

**CS304-Object Oriented Program**  
Solved MCQS for MID terms papers  
Solved by JUNAID MALIK and Team



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SR NO	MCQS QUESTION	ANSWER
1	In expression $c1*c2+c3-c4$ which of the following will be executed in first order	$C1*c2$
2	Inheritance is a way to	Add features to existing classes without rewriting them
3	----- represent "IS A" relationship	Inheritance
4	Constructor without any parameter is called:	Default constructor
5	Which of the following stores the address of a variable?	Pointer
6	A Post-fix unary operator is implemented in C++ using Member function with	1 dummy int argument
7	minimum classes required in a program for implementing multiple inheritance	3
8	Which of the following statement(s) describe constant member functions?	All of the given option
9	composition is a strong relationship because	Composed object cant exist independency
10	How many interactions are there in the following scenario Imran has the car. he drive the car and car has four wheels and doors	3
11	if we extend our model ,and the rest of the model is not affected then it is called-----	Flexibility
12	choose correct declaration of overload*=1 operator for class complex as Member function	Complex and operator*=(const complex & c)
13	Consider the following class <code>A{int a,b,c; public: A():B(10),C(0)a(7) };</code>	A,b,c

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14	Class is a blue print of	Objects
15	Suppose we have a class student which of the following statement is correctly declaring the pointer to the object of student class?	Student*object
16	In c++ composition is relationship between -----and-----objects	Whole, part
17	Which of the following Depicts the proper definition of class?	a class is description of a kind of object
18	in class attributes are represented by ---- and----- respectively	data member, Member function
19	which of the following represents the two Association	Employee works for the company
20	Entities in OO model are represented by	Rectangle
21	Which of the following features of OOP is used to derive a class from another?	Inheritance
22	In C ++ which of the following is defined as a stream insertion operator?	<<
23	choose the correct declaration of overloaded equality (==)operator for class string as a Member function	Bool operator==(const string and s)
24	---- is the relationship between the part object and the whole object	Composition
25	object hides its information from others this concept is known as	information hiding
26	the concept of derived classes is involved in	Inheritance
27	abstraction provides information according to	user perspective
28	which of the following is not an object Association	Inheritance
29	which of the following classes are used by amphibious vehicle to inherit characteristics	both land and water vehicle

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29	object data includes	both states and attributes of an object
30	choose correct declaration of overloaded inequality operator for class string as non member friend function	friend pool operator !=(const string &s1,const string &2)
31	How many objects of a given class may be constructed in an application?	as many as the application ask for
32	how many objects of a given class may be constructed in an application	as many as the application ask for
33	Which of the following statements describe constant member functions?	all of the given option
34	student *ptr=new student(" Ali"); is an example of	static memory allocation
35	in----- base class can be replaced by the derived class	extension
36	Which of the following is a correct way of declaring constant variable ROLLNO?	cosnst int Roll no;
37	which of the following operator doesn't take argument hit overloaded	none of the given choices
38	which of the following is part of the Class diagram	all of the given option
39	a child inherits characteristic from its	parent
40	which of the following issues can be caused by the use of friend function	programming Bugs
41	which of the following is not true about constant number function	all of the given option
42	Which one is not the main features of object oriented programming?	exception handling
43		
44	in object oriented programming, objects communicate with each other through	messages
45	static data member is declared	inside the class
46	the concept of derived classes is involved in	inheritance

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47	Which of the following can we attribute of an object "Ali"?	address
48	Which of the following keyword tell the compiler to substitute the code within the function definition for every instance of a function call?	inline
49	inheritance is the relationship between	classes
50	how many objects are involved in the binary Association	2
51	all objects of same class has ----- attributes	same
52	which of the following concept is more close to encapsulation	information hiding
53	member initialization list is used to	initialize data member
54	aggregation between objects show that	objects have weak relationship
55	there is /are ways to create user defined types for objects in C ++	two
56	composition is a strong relationship because:	composed object can not exist independently
57	in polymorphism messenger can be interpreted in different ways depending upon the----- class	receiver
58	which of the following is most suitable advantage of information hiding	simplifies the model
59	the process of extracting common characteristics from two or More classes and combining them into a generalized superclass is called	Generalization
60	----- operator is used to create objects at run time	new
61	choose the correct option to declare an overloaded Stream insertion operator for	friend ostream and operator<<(ostream and os,const string & s)

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	userdefined class "string" as a non-member friend function	
62	static data member is declared	inside the class
63	an instance of user defined type is called	object
64	which of the following is true about constructor	all of the given option
65	Which of the following correct way of declaring constant variable ROLLNO?	const int ROLLNO;
66	inheritance is shown by	filled arrow
67	which of the following operators operate on one operand	unary operator
68	which of the following will happen when a constant function tried to change the value of data members of the class	compile time error will occur
69	in object oriented programming, objects communicate with each other through---	messages
70	How the information hidden within an object can be accessed?	through its interface
71	object orientation approach can be achieved using object and their-----	interactions
72	constructors have ----- return type	no
73	which of the following is an example of unary operator	increment operator(++)
74	memory is allocated to non-static members only when	object is created
75	'in class B inherit from class A which of the following is child class	class B
76	the----- tells the compiler what task the function will be performing	function definition
77	Consider the statement" room has chair" which of the following type of Association exists between whom and chair?	aggregation

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78	how many objects are involved in the N-ary Association	more than 3
79	deconstruct is a function which has the same name as that of class but starts with a----- sign	~
80	which of the following is a tangible entity	car
81	member initializer list is used to	initialize data members
82	we can get the address of variable stored in pointer using-----	& symbol
83	two sentence object oriented programming book in bookshelf is an example of	aggregation
84	which of the following best defines the obstruction	hide the implementation and show current perspective
85	which of the following define default constructor 5 class student	student(){//..}
86	object data includes	both state and attributes of an object
87	minimum classes required in a program for implementing multiple inheritance	3
88	information hiding can be achieved through-----	encapsulation, abstraction
89	compiler generated defaulter structure is called----- hand user written default constructor is called----	implicit, explicit
90	which of the following is true about constructor	all of the given option
91	In which of the following different forms office single entity exist?	polymorphism
92	data members of a class student can be:	all of the given option
93	the----- turn off the compiler what does the function will be performing	function definition

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94	Suppose a class does not have any constructor what will happen when an object of this class is created?	compiler will call implicit default constructor
95	how can we differentiate between constructor and destructor	destructor are preceded with a Tilda(~) symbol, and constructor are not preceded with any symbol
96	---- is used for hiding the details of an object from the other parts of a program	encapsulation
97	Class diagram include	class name, attributes, operation
98	through interface was access objects----- --	behavior
99	composition is a strong relationship because	compose object cannot exist independently
100	copy constructor is called when:	an object is created in term of Preexisting object
101	choose the correct option to declare an overloaded stream insertion operator for a user defined class string as a non-Member friend function	friend ostream & operator(ostream &os.const string &s)
102	a post-fix unary operator implemented in C plus plus using non Member function with---- arguments	two
103	in class attributes and behaviors are represented by---- and--- respectively	data members, member functions
104	which of the following best describes the relationship between book and book chapter classes	composition
105	which of the following is true about destructor	all of the given option
106	in composition----- are called from composing objects to composed subjects	destructors

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107	which of the following can be used an alternative to Static members	Global variables
108	which of the following statement is true about static function of a class	it is used to access static data members
109	which of the following operator does not take any arguments if overloaded	none of the given choices
110	what is the output of the following code int main(){int cost x=10;cout<<++x;return0;}	error
111	abstraction includes-----	relevant information
112	Which of the following can be the behavior of an object "Usman"?	eat
113	a class defined within another class is	nested class
114	when an object is initialized, is automatically called by the compiler	constructor
115	the compiler treats the Member function of a class as	inline function
116	an object has attributes operation ,and--- ----	unique identity
117	Which of the following is not an access specifier in C ++?	hidden
118	which of the following parts of an object exhibits its state	data
119	---- is the relationship between the part object and the whole object	composition
120	how can we identify classes from a given problem statement	by extracting nouns from problem statement
121	what "friend" should be placed in	function declaration
122	generalization is----- approach	bottom-up
123	static data members can be accessed through-----	dot operator and scope resolution operator
124	composition age----- and aggregation is--- ---- relationship	strong, weak

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125	suppose there is an object of type person, which of the following can be considered as one of its attributes	name
126	Which of the following depicts the proper definition of class?	a class is a description of a kind of object
127	a child inherits characteristics from its----- --	parent
128	the car is composed of wheels what is the relationship between car and wheels?	composition
129	----- is creating objects of one class inside another class	composition
130	the other name of specialization is-----	restriction
131	suppose a is an int type static data member class test then which of the following is correct way of initialization the static variable outside the class test	int test::a=0
132	Which of the following stores the address of variable?	Pointer
133		
134		
135	static data member is declared	inside the class
136	polymorphism makes the system	all of the given option
137	which of the following statement best describes the constructor	constructor is used to initialize the data members of a class
138	data member(s) of a class student can be	all of the given option
139	which of the following is a strong relationship	composition
140	all objects of same class has----- attributes	same
141	in C ++ composition is a relationship between----and---- objects	whole, part

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142	suppose 12 class string assignment operator is overloaded with following declaration <code>void operator=(const string &amp;);</code> what will happen when we will write following statement in <code>main()</code> <code>str=str2=str3;</code> where, <code>str1</code> , <code>str2</code> , <code>str3</code> are object of class string	compiler will generate compile time error
143	in class B inherits from class A then it contains all characteristics of----	class A
144	which of the following is not an example of multiple inheritance	car
145	which of the following can be created without any object of a class?	static data members
146	consider the following code segment <code>class test{int a;int b;int c;}</code>	junk value,5, junk value
147	object orientation approach can be achieved using objects and their-----	interactions
148	member functions defined inside a class declaration are----- by default	private
149	how can we identify classes from a given problem statement	by extracting nouns from problem statement
150	which of the following statement is not true about static variable of a class?	static variable belongs to particular instance of a class
151	there are----- types of constructor in C++	3
152	statement yasir is a friend of Ali and Ali is a friend of yasir is an example of	two way Association
153	this pointer cannot be passed implicitly to----- functions	static member
154	which of the following issues can be caused by the use of friend function	all of the given

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155	in----- send a message does not need to know exact class of the receiver	none of the given option
156	minimum classes required in a program for implementing multiple inheritance	3
157	-----Associates the object of the exact two classes	binary Association
158	main characteristics of information hiding is	keep the model simple
159	static data member is declared	inside the class
160	in expression $b=c/d$ , the arity of division(/) operator is	2
161	we can allocate dynamic memory in C ++ through operator	new
162	Which of the following is true about accessor functions?	all of the given option
163	in---- base class cannot always be replaced by the derived class	specialization
164	abstraction help to	reduce the complexity
165	relationship in which child object gets destroyed if parent object is destroyed	composition
166	object oriented programming is better than procedural programming because:	it is more close to reality
167	The derived class inherits behavior from the base class and also exhibits its own behavior. this concept is known as---	Overriding
168	the other name of subtyping is	Extension
169	A good model is----- related to life problem	closely
170	in generalization general class represents the ----- behavior of the class	common
171	how can we identify from a given problem statement?	by extracting noun from problem statement
172	which of the following is not a access specifier in C ++	hidden

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173	in composition----- are called from composing objects to composed objects	destructors
174	a class have only---- destructor	one
175	suppose you have following C + + statement int old value=10; int new value=++old value; what will be the value of old value and newValue after executing above statements ?	oldVlue=11,newVlue=11
176	in constant Member function the type of this pointer is	constant pointer to constant data
177	----- is creating objects of one class inside another class	composition
178	----- Associates the objects of the exact three classes	ternary Association
179	generalization is implemented through	inheritance
180	which of the following is strong relationship	composition
181	composition is a strong relationship because	composed object cannot exist independently
182	----- is set of function of an object exposed of other objects'	interface
183	suppose student is a class, which of the following defines constructor with one parameter for class student	student(char*aName);
184	which of the following is not true about constant Member function	all of the given option
185	----- define the order of evaluation of an operator is an expression	operator precedence
186	choose correct declaration of overloaded inequality(!=) operator for class string as non member friend function	friend bool operator!=(const string &s1,cont string &s2)
187	which of the following is most suitable advantage of information hiding	simplifies the model

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188	a fan has wings, which type of relation exists between fan and Wings in this sentence	composition
189	multiple inheritance is implemented between class through----- symbol	comma(,)
190	postfix unary operator is implemented in C ++ using non Member function with arguments	two
191	Supposed derived class is inherited from base class what happens when a derived class object is created	the constructor of base class exact is executed before the constructor of derived class
192	assignment operator are	right associative
193	a postfix unary operator is implemented in C ++ using number function with	1 dummy int argument
194	which of the following is true about exception functions	all of the given option

## Question No: 1

Which part of an object exhibits its state?

- ▶ **Data (Page 23)**
- ▶ Operations
- ▶ Any public part
- ▶ Any private part

## Question No: 2

Inheritance is a way to

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- ▶ organize data.
- ▶ pass arguments to objects of classes.
- ▶ **add features to existing classes without rewriting them. (Page 27)**
- ▶ improve data-hiding and encapsulation.

## Question No: 3

Suppose you have been given the following design,

"A person has a name, age, address and sex. 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?

- ▶ **registration date and diagnosis**
- ▶ age and sex
- ▶ sex and diagnosis
- ▶ diagnosis and age

## Question No: 4

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

- ▶ Dangling pointer
- ▶ Memory Leakage
- ▶ **All of the given (Page 147)**
- ▶ System crash

## Question No: 5

this pointers are not accessible for static member functions.

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▶ True (Page 114)

▶ False

## Question No: 6

A static member function cannot be declared.

▶ Static

▶ Implicit

▶ Explicit

▶ **Virtual**

## Question No: 7

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

▶ **Static variables (Page 111)**

▶ Instance variable

▶ Primitive variables

▶ None of given

## Question No: 8

Friend functions are \_\_\_ functions of a class.

▶ None of given

▶ object member

▶ **non-member (Page 136)**

▶ data member

## Question No: 9

\_\_\_, which means if A declares B as its friend it does NOT mean that A can access private data

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of B. It only means that B can access all data of A.

- ▶ **Friendship is one way only**
- ▶ Friendship is two way only
- ▶ NO Friendship between classes
- ▶ Any kind of friendship

## Question No: 10

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

- ▶ **True**
- ▶ False

## Question No: 11

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`.

- ▶ `Rational_number operator+( Rational_number & obj);`
- ▶ **`Rational_number operator+(double& obj);` (Page 145)**
- ▶ `Rational_number operator+(Rational_number &obj, double& num);`
- ▶ `operator+(double& obj);`

## Question No: 12

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Which operator can not be overloaded?

- ▶ The relation operator ( >= )
- ▶ Assignment operator ( = )
- ▶ Script operator ( [] )
- ▶ **Conditional operator ( ? : ) (Page 141)**

## Question No: 13

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

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

## Question No: 14

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

-----

- ▶ structured programming
- ▶ **object oriented Programming (Page 9)**
- ▶ procedural programming
- ▶ non of the given

## Question No: 15

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In object orientated programming, a class of objects cans \_\_\_\_ properties from another class of objects

- ▶ Utilize
- ▶ Borrow
- ▶ **Inherit**
- ▶ Adopt

## Question No: 16

A C++ class is similar to -----

- ▶ **Structure**
- ▶ Header File
- ▶ Library File
- ▶ None of the given

## Question No: 17

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

- ▶ Dangling pointer
- ▶ Memory Leakage
- ▶ **All of the given (Page 147)**
- ▶ System crash

## Question No: 18

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?

- ▶ The automatic assignment operator is used
- ▶ **The copy constructor is used**
- ▶ Compiler error

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▶ Run-time error

## Question No: 19

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

- ▶ Declared
- ▶ Define
- ▶ **Instantiated**      **C++ How to Program, Fifth Edition(Page 871)**
- ▶ Called

## Question No: 20

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.

- ▶ Rational\_number operator+( Rational\_number & obj);
- ▶ **Rational\_number operator+(double& obj);**      **(Page 145)**
- ▶ Rational\_number operator+(Rational\_number &obj, double& num);
- ▶ operator+(double& obj);

## Question No:21

\_\_\_\_ provide the facility to access the data member.

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- ▶ **accessor function (Page 68)**
- ▶ private function
- ▶ inline function
- ▶ None of the given

## Question No: 22

Constant objects cannot change their state,

- ▶ **True (Page 105)**
- ▶ False

## Question No: 23

The \_\_\_\_ relationship indicates that an object contains other objects.

- ▶ **None of given (Page 53)**
- ▶ 'has-a'
- ▶ 'is-a'
- ▶ 'be-

## Question No: 24

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

- ▶ Encapsulation
- ▶ Polymorphism
- ▶ Data hiding
- ▶ **Inheritance (Page 25)**

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## Question No: 25

\_\_\_ is a relationship

▶ **Inheritance** (Page 25)

- ▶ Polymorphism
- ▶ abstraction
- ▶ encapsulation

## Question No: 26

\_\_\_ satisfy the condition of polymorphism

- ▶ Carbon
- ▶ Diamond
- ▶ Coal
- ▶ **all of the given** (Page 56)

## Question No: 27

A generalization-specialization relation between classes are implemented using

- ▶ data hiding
- ▶ friend classes
- ▶ encapsulation
- ▶ **inheritance** (Page 49)

## Question No: 28

The >= operator can be overloaded.

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▶ True (Page 140)

▶ False

## Question No: 29

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

▶ Constructor

▶ Destructor (Page 92)

▶ Shallow Copy

▶ Deep Copy

## Question No: 30

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

▶ Mermaid

▶ Woman (Lecture No.5)

▶ None of the given

▶ Amphibious Vehicle

## Question No: 31

Static variable can be initialized more than once.

▶ True

▶ False

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## Question No: 32

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

- ▶ **Inheritance** (Page 26)
- ▶ Encapsulation
- ▶ Polymorphism
- ▶ Abstraction

## Question No: 33

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

- ▶ **static variables**
- ▶ dynamic variables
- ▶ instance variables
- ▶ data members

## Question No: 34

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

- ▶ Constructor
- ▶ Getter
- ▶ Setter
- ▶ **Destructor** (Page 92)

## Question No: 35

Using encapsulation we can achieve

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## ▶ Information hiding (Page 16)

- ▶ Least interdependencies among modules
- ▶ Implementation independence
- ▶ All of given options

### Question No: 36

Inheritance is a way to

- ▶ **make general classes into more specific classes. (Page 27)**
- ▶ pass arguments to objects of classes.
- ▶ improve data hiding and encapsulation.
- ▶ providing class growth through natural selection.

### Question No: 37

Static variable can be initialized more than once.

- True
- **False (Page 107)**

### Question No: 38

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

- ▶ Derived Class
- ▶ **Base class (Page 29)**
- ▶ Deprived Class
- ▶ Named class

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Question No: 39

Which of the following are an advantage of OOP?

- ▶ OOP makes it easy to re-use the code
- ▶ It provides an ability to create one user defined data type by extending the other
- ▶ It provides the facility of defining Abstract data types through which real world entities can be defined better.

▶ **All of the given options**      [Click here for detail](#)

Question No: 40

The >= operator can be overloaded.

▶ **True** (Page 140)

▶ False

Question No: 41

A static member function cannot be declared.

- ▶ Static
- ▶ Implicit
- ▶ Explicit
- ▶ **Virtual**

Question No: 42

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

▶ **True**

▶ False

Question No: 43

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

▶ True

▶ False

**Question No: 44**

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: 45**

A C++ class is similar to -----

▶ Structure

▶ Header File

▶ Library File

▶ None of the given

**Question No: 46**

Which operator can not be overloaded?

▶ The relation operator ( >= )

▶ Assignment operator ( = )

▶ Script operator ( [ ] )

▶ Conditional operator ( ? : ) (Page 141)

**Question No: 47**

An overloaded operator always requires one less argument than its number of operands.

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▶ True

▶ False

## Question No: 48

A generalization-specialization relation between classes are implemented using

- ▶ data hiding
- ▶ friend classes
- ▶ encapsulation

▶ inheritance (Page 49)

## Question No: 49

In OOP a class is an example of \_\_\_\_

- ▶ Data Type
- ▶ Abstract Type
- ▶ User Defined Type (Page 66)
- ▶ None of the given

## Question No: 50

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

- ▶ Noun (Page 58)
- ▶ Pronoun
- ▶ Verb
- ▶ Adverb

## Question No: 51

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

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- ▶ Private member
- ▶ Data Member
- ▶ **Public Member (How to Program page 983)**
- ▶ Static

## Question No: 52

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

- ▶ Name
- ▶ Age
- ▶ Work()
- ▶ **Both Name and Age (page 13)**

## Question No: 53

What a derived class can add?

- ▶ New data members
- ▶ New member functions and New friend functions
- ▶ New constructors and destructor
- ▶ **All of given**

## Question No: 54

\_\_\_\_\_ is/are used to access information hidden within an object?

- ▶ Interface
- ▶ Private data members
- ▶ **Private member functions (Page 69)**
- ▶ Both public and private members

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Question No: 55

this pointers are not accessible for static member functions.

▶ True (Page 14)

▶ False

Question No: 56

A static member function cannot be declared.

▶ Static

▶ Implicit

▶ Explicit

▶ Virtual

Question No: 57

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

▶ False

▶ True

Question No: 58

Given the following class

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

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

▶ Define the variable Age as private

▶ Define the variable Age as protected

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▶ Define the variable Age as private and create a get method that returns it and a set method that updates it

▶ Define the variable Age as protected and create a set method that returns it and a get method that updates it

## Question No: 59

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

▶ True

▶ False

## Question No: 60

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

▶ /

▶ -

▶ +

▶ ++

## Question No: 61

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?

▶ The automatic assignment operator is used

▶ The copy constructor is used

▶ Compiler error

▶ Run-time error

## Question No:62

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

- ▶ take two arguments.
- ▶ **return a value**
- ▶ create a named temporary object.
- ▶ take four arguments

## Question No: 63

Which operator can not be overloaded?

- ▶ The relation operator ( `>=` )
- ▶ Assignment operator ( `=` )
- ▶ Script operator ( `[]` )
- ▶ **Conditional operator ( `? :` ) (Page 141)**

## Question No: 64

We achieve independence of internal implementation from its external interface through-----

- ▶ Encapsulation
- ▶ Information Hiding
- ▶ **Abstraction**
- ▶ both encapsulation and information hiding

## Question No: 65

Which one of the following is not an object association?

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▶ Simple Association

▶ **Inheritance (Page 49)**

▶ Aggregation

▶ Composition

**Question No: 66**

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

▶ 2, 4

▶ 1, 3, 5

▶ **1, 2, 3 (Lecture No.3)**

▶ 1, 2, 3, 4

**Question No: 67**

What a derived class can add?

▶ New data members

▶ New member functions and New friend functions

▶ New constructors and destructor

▶ **All of given**

**Question No: 68**

The concept of derived classes is involved in,

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## ► inheritance (Page 25)

- encapsulation
- structure
- array

### Question No: 69

Your chief Software designer has shown you a sketch of the new Computer parts system she is about to create. At the top of the hierarchy is a Class called Computer and under this are two child classes. One is called LinuxPC and one is called WindowsPC. The main difference between the two is that one runs the Linux operating System and the other runs the Windows System (of course another difference is that one needs constant re-booting and the other runs reliably). Under the WindowsPC are two Sub classes one called Server and one Called Workstation. How might you appraise your designers work?

- Give the goahead for further design using the current scheme
- **Ask for a re-design of the hierarchy with changing the Operating System to a field rather than**

### Class

- Ask for the option of WindowsPC to be removed as it will soon be obsolete
- Change the hierarchy to remove the need for the superfluous Computer Class.

### Question No: 70

Consider the code below,

```
class Fred {  
public:  
Fred();
```

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```
...  
};  
int main()  
{  
Fred a[10];  
Fred* p = new Fred[10];  
...  
}
```

Select the best option,

- ▶ Fred a[10]; calls the default constructor 09 times

Fred\* p = new Fred[10]; calls the default constructor 10 times

- ▶ Produce an error

- ▶ **Fred a[10]; calls the default constructor 11 times**

**Fred\* p = new Fred[10]; calls the default constructor 11 times**

- ▶ Fred a[10]; calls the default constructor 10 times

Fred\* p = new Fred[10]; calls the default constructor 10 times

## Question No:71

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

- ▶ Destructor of the class
- ▶ **New operator**
- ▶ Delete operator
- ▶ Constructor of the class

Question No: 72

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this pointers are not accessible for static member functions.

- ▶ True (Page 14)
- ▶ False

## Question No: 73

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

- ▶ Have different copies of this variable
- ▶ Have same copy of this variable
- ▶ Can not access this variable
- ▶ None of given

## Question No: 74

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

- ▶ Static variables (Page 111)
- ▶ Instance variable
- ▶ Primitive variables
- ▶ None of given

## Question No: 75

Given the following class

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

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

- ▶ Define the variable Age as private
- ▶ Define the variable Age as protected
- ▶ Define the variable Age as private and create a get method that returns it and a set method that updates it

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▶ Define the variable Age as protected and create a set method that returns it and a get method that updates it

## Question No: 76

The life of sub object is not dependant on the life of master class in \_\_\_\_.

- ▶ Composition
- ▶ **Aggregation (Page 134)**
- ▶ Separation
- ▶ None of the given

## Question No: 77

Which one is not keyword in C++?

- ▶ operator
- ▶ **B\_op**
- ▶ const
- ▶ None of given

## Question No: 78

The >= operator can be overloaded.

- ▶ **True (Page 140)**
- ▶ False

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## Question No: 79

A template provides a convenient way to make a family of

- ▶ variables and data members
- ▶ **functions and classes**
- ▶ classes and exceptions
- ▶ programs and algorithms

## Question No: 80

Which one of the following terms must relate to polymorphism?

- ▶ Static allocation
- ▶ Static typing
- ▶ **Dynamic binding (How to program , page 1103)**
- ▶ Dynamic allocation

## Question No: 81

What is true about function templates?

- ▶ The compiler generates only one copy of the function template
- ▶ **The compiler generates a copy of function respective to each type of data (Page 257)**
- ▶ The compiler can only generate copy for the int type data
- ▶ None of the given.

## Question No: 82

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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?

▶ **Templates**

- ▶ Overloading
- ▶ Data hiding
- ▶ Encapsulation

**Question No: 83**

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

This is an example of partial specialization.

▶ **True (Page 281)**

- ▶ False

**Question No: 84**

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

- ▶ True

▶ **False** [Click here for Detail](#)

**Question No: 85**

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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.

▶ True

▶ **False**

## Question No: 86

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

▶ **public members of Derv.**

▶ protected members of Derv.

▶ private members of Derv.

▶ protected members of Base.

## Question No: 87

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

▶ **template <typename T> (Page 281)**

▶ typename <template T>

▶ Template Class <ClassName>

▶ Class <Template T>

## Question No: 88

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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.

- ▶ Base
- ▶ Derived
- ▶ Abstract
- ▶ **virtual (not sure)**

## Question No: 89

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 \_\_\_\_\_).

- ▶ scope resolution operator
- ▶ dot operator
- ▶ null operator
- ▶ **Operator overloading (Page 204)**

## Question No: 90

Non Template Friend functions of a class are friends of \_\_\_instance/s of that class.

- ▶ **All**
- ▶ One specific
- ▶ All instances of one date type
- ▶ None of the given options

## Question No: 91

The `find()` algorithm

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

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## Question No: 92

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  $w$ .

- ▶ 11 for  $v$  and 3 for  $w$ .
- ▶ 0 for  $v$  and 0 for  $w$ .
- ▶ 0 for  $v$  and 3 for  $w$ .
- ▶ **3 for  $v$  and 11 for  $w$ .**

## Question No: 93

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

- ▶ State
- ▶ Behavior
- ▶ Protected data members
- ▶ **All of given (not sure)**

## Question No: 94

Which is not the Advantage of inheritance?

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