

# CS-304 Object Oriented Programming Update MCQS For Final Term Solve By Vu Topper RM

85% To 100% Marks



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**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

Which of the following statement is true about partial specialization?

- A. None of the given
- B. Class template cannot have partial specialization
- C. Function templates cannot have partial specialization
- D. Both class templates and function template can have partial specialization.**

**Question No:2**

**(Marks:1)**

**Vu-Topper RM**

In C++ generic programming is done using \_\_\_\_\_

- A. Packages
- B. Templates**
- C. Procedures
- D. None of the given

**Question No:3**

**(Marks:1)**

**Vu-Topper RM**

When we want to have exactly identical operations on different data types, \_\_\_\_\_ are used.

- A. Function Overriding
- B. Function Template**
- C. Function Overloading
- D. None of the given options

**Question No:4**

**(Marks:1)**

**Vu-Topper RM**

Each \_\_\_\_\_ of a template class by default becomes function template.

- A. Object
- B. Data member
- C. Type parameter
- D. Member function**

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**Question No:5**

**(Marks:1)**

**Vu-Topper RM**

Which of the following may inherit from an ordinary class?

- A. Class template
- B. All of given option**
- C. Partial specialization
- D. Complete specialization

**Question No:6**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ may inherit from a complete specialization.

- A. All of the given**
- B. Ordinary class
- C. Partial specialization
- D. Complete specialization

**Question No:7**

**(Marks:1)**

**Vu-Topper RM**

In resolution order, compiler searches for \_\_\_\_\_ firstly.

- A. Generic template
- B. Ordinary function**
- C. Partial specialization
- D. Complete specialization

**Question No:8**

**(Marks:1)**

**Vu-Topper RM**

In case of template specialization, if compiler cannot find required complete specialization then it searches for some

- A. General template
- B. None of the given
- C. Complete template
- D. Partial specialization**

**Question No:9**

**(Marks:1)**

**Vu-Topper RM**

A class template \_\_\_\_\_

- A. Facilitates reuse of class**
- B. Does not support static members

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- C. Does not facilitate reuse of class
- D. Does not support generic methods

**Question No:10** (Marks:1) **Vu-Topper RM**

Which of the following represents partial specialization?

- A. Template < int, char >
- B. Template < class T, Type t>
- C. Template<class T, class U, int>**
- D. Template< typename T, class W>

**Question No:11** (Marks:1) **Vu-Topper RM**

A template provides a convenient way to make a family of

- A. Functions and classes**
- B. Classes and exceptions
- C. Programs and algorithms
- D. Variables and data members

**Question No:12** (Marks:1) **Vu-Topper RM**

We can change behavior of a template using \_\_\_\_\_.

- A. Class Templates
- B. Function parameters
- C. Template parameters**
- D. none of the given options

**Question No:13** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ class is a single class that provides functionality to operate on different types of data.

- A. Friend
- B. Ordinary
- C. Template**
- D. None of the given options

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**Question No:14**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is correct code to instantiate the object of given template Vector class for int type?

- A. Vector int obj;
- B. Vector obj<>int;
- C. Vector <int> obj;**
- D. Vector obj <int>;

**Question No:15**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is the correct syntax for passing two type arguments to a template?

- A. Template <type T.type U>
- B. Template < type T, type U>
- C. Template typename < T,U >
- D. Template < typename T, typename U>**

**Question No:16**

**(Marks:1)**

**Vu-Topper RM**

Which of the following represents complete specialization?

- A. Template < int, char >**
- B. Template < class T, float>
- C. Template< class , class W>
- D. Template <class T. class U.int>

**Question No:17**

**(Marks:1)**

**Vu-Topper RM**

In statement "template <class T, class U, int I = 5>" ,the non-type parameter is \_\_\_\_\_.

- A. int I**
- B. Class T
- C. Class U
- D. All of the given option

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**Question No:18**

**(Marks:1)**

**Vu-Topper RM**

A template argument is preceded by the keyword \_\_\_\_\_.

- A. Class**
- B. Type\*
- C. Vector
- D. Template

**Question No:19**

**(Marks:1)**

**Vu-Topper RM**

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

- A. All of the given**
- B. Build concrete models of the concept.
- C. Implement generic algorithms based on the concept.
- D. Categorize the abstractions in a domain into concept.

**Question No:20**

**(Marks:1)**

**Vu-Topper RM**

In resolution order of function templates, compiler searches for \_\_\_\_\_ in the end.

- A. Generic template**
- B. Ordinary function
- C. Partial specialization
- D. Complete specialization

**Question No:21**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Class<template t>
- B. Typename <template T>
- C. Template <type nameT >**
- D. Template Class <class name >

**Question No:22**

**(Marks:1)**

**Vu-Topper RM**

The parameters given in template definition other than those used for mentioning templates types are called \_\_\_\_\_.

- A. Type Parameters
- B. Non-Type parameters**

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- C. Default Type Parameters
- D. None of the given option

**Question No:23**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is correct way to define a template class X?

- A. `template class X { };`
- B. `typename <class T > class X { };`
- C. `class< typename T > class X { };`
- D. `template< typename T > class X { };`**

**Question No:24**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is known as Dereference operator in C++?

- A. +
- B. \***
- C. &
- D. ::

**Question No:25**

**(Marks:1)**

**Vu-Topper RM**

Which of the following can be passed as type arguments to templates?

- A. Primitive type
- B. User defined types `
- C. Both Primitive type, User defined types**
- D. None of the given options

**Question No:26**

**(Marks:1)**

**Vu-Topper RM**

In resolution order, highest priority is given to \_\_\_\_\_ in template specialization.

- A. General template
- B. Partial specialization
- C. Complete specialization**
- D. None of the given options

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**Question No:27**

**(Marks:1)**

**Vu-Topper RM**

When we specialize a function template, it is called

- \_\_\_\_\_.
- A. Function overriding
  - B. Function overloading
  - C. Function template overriding
  - D. Function template overloading**

**Question No:28**

**(Marks:1)**

**Vu-Topper RM**

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
- D. interchangeably Base class can't always be replaced by the child class

**Question No:29**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not type of inheritance in c++?

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

**Question No:30**

**(Marks:1)**

**Vu-Topper RM**

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

- \_\_\_\_\_.
- A. Both of these options are correct
  - B. None of these options are correct
  - C. Compiler generated copy constructor**
  - D. Compiler generated default constructor

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**Question No:31**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is/are casting operator(s) in C++?

- A. static\_cast
- B. const\_cast
- C. dynamic\_cast

**D. All of the given**

**Page 204**

**Question No:32**

**(Marks:1)**

**Vu-Topper RM**

We can access private members of the class from outside the class using \_\_\_\_\_ operator with its object pointer.

- A. &**
- B. ,
- C. ->
- D. None of the given options

**Question No:33**

**(Marks:1)**

**Vu-Topper RM**

Consider the code below:

```
class class1 { private:  
void func1();};  
class class2 :  
public class1 { };
```

Function func1 of class1 is \_\_\_\_\_ in class2.

- A. Public
- B. Private**
- C. Protected
- D. None of the given

**Question No:34**

**(Marks:1)**

**Vu-Topper RM**

We can access public members of the class from outside the class using \_\_\_\_\_ operator with its object pointer.

- A. ->
- B. &**
- C. @
- D. .

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**Question No:35**

**(Marks:1)**

**Vu-Topper RM**

Compiler can automatically generate the following constructor/s for a class,

- A. Both of these
- B. None of these
- C. Copy constructor
- D. Default constructor**

**Question No:36**

**(Marks:1)**

**Vu-Topper RM**

Target class of a \_\_\_\_\_ function call is determined at run time.

- A. Virtual**
- B. Instance
- C. Operator
- D. None of given

**Question No:37**

**(Marks:1)**

**Vu-Topper RM**

We can have \_\_\_\_\_ type of member functions in a class.

- A. Public
- B. Private
- C. Protected
- D. All of the given**

**Question No:38**

**(Marks:1)**

**Vu-Topper RM**

Which of the following function can convert a class into an abstract class?

- A. Virtual function
- B. Abstract function
- C. Concrete function
- D. Pure virtual function**

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**Question No:39**

**(Marks:1)**

**Vu-Topper RM**

We can call base class assignment operator in derived class user defined assignment operator,

- A. Implicitly
- B. Explicitly
- C. Using both of these options**
- D. Using none of these options

**Question No:40**

**(Marks:1)**

**Vu-Topper RM**

A class hierarchy shows the same relationships as an organization chart.

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

**Question No:41**

**(Marks:1)**

**Vu-Topper RM**

In private inheritance derived class pointer can be assigned to base class pointer in,

- A. Main function**
- B. None of the these
- C. In base class member and friend functions
- D. In derived class member and friend functions

**Question No:42**

**(Marks:1)**

**Vu-Topper RM**

Polymorphism always works with \_\_\_\_\_.

- A. static objects
- B. actual objects
- C. Constant objects**
- D. pointer to class objects

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**Question No:43**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Function overriding
- B. Operator overloading
- C. None of these options
- D. Function overloading**

**Question No:44**

**(Marks:1)**

**Vu-Topper RM**

Consider the following two lines of code written for a class Student, Student subj1; 2. Student subj2(subj1) which constructor of student class will be called?

- A. Default constructor of student class
- B. Copy constructor of student class**
- C. Both default and copy constructor of student class
- D. No constructor will be called

**Question No:45**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ binding means that target function for a call is selected at run time.

- A. Code
- B. Static
- C. Both
- D. Dynamic**

**Question No:46**

**(Marks:1)**

**Vu-Topper RM**

In Public Inheritance the public members of base class become \_\_\_\_\_ in derived class.

- A. Public**
- B. Private
- C. Protected
- D. All of the given

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**Question No:47**

**(Marks:1)**

**Vu-Topper RM**

Suppose Person is a user defined class. In statement “Person \* pPtr”, static type of pPtr is \_\_\_\_\_.

- A. pPTR
- B. Pointer**
- C. Person
- D. None of the given

**Question No:48**

**(Marks:1)**

**Vu-Topper RM**

A Child class can call constructor of its parent class through,

- A. Its constructor body
- B. Its constructor initialization list**
- C. Can not call the constructor of its parent class
- D. Both from its constructor initialization list or body

**Question No:49**

**(Marks:1)**

**Vu-Topper RM**

In c++ by default access of classes is \_\_\_\_\_.

- A. Public
- B. Private**
- C. Protected
- D. None of these options

**Question No:50**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Direct base class of c3
- B. Direct base class of c2
- C. Direct child class of c2
- D. Direct child class of c3**

**Question No:51**

**(Marks:1)**

**Vu-Topper RM**

In case of dynamic memory allocation in our class we should use

- A. User defined copy constructor
- B. User defined default constructor

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### C. User defined assignment operator

**Question No:52** (Marks:1)

**Vu-Topper RM**

Function overriding is done in context of,

- A. Single class
- B. Single base class
- C. Single derived class

**D. Derived and base classes**

**Question No:53** (Marks:1)

**Vu-Topper RM**

Compiler generated copy constructor performs \_\_\_\_\_.

- A. Deep copy
- B. Shallow copy**
- C. None of these options
- D. Both Shallow and Deep copy

**Question No:54** (Marks:1)

**Vu-Topper RM**

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

- A. None of these options is correct
- B. Use base class default constructor
- C. Use base class assignment operator
- D. Generate base class copy constructor itself**

**Question No:55** (Marks:1)

**Vu-Topper RM**

Which statement will be true for concrete class?

- A. It can be instantiated**
- B. It cannot be instantiated
- C. None of the these
- D. It implements an virtual concept.

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**Question No:56**

**(Marks:1)**

**Vu-Topper RM**

Sender of the message does not need to know the exact class of receiver in \_\_\_\_\_.

- A. Abstraction
- B. Inheritance
- C. Polymorphism**
- D. none of the given

**Question No:57**

**(Marks:1)**

**Vu-Topper RM**

In case of public inheritance, protected members of base class will be \_\_\_\_\_ in derived class?

- A. Private
- B. Public
- C. Protected**
- D. None of these given

**Question No:58**

**(Marks:1)**

**Vu-Topper RM**

Child class can call constructor of its,

- A. Direct base class**
- B. Indirect base class
- C. Both
- D. None of the these

**Question No:59**

**(Marks:1)**

**Vu-Topper RM**

Which will be the primary task or task of generic programming?

- A. All of given**
- B. Build concrete models of the concept
- C. Implement generic algorithms based on the concept
- D. Categorize the abstractions in a domain into concepts

**Question No:60**

**(Marks:1)**

**Vu-Topper RM**

Methodologies to the development of reusable software relate to \_\_\_\_\_.

- A. None of the given
- B. Structure programming

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## C. Generic programming

D. Procedural programming

**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

To make a pure virtual, we need to give after () of this function.

**A. =0;**

B. =1;

C. Null;

D. None of the given

**Question No:61**

**(Marks:1)**

**Vu-Topper RM**

It is good practice to avoid \_\_\_\_\_ objects to treat polymorphically.

**A. Array**

B. Public

C. Private

D. Protected

**Question No:62**

**(Marks:1)**

**Vu-Topper RM**

Consider the code below.

```
Class class1 { Protected: Int I; }; Class class2: private calls 1 { };
```

A. Public

**B. Private**

C. Protected

D. None of these

**Question No:63**

**(Marks:1)**

**Vu-Topper RM**

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

**A. This specialization can then be used double type pointers.**

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

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

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

**Question No:64**

**(Marks:1)**

**Vu-Topper RM**

The Specialization pattern after the name says that this specialization is to be used for every \_\_\_\_.

- A. Data types
- B. Meta types
- C. Virtual types
- D. Pointer's type**

**Question No:65**

**(Marks:1)**

**Vu-Topper RM**

C++ dynamic binding and polymorphism will be achieved when member function will be \_\_\_\_.

- A. Public
- B. Private
- C. Virtual**
- D. None of these

**Question No:66**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Public
- B. Private
- C. Protected**
- D. None of the given options

**Question No:67**

**(Marks:1)**

**Vu-Topper RM**

Consider the code below, class class1 { protected: int i; }; class class2 : protected class1 { }; Then int member i of class1 is \_\_\_\_ in class2,

- A. Public
- B. Private**
- C. Protected
- D. None of the given options

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**Question No:68**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Public
- B. Private
- C. Protected

**D. None of the given options**

**Question No:69**

**(Marks:1)**

**Vu-Topper RM**

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

- A. None of given options
- B. Error in first statement

**C. Error in second statement**

D. These statements will compile successfully

**Question No:70**

**(Marks:1)**

**Vu-Topper RM**

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.

**A. Base**

- B. Virtual
- C. Derived
- D. Implemented

**Question No:71**

**(Marks:1)**

**Vu-Topper RM**

A class template may inherit from another class template.

**True**

False

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**Question No:72**

**(Marks:1)**

**Vu-Topper RM**

An abstract class is useful when

A. No classes should be derived from it.

**B. No objects should be instantiated from its.**

C. There are multiple paths from one derived class to another.

**Question No:73**

**(Marks:1)**

**Vu-Topper RM**

Select correct line of code for composition relationship between

“Keyboard” class and “Keys” class

A. Class keyboard : private keys

B. Class keyboard { Keys type;};

C. Class keys{ KeyBoard type;};

**D. Class keys: private KeyBoard**

**Question No:74**

**(Marks:1)**

**Vu-Topper RM**

Select correct line of code for inheritance relationship between “Keys”

class and “SpecialKeys” class. “Keys” is parent class while

“SpecialKeys” is child class

A. Class Keys: public SpecialKeys

B. Class SpecialKeys:: public Keys

C. Class Keys:: public SpecialKeys

**D. Class SpecialKeys: public Keys**

**Question No:75**

**(Marks:1)**

**Vu-Topper RM**

User can make virtual table explicitly.

**True**

False

**Question No:76**

**(Marks:1)**

**Vu-Topper RM**

A function call is resolved at run-time in\_\_\_\_\_

A. Virtual member function

B. Both non-virtual member

**C. Virtual member function**

D. Non-virtual member function

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**Question No:77**

**(Marks:1)**

**Vu-Topper RM**

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. Private

C. Protected

D. None of the given options

**Question No:78**

**(Marks:1)**

**Vu-Topper RM**

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

A. Single inheritance

B. Simple inheritance

C. Double inheritance

**D. Multiple inheritances**

**Question No:79**

**(Marks:1)**

**Vu-Topper RM**

The default inheritance mode is,

A. Public inheritance

**B. Private inheritance**

C. Protected inheritance

D. None of these options

**Question No:80**

**(Marks:1)**

**Vu-Topper RM**

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

**True**

False

**Question No:81**

**(Marks:1)**

**Vu-Topper RM**

When we create objects, then space is allocated to:

A. Data member

**B. None of given**

C. Access specifier

D. Member function

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**Question No:82**

**(Marks:1)**

**Vu-Topper RM**

There is only one form of copy constructor.

True

**False**

**Question No:83**

**(Marks:1)**

**Vu-Topper RM**

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

**A. Object**

B. Abstraction

C. Information hiding

**Question No:84**

**(Marks:1)**

**Vu-Topper RM**

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

**A. Static**

B. Dynamic

C. Automatic

D. None of given

**Question No:85**

**(Marks:1)**

**Vu-Topper RM**

In C++, we declare a function virtual by preceding the function header with keyword "Inline"

**True**

False

**Question No:86**

**(Marks:1)**

**Vu-Topper RM**

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

**True**

False

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**Question No:87**

**(Marks:1)**

**Vu-Topper RM**

A function template must have a parameter

**True**

False

**Question No:88**

**(Marks:1)**

**Vu-Topper RM**

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

**True**

False

**Question No:89**

**(Marks:1)**

**Vu-Topper RM**

A Class or class template can have member \_\_\_\_\_ that are themselves templates.

A. Objects

B. Variable

**C. Function**

D. None of given

**Question No:90**

**(Marks:1)**

**Vu-Topper RM**

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

**Question No:91**

**(Marks:1)**

**Vu-Topper RM**

The user must define the operation of the copy constructor.

**True**

False

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**Question No:92**

**(Marks:1)**

**Vu-Topper RM**

Template functions use \_\_\_\_\_ than ordinary functions.

A. Greater Memory

**B. Lesser Memory**

C. Equal Memory

**Question No:93**

**(Marks:1)**

**Vu-Topper RM**

Compiler performs \_\_\_\_\_ type checking to diagnose type errors,

**A. Static**

B. Bound

C. Dynamic

D. Unbound

**Question No:94**

**(Marks:1)**

**Vu-Topper RM**

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

A. Writability

B. Reusability

**C. All of given**

D. Maintainability

**Question No:95**

**(Marks:1)**

**Vu-Topper RM**

Vectors contain contiguous elements stored as a[an] \_\_\_\_\_.

**A. Array**

B. Variable

C. Function

**Question No:96**

**(Marks:1)**

**Vu-Topper RM**

Algorithms can only be implemented using STL containers.

True

**False**

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**Question No:97**

**(Marks:1)**

**Vu-Topper RM**

Inheritance is a way to organize data.

- A. Pass arguments to objects of classes.
- B. Improve data-hiding and encapsulation.

**C. Add features to existing classes without rewriting them.**

**Question No:98**

**(Marks:1)**

**Vu-Topper RM**

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

**True**

False

**Question No:99**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Null, Parameter
- B. None of the given
- C. Parameter, default**
- D. Parameter, temporary

**Question No:100**

**(Marks:1)**

**Vu-Topper RM**

Which of these are examples of error handling techniques?

- A. All of the given**
- B. Return the illegal
- C. Graceful Termination
- D. Abnormal Termination

**Question No:101**

**(Marks:1)**

**Vu-Topper RM**

Destructor can be overloaded

True

**False**

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**Question No:102**

**(Marks:1)**

**Vu-Topper RM**

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

**A obj;**

**Question No:103**

**(Marks:1)**

**Vu-Topper RM**

Which of the following causes run time binding?

A. Abstract class

B. Declaring object

**C. None of the given**

**Question No:104**

**(Marks:1)**

**Vu-Topper RM**

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

A. Static type

B. Default type

C. Abstract type

**D. Reference type**

**Question No:105**

**(Marks:1)**

**Vu-Topper RM**

By default, assignment operator (=) performs,

A. Copy data

B. Deep copy

**C. Shallow copy**

**Question No:106**

**(Marks:1)**

**Vu-Topper RM**

Which of the following types of Inheritance is used to model

“Implemented in terms of” relationship?

Public

**Private**

**Question No:107**

**(Marks:1)**

**Vu-Topper RM**

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

**Direct base class of c3**

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Direct child class of c3

**Question No:108**

**(Marks:1)**

**Vu-Topper RM**

Static casting is?

**C++ way of calling base class function from derived class**

Explicit way of calling base class functions from derived class

**Question No:109**

**(Marks:1)**

**Vu-Topper RM**

If we have not given any constructor for the class, compiler generates which of the following constructors?

**Implicit Default Constructor**

**Question No:110**

**(Marks:1)**

**Vu-Topper RM**

In Private Inheritance the public members of base class become \_\_\_\_\_ in derived class.

**Private**

**Question No:111**

**(Marks:1)**

**Vu-Topper RM**

Consider the code below,

```
class class1 { Private:
```

```
Void func1();
```

```
};
```

```
Class class2 :
```

```
public class1 { };
```

Function func1 of class 1 is in class2.

**Private**

**Question No:112**

**(Marks:1)**

**Vu-Topper RM**

In Protected Inheritance the public members of base class become \_\_\_\_\_ in derived class.

**Protected**

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**Question No:113** (Marks:1) **Vu-Topper RM**  
A parent class can call constructor of its child class through,  
**Cannot call the constructor of its child class**

**Question No:114** (Marks:1) **Vu-Topper RM**  
In c++, compiler can generate which of the following operators' code,  
**==**

**Question No:115** (Marks:1) **Vu-Topper RM**  
Which of the following is TRUE,  
**Derived class pointer can be used as Base class pointer**

**Question No:116** (Marks:1) **Vu-Topper RM**  
Public Inheritance represents,  
**"IS A" relationship**

**Question No:117** (Marks:1) **Vu-Topper RM**  
Friend Functions of a class are \_\_\_\_\_ members of that class.  
**None of these**

**Question No:118** (Marks:1) **Vu-Topper RM**  
A class with no pure virtual function is a \_\_\_\_\_ class.  
**Concrete**

**Question No:119** (Marks:1) **Vu-Topper RM**  
If the user does not specify the type of inheritance, then the default type of inheritance is \_\_\_\_\_.  
**Private inheritance**

**Question No:120** (Marks:1) **Vu-Topper RM**  
Which of the following is NOT casting operator in C++ standard?  
**var\_cast**

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**Question No:121**

**(Marks:1)**

**Vu-Topper RM**

Which of the following access specifier ensures that base class member is accessible in derived class of this base class and NOT outside of this class?

**Protected**

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