

CS201 QUIZ 4 BY IQRA AZHAR

# CS201

# Quiz 4

2024

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*Solved by*

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The life time of the static data member of a class is the life time of the \_\_\_\_\_.

program.

Automatic variable are created on \_\_\_\_\_.

stack

The get member function, when passed no arguments, inputs an entire stream and returns it as the value of the function call.

false.

The operator function for << (stream insertion) >> and stream extraction must be

Non-member function of class

member functions of a class

both

none.

\_\_\_\_\_ must be included to use stream manipulator in your code.

Which of the following is a destination of cout stream? datatype variable constant printer

To get the memory address of a variable we use \_\_\_\_

(&)

i+=2 is equivalent to \_\_\_\_\_.Select the correct option

i=1+l;

i=i++;

2+=l;

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**i = i + 2.**

In C++ operators, which of the following operator cannot be overloaded \_\_\_\_\_ .Select the correct option

-

+

<<

**?:**

he behaviour of the compiler in \_\_\_\_\_ classes is the same as in template functions. Select the correct option

Abstract

Nested

Outer

**Template**

Which of the following is not an advantage of templates? Select the correct option

Easy to understand

Helps in compiler optimizations

Provide code reusability

**Templates are not type-safe."**

which of the following cannot act as data member of class? Select the correct option

Objects

Functions

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Structures

Unions

Functions

A \_\_\_\_\_ function of a class is defined outside that class scope, but it can access all private and protected members of the class. Select the correct option

Global

Private

Protected

Friend

Consider the following code segment. Which of the following will be called while executing code at line 2? String s1 , s2; s1 = s2 ;

assignment operator

What is the sequence of event(s) when allocating memory to an object using new operator?

Memory is allocated first before calling constructor

Only constructor is called for object

Only block of memory is allocated for object

Constructor is called first before allocating memory

\_\_\_\_\_ variable has a single copy for the whole class.

static

Which of the following functionality can be achieved through overloading?

New operators cannot be defined through operator overloading.

We can change the precedence of some operators

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We can change associativity of all operators.

We can change the associativity of some operators

"We can change the associativity of some operators."

Which of the following syntax is best used to delete an array of 5 objects named 'string' allocated using new operator.

delete[]

new operator is used to allocate memory from the free store during  
during runtime.

Automatic variable are created on \_\_\_\_\_

stack.

When an object of a class is defined inside another class then

Constructor and Destructor will be called simultaneously

Destructor of inner object will be called first

Destructor of enclosing class will be called first

destructor of the inner object will be called first, followed by the

Ternary operator is shown as \_\_\_\_\_.Select the correct option |||&&?:===

?

Stream operators are heavily overloaded means , they allow to handle int and character data type only. t f

false.

When a variable is defined as static in a class then \_\_\_\_\_.Separate copy of this variable is created for each object

A copy of this variable is created for only static objects.

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Only one copy is created for all objects of this class

Static variable which is defined in a function is initialized \_\_\_\_\_.

only once,

The second parameter of operator function for >> operator must always be passed

When overloading the >> operator for a class, you have the flexibility to design the operator function in different ways. The second parameter (representing the object on the right side of the extraction operation) can be passed explicitly or not, depending on your design choices.

Here are two common ways to define the >> operator overloading:

We cannot define friends for the \_\_\_\_\_ that are already written and not in our control.

classes

\_\_\_\_\_ variables are defined in the main.

Local

What is the purpose of endl stream manipulator?

o insert a newline character ('\n') into the output stream, and it also flushes the output buffer.

Types of templates in C++ Language are \_\_\_\_\_.

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