

CS304P QUIZ-11 LAB-9 BY ASFAND YARR

ASFAND YARR

VU-PANDA

FOR Paid LMS HANDLING, QUIZ, GDB, CISCO
ASSIGNMENT & OTHER SUBJECTS ALL ASSIGNMENT,
PROJECT HANDLING, LECTURE WATCHING,
SEPARATE SUBJECT HANDLING, EXAM
PREPARATIONS, ONLINE CLASSES E.T.C.
CLICK ON NUMBER TO CONTACT ON WHATSAPP:

[03103566137](https://wa.me/03103566137)

Question # 1 of 5 (Start time: 09:44:04 PM, 03 January 2024)

Total Marks: 1

For the given class definition, which one is correct?

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

Select the correct option

[Reload Math Equations](#)

- | | |
|----------------------------------|----------------------------|
| <input type="radio"/> | Function Add has an error |
| <input type="radio"/> | None of the given options |
| <input checked="" type="radio"/> | Function Add is overloaded |
| <input type="radio"/> | Function Add is overridden |

[Click to Save Answer & Move to Next Question](#)

Question # 2 of 5 (Start time: 09:44:51 PM, 03 January 2024)

Total Marks: 1

In inheritance, polymorphism is done by _____

Select the correct option

[Reload Math Equations](#)

- | | |
|----------------------------------|---------------------------|
| <input type="radio"/> | Copy Constructor |
| <input type="radio"/> | None of the given options |
| <input type="radio"/> | Method Overloading |
| <input checked="" type="radio"/> | Method Overriding |

[Click to Save Answer & Move to Next Question](#)

Question # 3 of 5 (Start time: 09:45:35 PM, 03 January 2024)

Total Marks: 1

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

Select the correct option

[Reload Math Equations](#)

- Point : Point(const Point p)
- None of the given options
- Point : Point(Point &p)
- Point : Point(const Point &p)

[Click to Save Answer & Move to Next Question](#)

Question # 4 of 5 (Start time: 09:46:27 PM, 03 January 2024)

Total Marks: 1

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

Select the correct option

[Reload Math Equations](#)

- None of the given
- Shallow copy
- Deep copy
- Both Deep and Shallow copy

[Click to Save Answer & Move to Next Question](#)

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

Select the correct option

Deep copy

None of the given options

Shallow copy

Both of the given options

Question # 1 of 5 (Start time: 09:49:09 PM, 03 January 2024)

Total Marks: 1

```
class Shape {
protected:
double area;
};

class Rectangle : public Shape {
private:
double length, width;
};
```

The base class member area in derived class Rectangle will be.....

Select the correct option

[Reload Math Equations](#)

- private
- protected
- public
- None of the given options

[Click to Save Answer & Move to Next Question](#)

Question # 2 of 5 (Start time: 09:49:51 PM, 03 January 2024)

Total Marks: 1

For the given class definition, which one is correct?

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

Select the correct option

[Reload Math Equations](#)

- Function Add has an error
- Function Add is overridden
- Function Add is overloaded
- None of the given options

[Click to Save Answer & Move to Next Question](#)

Question # 3 of 5 (Start time: 09:50:48 PM, 03 January 2024)

Total Marks: 1

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

Select the correct option

[Reload Math Equations](#)

<input checked="" type="radio"/>	Deep copy
<input type="radio"/>	Shallow copy
<input type="radio"/>	Both Deep and Shallow copy
<input type="radio"/>	None of the given

[Click to Save Answer & Move to Next Question](#)

Question # 4 of 5 (Start time: 09:51:17 PM, 03 January 2024)

Total Marks: 1

```
class A
{ int x; };
class B: A
{ int y; };
int main()
{
  A ObjA;
  B ObjB;
  A & refA;
  refA = ObjB;
  return 0;
}
refA is an alias of object _____
```

Select the correct option

[Reload Math Equations](#)

<input type="radio"/>	A
<input type="radio"/>	None of the given options
<input checked="" type="radio"/>	B
<input type="radio"/>	Both A and B

Question # 5 of 5 (Start time: 09:52:07 PM, 03 January 2024)

Total Marks: 1

In inheritance, polymorphism is done by

Select the correct option

[Reload Math Equations](#)

- None of the given options
- Method Overloading
- Copy Constructor
- Method Overriding

[Click to Save Answer & Move to Next Question](#)

CS304P - Object Oriented Programming (Practical) (Lab 9 Quiz)

Quiz Start Time: 09:53 PM, 03 January 2024

Question # 1 of 5 (Start time: 09:53:50 PM, 03 January 2024)

Total Marks: 1

```
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.....
```

Select the correct option

[Reload Math Equations](#)

- Overriden
- Overloaded
- None of the given options
- Both

[Click to Save Answer & Move to Next Question](#)