionality and implemented on different data types?

- a) Templates
- b) Overloading
- c) Data hiding
- d) Encapsulation

82. template <>

```
class Vector<char*> { }
```

This is an example of partial specialization.

- a) True
- b) False

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83. Classes like TwoDimensionalShape and ThreeDimensionalShape would normally be concrete, while classes like Sphere and Cube would normally be abstract.

- a) True
- b) False**

84. A non-virtual member function is defined in a base class and overridden in a derived class; if that function is called through a base-class pointer to a derived class object, the derived-class version is used.

- a) True
- b) False**

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

- a) template <typename T>**
- b) typename <template T>
- c) Template Class <ClassName>
- d) Class <Template T>

86. 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 nonvirtual member function, ding(), then the statement p->ding(); will cause the version of ding() in the ____ class to be executed.

- a) Base
- b) Derived
- c) Abstract
- d) Virtual**

87. Non Template Friend functions of a class are friends of ____instance/s of that class.

- a) All**
- b) One specific
- c) All instances of one date type
- d) None of the given options

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

- a) public**
- b) protected
- c) private
- d) none of the given options

89. We can call base class constructor from derived class constructor,

- a) From derived class constructor body**

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- b) From the initializer list of derived class constructor
- c) From any member function of derived class
- d) We can not call the base class constructor

90. Public Inheritance represents,

- a) "IS A" relationship
- b) "Has A" relationship
- c) "IS Special Kind of" relationship
- d) None of these options

91. Function overloading is done with respect of,

- a) A single class
- b) A derived class
- c) A base class
- d) Both derived and base classes**

92. By default, assignment operator (=) performs,

- a) Shallow copy**
- b) Deep copy
- c) Both of these
- d) None of the above

93. The find() algorithm

- a) finds matching sequences of elements in two containers.
- b) finds a container that matches a specified container.
- c) takes iterators as its first two arguments.**
- d) takes container elements as its first two arguments.

94. If you define a vector v with the default constructor, and define another vector w with a one-argument constructor to a size of 11, and insert 3 elements into each of these vectors with push_back(), then the size() member function will return __ for v and ___ for w.

- a) 11 for v and 3 for w.
- b) 0 for v and 0 for w.
- c) 0 for v and 3 for w.
- d) 3 for v and 11 for w.**

95. Which is not the Advantage of inheritance?

- a) providing class growth through natural selection.
- b) facilitating class libraries.
- c) avoiding the rewriting of code.**
- d) providing a useful conceptual framework

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

- a) Abstraction
- b) Polymorphism
- c) Inheritance
- d) none of the given

97. In c , compiler can generate which of the following operators" code,

- a) ==
- b) =
- c) &
- d) &&

98. Virtual functions allow you to

- a) create an array of type pointer-to-base class that can hold pointers to derived classes.
- b) create functions that can never be accessed.
- c) objects of different classes so they can all be accessed by the same function code.
- d) use the same function call to execute member functions of objects from different classes.

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

- a) Function overloading
- b) Function overriding
- c) Operator overloading
- d) None of the above

100. Consider the code below, class c1{ }; class c2 : public c1 { }; class c3 : public c2 { };

Then c2 is,

- a) Direct base class of c3
- b) Direct child class of c3
- c) Direct base class of c1
- d) None of these

101. In case of dynamic memory allocation in a class we should use,

- a) User defined default constructor
- b) User defined copy constructor
- c) Both of these
- d) None of the above

102. Which of the following is the best approach if it is required to have more than one functions having exactly same functionality and implemented on different data types?

- a) Templates
- b) Overloading

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- c) Data hiding
- d) Encapsulation

103. Assume a class Derv that is privately derived from class Base. An object of class Derv located in main() can access

- a) public members of Derv.
- b) protected members of Derv.**
- c) private members of Derv.
- d) protected members of Base.

104. When the base class and the derived class have a member function with the same name, you must be more specific which function you want to call (using _____).

- a) scope resolution operator
- b) dot operator
- c) null operator**
- d) Operator overloading

105. Non Template Friend functions of a class are friends of _____ instance/s of that class.

- a) All
- b) One specific**
- c) All instances of one date type
- d) None of the given options

106. Which of the following may not be an integral part of an object?

- a) State
- b) Behavior
- c) Protected data members
- d) All of given**

107. class DocElement

```
{  
public:  
virtual void Print() { cout << "Generic element"; }  
};  
class Heading : public DocElement  
{  
public:  
void Print() { cout << "Heading element"; }  
};
```

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```
class Paragraph : public DocElement
{
public:
void Print() { cout << "Paragraph element"; }
};

void main()
{
DocElement * p = new Paragraph();
p->Print();
}
```

When you run this program, it will print out a single line to the console output.

What will be in that line?

- a) Generic element
- b) Heading element
- c) Paragraph element**
- d) Nothing will be printed.

108. When a virtual function is called by referencing a specific object by name and using the dot member selection operator (e.g., squareObject.draw()), the reference is resolved at compile time.

- a) True**
- b) False

109. In case of multiple inheritance a derived class inherits_____

- a) Only the public member functions of its base classes
- b) Only the public data members of its base classes
- c) Both public data members and member functions of all its base classes**
- d) Data members and member functions of any two base classes

110. Which of the following is incorrect line regarding function template?

- a) template<class T>
- b) template <typename U>
- c) Class<template T>**
- d) template < class T, class U>

111. An STL container can not be used to,

- a) hold objects of class employee.**
- b) store elements in a way that makes them quickly accessible.
- c) compile c++ programs.

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d) organize the way objects are stored in memory

112. Algorithms can only be implemented using STL containers.

a) True

b) False

113. Consider the code below,

```
class Fred {
```

```
public:
```

```
Fred();
```

```
...
```

```
};
```

```
int main()
```

```
{
```

```
Fred a[10];
```

```
Fred* p = new Fred[10];
```

```
...
```

```
}
```

Select the best option,

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

b) Produce an error

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

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

114. When a variable is define as static in a class then all object of this class,

a) Have different copies of this variable

b) Have same copy of this variable

c) Can not access this variable

d) None of given

115. The life of sub object is dependent on the life of master class in _____.

a) Separation

b) Composition

c) Aggregation

d) None of the given

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116. In Private _____ only member functions and friend classes or functions of a derived class can convert pointer or reference of derived object to that of parent object

a) specialization

- b) inheritance
- c) abstraction
- d) composition

117. template argument is preceded by the keyword _____.

a) vector

- b) class
- c) template
- d) type*

118. Which of the following causes run time binding?

- a) Declaring object of abstract class
- b) Declaring pointer of abstract class
- c) Declaring overridden methods as non-virtual
- d) None of the given**

119. A function template can not be overloaded by another function template.

- a) True
- b) False**

120. Identify the correct way of declaring an object of user defined template class A for char type members?

- a) A< char > obj;
- b) <char>A obj;
- c) A obj<char>;**
- d) Obj <char> A;

121. Template functions use _____ than ordinary functions.

- a) Greater Memory
- b) Lesser Memory**
- c) Equal Memory
- d) None of the given options

122. Compiler performs _____ type checking to diagnose type errors,

- a) Static**
- b) Dynamic
- c) Bound
- d) Unbound

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123. Which of the following is/are advantage[s] of generic programming?

- a) Reusability
- b) Writability
- c) Maintainability
- d) All of given**

124. Suppose you create an uninitialized vector as follows:

```
vector<int> evec;
```

After adding the statment,

```
evec.push_back(21);
```

what will happen?

- a) The following statement will add an element to the start (the back) of evec and will initialize it with the value 21.**
- b) The following statement will add an element to the center of evec and will reinitialize it with the value 21.
- c) The following statement will delete an element to the end (the back) of evec and will reinitialize it with the value 21.
- d) The following statement will add an element to the end (the back) of evec and initialize it with the value 21.

125. In a de-queue, (chose the best option)

- a) data can be quickly inserted or deleted at any arbitrary location.
- b) data can be inserted or deleted at any arbitrary location, but the process is relatively slow.
- c) data can not be quickly inserted or deleted at either end.
- d) data can be inserted or deleted at either end, but the process is relatively slow.**

126. Default constructor is such constructor which either has no _____ or if it has some parameters these have _____ values

- a) Parameter, temporary
- b) Null, Parameter
- c) Parameter, default**
- d) none of the given

127. Public methods of base class can ----- be accessed in its derived class

- a) directly**
- b) indirectly
- c) simultaneously
- d) none of the given

128. The type that is used to declare a reference or pointer is called its -----

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- a) default type
- b) static type
- c) abstract type
- d) reference type**

129. Which of these are examples of error handling techniques ?

- a) Abnormal Termination
- b) Graceful Termination
- c) Return the illegal
- d) all of the given**

130. _____ follow try block to catch the object thrown

- a) catch block**
- b) throw block
- c) main block
- d) none of the given

131. Graphical representation of the classes and objects is called object model it shows _____

- a) Class Name only**
- b) Class Name and attributes
- c) Relationships of the objects and classes
- d) all of the given

132. Destructor can be overloaded

- a) True
- b) False**

133. Outside world can access only _____ members of a class using its object.

- a) Public**
- b) Private
- c) Protected
- d) No member is accessible

134. Consider the code below, `class class1{ private: int i; }; class class2 : protected class1 { };`

Then int member i of class1 is _____ in class2,

- a) public
- b) protected**
- c) private
- d) none of the given options

135. Consider the code below, `class class1{ protected: int i; }; class class2 : public class1 { };`

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Then int member i of class1 is _____ in class2,

- a) public**
- b) protected
- c) private
- d) none of the given options

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

- a) Automatic
- b) Dynamic**
- c) Static
- d) Dramatic

137. In Protected Inheritance the public members of base class become _____ in derived class.

- a) Public
- b) Private
- c) Protected**
- d) None of the given options.

138. Suppose both derive and base classes have compiler generated copy constructors then derived class copy constructor will call base class _____,

- a) Compiler generated default constructor
- b) Compiler generated copy constructor**
- c) Both of these options are correct
- d) None of these options are correct

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

- a) Direct base class of c1
- b) Direct child class of c1
- c) Direct base class of c2
- d) Direct child class of c2**

140. In specialization we can,

- a) Replace child class with its base class
- b) Replace base class with its child class**
- c) Replace both child and base classes interchangeably
- d) None of the given options

141. A copy constructor is invoked when

- a) a function do not returns by value.
- b) an argument is passed by value.

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c) a function returns by reference.

d) an argument is passed by reference.

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

a) non-virtual member function.

b) virtual member function.

c) Both non-virtual member and virtual member function.

d) None of given

143. When the base class and the derived class have a member function with the same name, you must be more specific which function you want to call (using _____).

a) scope resolution operator

b) dot operator

c) null operator

d) Operator overloading

144. Two important STL associative containers are _____ and _____.

a) set, map

b) sequence, mapping

c) setmet, multipule

d) sit, mat

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

a) late binding

b) static binding

c) virtual binding

d) None of the given options

146. An abstract class is useful when,

a) We do not derive any class from it.

b) There are multiple paths from one derived class to another.

c) We do not want to instantiate its object.

d) You want to defer the declaration of the class.

147. By default the vector data items are initialized to _____

a) 0

b) 0.0

c) 1

d) Null

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148. Which one of the following functions returns the total number of elements in a vector.

- a) length();
- b) size();**
- c) ele();
- d) veclen();

149. The main function of scope resolution operator (::) is,

- a) To define an object**
- b) To define a data member
- c) To link the definition of an identifier to its declaration
- d) To make a class private

150. All of the given choices this pointer does not pass implicitly to _____ functions.

- a) Static Member**
- b) Non-Static Member
- c) Instance Number
- d) None of the given

151. If a class involves dynamic memory allocation, then:

- a) Default copy constructor, shallow copy is implement**
- b) User defined copy constructor, shallow copy is implement
- c) Default copy constructor, deep copy is implemented
- d) User defined copy constructor, deep copy is implement

152. Three main characteristics of "Object Oriented programming" are,

- a) Encapsulation, dynamic binding, polymorphism
- b) polymorphism, overloading, overriding
- c) encapsulation, inheritance, dynamic binding**
- d) encapsulation, inheritance, polymorphism

153. Suppose you have been given the following design, _____ A person has a name, age, address and _____. You are designing a class to represent a type of person called a patient. This kind of person may be given a diagnosis, have a spouse and may be alive. Given that the person class has already been created, what of the following would be appropriate to include when you design the patient class?

- a) registration date and diagnosis**
- b) age and _____
- c) and diagnosis
- d) diagnosis and age

154. Object Data includes _____

Both static and attributes of an objects

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155. Which of the following is the correct syntax of declaring static variable 'count' of type int?

Static int count

156. Which of the following will happen when a constant function tries to change the value of data members of the class?

Complex time error will occur

157. Suppose you have following C++

statements `int oldValue=10`

`int newValue * ++ old/Value`

What will be the value of old/Value and new/Value after executing above statement?

Old/Value=11, new/Value=11

158. An objects has attributes, operations and

Unique identity

159. In Object Oriented programming objects communicate with each other through

Messages

160. Identify the abstract class from the given statement

“vehicle class is base class. Bus, Car and truck are derived classes”

Vehicle

161. Suppose test is a class, void show() is its public member function. Which of the following is correct call of

Show() function using Test pointer

ptr?

Ptr->show()

162. Relationship in which child object gets destroyed, If parent object is destroyed.

Composition

163. How many objects of a given class may be constructed in an

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application?

As many as the application asks for

164. In _____ base class can be replaced by the derived class.

Extension

165. Minimum classes required for implementing multiple inheritance.

At least 3

166. Composition is _____ and aggregation is _____ relationship.

Strong, weak

167. Which of the following represents the two-way association?

Employee works for the company

168. Which of the following is an advantage of encapsulation?

Better understanding

169. Which of the following statement best describes the constructor

Constructor is used to initialize the data member of a class.

170. Suppose person is a class which of the following statement defines an object of class person?

Create person object

171. If you have three classes in a C++ program A, B, and C where class A inherits from class B, then class _____ contains all the characteristics of class _____

A,C

172. Which of the following is the example of objects in school?

Books , pages

173. A post-fix unary operator is implemented in C++ member function with

1 dummy int arguments

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174. Memory is allocated to non static members only, when

Object is created

175. _____ is creating objects of one class inside another class.

Composition

176. What is the general syntax of overloading Unary Operator as member function of the class?

TYPE & operator OP ();

177. Which of the following function declaration is correct to overload the + operator as member function in complex class?

Complex operator +(const Complex &rhs);

178. We can get the address of a variable stored in a pointer using

& symbol

179. In _____, base class can be replaced by the derived class.

Extension

180. In case when we define the function outside the class then we must use the keyword _____ To make the function inline.

Inline

181. Which of the following classes are used by Amphibious vehicle to inherit characteristics?

Both Land & Water Vehicle

182. In polymorphism, messages can be interpreted in different ways depending upon the class.

Receiver

183. Insertion operator is _____ associative.

Left to Right

184. Generalization is _____ approach.

Top-bottom

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185. How many objects are involved in the N-ary association?

More than 3

186. When derived class has user defined assignment operator.

Compiler itself calls base class default constructor.

187. In C++ generic programming is done using _____

Packages

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

Generic programming

189. In statement template <class T, class U, int | =5> the non-parameter is _____.

Class U

190. _____ is a pointer which is declared outside the _____

Cursor, Container

191. Each _____ of a template class by default becomes function template.

Member function

192. Which of the following is the correct syntax of declaring static variable "count" of type int?

Static int count;

193. In case of private inheritance, private members of base class will be _____ in derived Class.

Hidden

194. Suppose we have defined derived class copy constructor but have not defined base class Copy constructor then compiler will,

Use base class default constructor

195. Which of the following is a sequence Container?

Vector

196. The parameters given in template definition other than those used for mentoring templates types are called _____

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Non-type parameters

197. Class is blueprint of .

Objects

198. In resolution order compiler search firstly.

Ordinary function

199. What will the value of variables a, b, and c after instantiating an object of above class?

Junk Value, 5, Junk value

200. What is the output of the following code? Int main()

```
{int const x = 10; cout << ++x; return 0;}
```

11

201. 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.

Derived

202. In C++ by default access of classes is.

Private

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