

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

85% To 100% Marks

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What will be the value of variables a,b, and c after instantiating an object of the given class? class test {int a; int b; int c;public:test():b(5),c(a),a(b){}};

- A. 5, 5, 5
- B. 5, Junk value, 5
- C. Junk value, 5, Junk value**
- D. Junk value, 5, 5

Student \*ptr = new Student("Ali"); is an example of \_\_\_\_\_.

- A. Dynamic memory allocation**                      **ok**
- B. Destructor
- C. Static memory allocation
- D. Constructor

Constant data members of a class can be initialized by using \_\_\_\_\_.

- A. Non-constant Member Function
- B. Class
- C. Constant Member Function
- D. Member Initializer List**                      **ok**

Static Data Member of a class is declared \_\_\_\_\_.

- A. Outside the class
- B. Outside the main() method
- C. Inside the class**                      **ok**
- D. Inside main() method

Which of the following can be created without any object of a class?

- A. Static Data Members**                      **ok**
- B. Array of Objects
- C. Non-Static Data Members
- D. Instance Variables

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- A. 5, 5, 5
- B. 5, Junk value, 5
- C. Junk value, 5, Junk value**
- D. Junk value, 5, 5

In operator overloading, which of the following operator takes one or no argument.

- A. ++**                      **ok**
- B. %
- C. \*
- D. <<

In OOP, static data members of a class are called \_\_\_\_\_ variables.

- A. Structure
- B. Class**                      **ok**
- C. Object
- D. Function

Memory is allocated to non-static members only, when \_\_\_\_\_.

- A. Program is compiled
- B. Object is destructed
- C. Class is created
- D. Object is created**                      **ok**

Which of the following best describes relationship between House and Address classes?

- A. Association

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- B. Inheritance
- C. Aggregation
- D. Composition**

Which of the following best describes relationship between House and Address classes?

- A. Association
- B. Inheritance
- C. Aggregation**
- D. Composition

\_\_\_\_\_ means that different objects can behave in different ways for the same message.

- A. Generalization
- B. Specialization
- C. Polymorphism**
- D. Abstraction

In order to make any function constant, keyword const is placed \_\_\_\_\_ the parameter list.

- A. after
- B. within
- C. between
- D. before**

Which of the following is NOT true about Inline function?

- A. Inline function decreases the code execution time.
- B. Inline function does not substitute the code within the function definition on a function call.**
- C. It is used by compilers to improve efficiency of the program.
- D. Small size functions that need to be called many times during program execution are declared inline.

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\_\_\_\_\_ are best candidates to become objects in problem description.

- A. Verbs
- B. Adjectives
- C. Adverb
- D. Nouns**

Which of the following is not a pillar of Object Orientation Programming?

- A. Polymorphism
- B. Abstraction
- C. Encapsulation
- D. Normalization**

Which of the following is an advantage of inheritance?

- A. Inconsistency
- B. Re-usability**
- C. Redundancy
- D. Ambiguity

An object has \_\_\_\_\_ interface(s).

- A. One or more than one**
- B. No
- C. Only one
- D. Only two

How the information hidden within an object can be accessed?

- A. Through its interface
- B. Through both public and private members**      **ok**
- C. Through its private data members
- D. Through its private member functions

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

- A. Eat
- B. Work
- C. Name**
- D. Sleep

Inheritance is the relationship between \_\_\_\_\_.

- A. Functions
- B. Classes**            **ok**
- C. Messages
- D. Interfaces

Suppressed form of class representation contains \_\_\_\_\_.

- A. Interface Name
- B. Operations
- C. Class Name
- D. Attributes**

Generalization is implemented through \_\_\_\_\_.

- A. Aggregation
- B. Inheritance**
- C. Composition
- D. Polymorphism

Entities in Object Oriented model are represented by \_\_\_\_\_.

- A. Rectangle**            **ok**
- B. Circle
- C. Lines
- D. Square

\_\_\_\_\_ couples data and behavior tightly inside the object.

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- A. Abstraction
- B. Polymorphism
- C. Inheritance
- D. Encapsulation**

Constructors have \_\_\_\_\_ return type.

- A. No**                      **ok**
- B. Char
- C. Void
- D. Int

Destructor is a function which has the same name as that of class, but starts with a \_\_\_\_\_ sign.

- A. \$
- B. ~**                      **ok**
- C. #
- D. %

Which of the following is NOT true about constructors?

- A. Constructors can use Initializer list for initializing the constant data members.
  - B. Constructors can be const.**
  - C. Constructors are called automatically.
  - D. Constructors are used to modify the object to a well-defined state.
- 100% Correct answer required.

\_\_\_\_\_ is automatically called when the object is created.

- A. Data Member
- B. Member Function
- C. Constructor**                      **ok**
- D. Object

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A child inherits characteristics from \_\_\_\_\_.

- A. Sibling
- B. Neighbor
- C. Itself

**D. Parent**                      **ok**

\_\_\_\_\_ is the relationship between the “part” object and the “whole” object.

- A. Association
- B. Inheritance

**C. Composition**                      **ok**

D. Polymorphism

Constructor is used to \_\_\_\_\_ the objects of a class.

- A. update
- B. delete
- C. create

**D. initialize**

Which of the following is NOT True about Destructor?

- A. Used to perform house keeping operations
- B. Free memory allocated using new operator
- C. Used to free memory allocated through dynamic allocation

**D. Used to free memory allocated through static allocation**

“A fan has wings”. Which type of relationship exists between fan and wings in this sentence?

- A. Association
- B. Generalization
- C. Aggregation

**D. Composition**                      **ok**

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The concept of derived classes is involved in \_\_\_\_\_.

- A. encapsulation
- B. abstraction
- C. inheritance**
- D. aggregation

The functions defined inside the class are usually taken \_\_\_\_\_ by compiler.

- A. Public
- B. Static
- C. Inline**                      **ok**
- D. Constant

Which of the following statement best describes the Constructor?

- A. Constructor is used to initialize the data members of a class.**    **ok**
- B. Constructor is used to delete the objects of a class.
- C. Constructor is used to create an object of a class.
- D. Constructor is used to modify constant data members of the class.

Compiler generated default constructor is called \_\_\_\_\_ and user written default constructor is called \_\_\_\_\_.

- A. Implicit, Explicit**                      **ok**
- B. Explicit, User-defined
- C. Compiler-defined, Implicit
- D. Explicit, Implicit

We can allocate dynamic memory in C++ through \_\_\_\_\_ operator.

- A. Static
- B. New**                                      **ok**
- C. Const
- D. Global

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Which of the following is a tangible entity?

- A. Database
- B. Time
- C. Car**
- D. Date of birth

What is meant by multiple inheritance?

- A. Deriving a derived class from base class
- B. Deriving a derived class from more than one base class** ok
- C. None of the given option
- D. Deriving a base class from derived class

Through \_\_\_\_\_, Objects communicate with outer world.

- A. Polymorphism
- B. Encapsulation
- C. Interface** ok
- D. None of these

Suppose Person is a class, which of the following statement declares an object of class Person?

- A. Object Person;
- B. Define Object;
- C. Create Person object;
- D. Person person;** ok

\_\_\_\_\_ is the reverse process of Generalization.

- A. Specialization** ok
- B. Aggregation
- C. Inheritance
- D. Dependence

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Suppose a class does not have any constructor. What will happen when an object of this class is created?

A. Compiler will call default parameterized constructor.

**B. Compiler will call implicit default constructor. ok**

C. Compiler will generate syntax error.

D. Run time error will occur.

How many objects can be created once a class is defined?

**A. As many as needed**

B. Two

C. Four

D. Three

“Object hides its information from others”, this concept is known as

\_\_\_\_\_.

A. Polymorphism

**B. Information Hiding**

C. Specialization

D. Inheritance

In OOP, which of the following feature is used to derive a class from another class?

**A. Inheritance ok**

B. Data hiding

C. Polymorphism

D. Encapsulation

Statement “Yasir is a friend of Ali and Ali is a friend of Yasir” is an example of \_\_\_\_\_.

A. Ternary association

B. N-ary association

**C. Two way association**

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D. One way association

Which of the following can be the behavior of an object “Usman”?

A. Name

**B. Eat** ok

C. Address

D. Age

Class is blueprint of a/an \_\_\_\_\_.

A. Interface

B. Model

C. Function

**D. Object**

Which of the following statements defines destructor for class Student?

**A. ~Student() { //... } ok**

B. ~Destruct() { //... }

C. ~Destructor() { //... }

D. ~DestroyStudent() { //... }

Which of the following is an advantage of encapsulation?

A. Increase Memory Usage

B. Inefficient Code

C. Complexity

**D. Information Hiding**

Which of the following is NOT true about constructor?

**A. Constructor is a special function which can have different name than class name.**

B. Constructor is used to initialize data members of a class.

C. Constructors are commonly public members of a class.

D. Constructor does not have return type.

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Abstraction hides the \_\_\_\_\_ details.

- A. Irrelevant
- B. Public
- C. Relevant**
- D. Private

\_\_\_\_\_ is used for hiding the details of an object from the other parts of a program?

- A. Encapsulation**
- B. Composition
- C. Inheritance
- D. Aggregation

Which of the following method allows to reuse the characteristics of more than one parent class?

- A. Polymorphism
- B. Single inheritance
- C. Specialization
- D. Multiple Inheritance**      **ok**

Which of the following is part of the class in UML diagram?

- A. Attributes
- B. Behaviors
- C. Class Name
- D. All of the given options**      **ok**

Abstraction provides information according to \_\_\_\_\_.

- A. Random information
- B. All information
- C. Behavioural perspective
- D. User perspective**

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In class, attributes and behaviors are represented by \_\_\_\_\_ and \_\_\_\_\_ respectively.

- A. Access Specifiers, Friend Functions
- B. Member functions, Data members
- C. Member functions, Accessor Specifiers
- D. Data Members, Member Functions** **ok**

Interface is a set of \_\_\_\_\_ of an object exposed to other objects.

- A. Methods**
- B. Classes
- C. Attributes
- D. Structures

**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

Which of the following best describes relationship between Book and BookChapter classes?

Which of the following best describes relationship between House and Address classes?

- E. Association
- F. Inheritance
- G. Aggregation
- H. Composition** **ok**

**Question No:2**

**(Marks:1)**

**Vu-Topper RM**

The keyword "friend" should be placed in \_\_\_\_\_ :

- A. Main Function
- B. Function Definition
- C. Anywhere in program
- D. Function Declaration** **Google** **ok**

**Question No:3**

**(Marks:1)**

**Vu-Topper RM**

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Which of the following stores the address of a variable?

- A. Pointer**                      **ok**
- B. Function
- C. Destructor
- D. Constructor

**Question No:4**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is creating objects of one class inside another class.

- A. Association
- B. Inheritance
- C. Aggregation

**D. Composition**

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**ok**

**Question No:5**

**(Marks:1)**

**Vu-Topper RM**

Which of the following can be used as an alternative to static members?

- A. Local Variables
- B. Array of Objects
- C. Global Variables**                      **ok**
- D. Constant Variables

**Question No:6**

**(Marks:1)**

**Vu-Topper RM**

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

- A. TYPE & operator OP ();**
- B. TYPE & operator OP (int);
- C. TYPE & operator OP (TYPE &);
- D. TYPE & operator OP (TYPE &, TYPE &);

**Question No:7**

**(Marks:1)**

**Vu-Topper RM**

Which of the following operators operate on one operand?

- A. Unary Operators**
- B. Ternary Operator

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- C. Binary Operators
- D. All of the given options

**Question No:8** (Marks:1) **Vu-Topper RM**

Composition is \_\_\_\_\_ and aggregation is \_\_\_\_\_ relationship.

- A. Weak, Weak
- B. Weak, Strong
- C. Strong, Weak**
- D. Strong, Strong

ok

**Question No:9** (Marks:1) **Vu-Topper RM**

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

- A. Complex +(const Complex & rhs);
- B. operator + Complex (const Complex & rhs);
- C. Complex operator +(const Complex & rhs);**
- D. Complex operator + ::(const Complex & rhs);

ok

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

Insertion operator is \_\_\_\_\_ associative.

- A. Left to Left
- B. Right to Left
- C. Left to Right**
- D. Right to Right

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

Which of the following statement is TRUE about a class's Static Member Function?

- A. It can access non-static data members.
- B. It is used to access static data members only.**
- C. It can only be called by a particular object of class.

ok

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D. It can access constant data members of the class.

**Question No:12**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is the correct way of declaring a constant variable named RollNo?

A. const RollNo;

B. int const rollNo;

C. int RollNo const;

**D. const int RollNo; ok**

**Question No:13**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is defined as stream extraction operator in C++?

A. \*<

B. <<

C. \*>

**D. >> Page 158**

**Question No:14**

**(Marks:1)**

**Vu-Topper RM**

What will be the output of the following code?

```
#include<iostream>
using namespace std;
int main()
{
int const x = 10;cout << ++x;}

```

**A. 10 ok**

B. Run Time Error

C. 11

D. Compile time Error

**Question No:15**

**(Marks:1)**

**Vu-Topper RM**

In C++, the subscript operator [] must be overloaded as a \_\_\_\_\_ of the class, with one parameter of \_\_\_\_\_ type.

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**A. Member function, int**

**Google**

B. Member function, char

C. Non-member function, int

D. Non-member function, char

**Question No:16**

**(Marks:1)**

**Vu-Topper RM**

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

\_\_\_\_\_:

A. :symbol

B. :: symbol

C. ->symbol

**D. & symbol**

**Google**

**ok**

**Question No:17**

**(Marks:1)**

**Vu-Topper RM**

Suppose "int a;" is a static data member of a class named test. Which of the following is the correct way of initializing the static variable outside the class test?

**A. test a = 0;**

**ok**

B. int test::a = 0;

C. int test->a = 0;

**Question No:18**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ Operator is used to create objects at run time.

**A. New**

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**ok**

B. Create

C. Dynamic

D. Subscript

**Question No:19**

**(Marks:1)**

**Vu-Topper RM**

Which of the following statement is NOT true about static variable of a class?

A. They are created even when there is no object of a class.

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**B. Static variable belongs to a particular instance of a class.**

C. Static variable is initialized once only throughout the program.

D. They remain in memory even when all Objects of a class are destroyed.

**Question No:20**

**(Marks:1)**

**Vu-Topper RM**

Static Data Members can be accessed through \_\_\_\_\_.

A. Semi colon

B. Dot operator

C. Scope resolution operator

**D. Dot operator and scope resolution operator** ok

**Question No:21**

**(Marks:1)**

**Vu-Topper RM**

Suppose we have a class named “Student”; which of the following statement is correctly declaring the pointer to the object for “Student” class?

A. Student obj;

B. Student &obj;

**C. Student \*obj;** ok

D. \*Student obj;

**Question No:22**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is the correct syntax of declaring static variable “count” of type int?

A. int static count;

B. int count static;

C. static count int;

**D. static int count;** ok

**Question No:23**

**(Marks:1)**

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In composition \_\_\_\_\_ are called from composing objects to composed objects.

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A. Pointers

**B. Destructors**

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**ok**

C. Constructors

D. Member Functions

**Question No:24**

**(Marks:1)**

**Vu-Topper RM**

In C++, Composition is a relationship between \_\_\_\_\_ and \_\_\_\_\_ objects.

A. Whole, part

**B. Parent, child**

C. Base, derived

D. All given options are correct.

**Question No:25**

**(Marks:1)**

**Vu-Topper RM**

In which of the following OOP paradigm objects cannot exist independently?

A. Aggregation

B. Inheritance

C. Composition

**D. Polymorphism**

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**Question No:26**

**(Marks:1)**

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\_\_\_\_\_ remain in memory even when all objects of a class have been destroyed.

A. Primitive Variables

**B. Static Data Members**

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**ok**

C. Constant Data Members

D. Instance Data Members

**Question No:27**

**(Marks:1)**

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We can access a private static data member of a class through \_\_\_\_\_.

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- A. Static data member
- B. Global data member
- C. Static member function
- D. Global member function

Google ok

Question No:28 (Marks:1)

Vu-Topper RM

Copy constructor is called when:

- A. An object is deleted.
- B. An object is created.
- C. An array of objects is created.

**D. An object is created in term of pre existing object.** ok

Question No:29 (Marks:1)

Vu-Topper RM

In expression  $b = c / d$ , the arity of division (/) operator is \_\_\_\_\_:

- A. 1
- B. 4
- C. 2
- D. 3

ok

Question No:30 (Marks:1)

Vu-Topper RM

If you do not initialize static data member of a class of int type, it is automatically initialized with \_\_\_\_\_.

- A. 0
- B. 1
- C. Null
- D. -32767

ok

Question No:31 (Marks:1)

Vu-Topper RM

In composition \_\_\_\_\_ are called from composed objects to composing objects.

- A. Pointers
- B. Variables

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C. Destructors

**D. Constructors**

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**ok**

**Question No:32**

**(Marks:1)**

**Vu-Topper RM**

In C++, which of the following is defined as stream insertion operator?

A. \*<

**B. <<**

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C. \*>

D. >>

**Question No:33**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is an example of unary operator?

A. Division Operator ( / )

B. Equality Operator ( = )

C. Inequality Operator ( != )

**D. Increment Operator ( ++ )**

**Question No:34**

**(Marks:1)**

**Vu-Topper RM**

Which of the following issue(s) can be caused by the use of friend functions?

**A. All of the given**

**ok**

B. Tough debugging

C. Data vulnerability

D. Programming bugs

**Question No:35**

**(Marks:1)**

**Vu-Topper RM**

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

Rational\_number\_1 + 2.325

Where Rational\_number\_1

is an object of user defined class Rational\_number.

A. operator+(double& obj);

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B. None of the given choices

**C. Rational\_number operator+( Rational\_number & obj); ok**

D. Rational\_number operator+(Rational\_number &obj, double& num);

**Question No:36**

**(Marks:1)**

**Vu-Topper RM**

In C++, which of the following operator can only be overloaded as a member function of the class?

A. Equality Operator: ==

B. Function Operator: ()

C. Inequality Operator: !=

**D. Stream Extraction Operator: >>**

**Question No:37**

**(Marks:1)**

**Vu-Topper RM**

In \_\_\_\_\_, Base class can't always be replaced by the derived class.

**Specialization**

**Question No:38**

**(Marks:1)**

**Vu-Topper RM**

A class can have only \_\_\_\_\_ destructor(s).

**One**

**Question No:39**

**(Marks:1)**

**Vu-Topper RM**

Which of the following keyword tells the compiler to substitute the code within the function definition for every instance of a function call?

**A. Inline ok**

B. Virtual

C. Instance

D. Function

**Question No:40**

**(Marks:1)**

**Vu-Topper RM**

In OOP, we can achieve reusability through \_\_\_\_\_.

**A. Inheritance ok**

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- B. Association
- C. Data Hiding
- D. Encapsulation

**Question No:41** (Marks:1) **Vu-Topper RM**

Through interface we represent object's \_\_\_\_\_.

- A. State
- B. Class
- C. Behavior** ok
- D. Data members

**Question No:42** (Marks:1) **Vu-Topper RM**

How many objects of a given class may be constructed in an application?

- A. Only one per class
- B. One object per variable
- C. Only one per constructor.
- D. As many as the application asks for** ok

**Question No:43** (Marks:1) **Vu-Topper RM**

The process of extracting common characteristics from two or more classes and combining them into a superclass is called \_\_\_\_\_.

- A. Abstraction
- B. Composition
- C. Generalization** ok
- D. Specialization

**Question No:44** (Marks:1) **Vu-Topper RM**

“Student registers Course and Teacher teaches the Course.” is an example of \_\_\_\_\_.

- A. Binary Association** ok
- B. N-ary Association

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- C. Ternary Association
- D. Two way Association

**Question No:45** (Marks:1) **Vu-Topper RM**  
Which of the following concept is more close to encapsulation?  
**Information Hiding**

**Question No:46** (Marks:1) **Vu-Topper RM**  
Aggregation between objects shows that \_\_\_\_\_  
**Objects have weak relationship**

**Question No:47** (Marks:1) **Vu-Topper RM**  
Identify the abstract class from the given statement: "Vehicle class is base class. Bus, Car, and Truck are derived classes."  
**Vehicle**

**Question No:48** (Marks:1) **Vu-Topper RM**  
An instance of user defined type is called \_\_\_\_\_.  
**Object**

**Question No:49** (Marks:1) **Vu-Topper RM**  
Enclosing all the characteristics of an object within the object itself is described as \_\_\_\_\_.  
A. Inheritance  
B. Abstraction  
**C. Encapsulation** ok  
D. Polymorphism

**Question No:50** (Marks:1) **Vu-Topper RM**  
Which of the following is a strong relationship?  
A. Association  
**B. Inheritance** ok

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- C. Composition
- D. Polymorphism

**Question No:51** (Marks:1) **Vu-Topper RM**  
Composition is a strong relationship because

- A. Composed objects can exist independently.
- B. Compose object cannot exist independently** ok
- C. Composed objects are dependent on the relation type.
- D. Composed object's relationship depends on the number of objects.

**Question No:52** (Marks:1) **Vu-Topper RM**  
Which of the following is NOT an access specifier in C++?

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

**Question No:53** (Marks:1) **Vu-Topper RM**  
How can we identify classes from a given problem statement?

- A. By extracting Verbs from problem statement
- B. By extracting Adverbs from problem statement
- C. By extracting Nouns from problem statement** ok
- D. By extracting Adjectives from problem statement

**Question No:54** (Marks:1) **Vu-Topper RM**  
If class B inherits from class A then it contains all characteristics of

**Class A**

**Question No:55** (Marks:1) **Vu-Topper RM**  
Which of the following represents the two-way association?

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**Employee works for the company.**

**Question No:56**

**(Marks:1)**

**Vu-Topper RM**

Constructor without any parameter is called \_\_\_\_\_.

- A. Copy constructor
- B. Default constructor**      **ok**
- C. Overloaded constructor
- D. Parameterized constructor

**Question No:57**

**(Marks:1)**

**Vu-Topper RM**

All objects of same class has \_\_\_\_\_ attributes.

- A. Same**      **ok**
- B. Double
- C. Integer
- D. Different

**Question No:58**

**(Marks:1)**

**Vu-Topper RM**

Mermaid is an example of \_\_\_\_\_.

- A. Specialization
- B. Polymorphism
- C. Single inheritance**      **ok**
- D. Multiple Inheritance

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