

***Cs-304 Important Mid Term  
Mcq's Solution 100% Correct :  
Solve By Vu-Topper RM!!***

وَعَزَّزْنَا مِنْ تَشَاءِ وَتَذَلُّ مِنْ تَشَاءِ



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**Question No:1(Marks:1)** (Marks:1) **Vu-Topper RM**  
A language feature that combines variables and methods in a single package is called \_\_\_\_\_  
**Encapsulation**

**Question No:2** (Marks:1) **Vu-Topper RM**  
\_\_\_\_ is a methodology that organizes a program into a collection of interacting objects.  
**OOP**

**Question No:3** (Marks:1) **Vu-Topper RM**  
Every object hides its state and show through behavior. this concept is known as  
**Information Hiding**

**Question No:4** (Marks:1) **Vu-Topper RM**  
Capture only those details about an object that are relevant to current perspective  
**Abstraction**

**Question No:5** (Marks:1) **Vu-Topper RM**  
Which is not feature of OOP in general definitions....  
**Duplicate/Redundant data**

**Question No:6** (Marks:1) **Vu-Topper RM**  
What is the additional feature in classes that was not in structures?  
**Member functions**

**Question No:7** (Marks:1) **Vu-Topper RM**  
Who invented OOP....  
**Alan Kay**

**Question No:8** (Marks:1) **Vu-Topper RM**  
if we extend our model, and the rest of the model is not affected then it is called—  
—  
**Flexibility**  
Class

**Question No:9** (Marks:1) **Vu-Topper RM**  
Suppose there is an object of type Person, which of the following can be considered as one of its attributes?  
**Name and Age**

**Question No:10** (Marks:1) **Vu-Topper RM**  
Which of the following is not true about constant member function?  
**All**

**Question No:11** (Marks:1) **Vu-Topper RM**  
Subtyping means that derived class is behaviorally \_\_\_\_\_ with the base class.  
**Compatible**

**Question No:12** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ is represented by a line with an unfilled diamond head towards the container.  
**Aggregation**

**Question No:13** (Marks:1) **Vu-Topper RM**  
Minimum classes required for implementing multiple inheritance:  
**3**

**Question No:14** (Marks:1) **Vu-Topper RM**  
Destructor is a function which has the same name as that of class, but starts with a-----sign.  
**Tilda (~)**

**Question No:15** (Marks:1) **Vu-Topper RM**  
A good model is ..... related to a real life problem.  
**Closely**

**Question No:16** (Marks:1) **Vu-Topper RM**  
How many objects are involved in the N-ary association?  
**more than 3**

**Question No:17** (Marks:1) **Vu-Topper RM**  
In constant member function the type of this pointer is:  
**Constant pointer to constant data**

**Question No:18** (Marks:1) **Vu-Topper RM**  
Compiler generated default constructor is called-----and user written--- default constructor is called\_\_\_\_\_  
**Implicit, explicit**

**Question No:19** (Marks:1) **Vu-Topper RM**  
Which of the following is an advantage of encapsulation?  
**Better understanding**

**Question No:20** (Marks:1) **Vu-Topper RM**  
If some of objects exhibit identical characteristics, then they belong to:  
**Different classes**

- Question No:21** (Marks:1) **Vu-Topper RM**  
Abstraction hides the-----details.  
Relevant
- Question No:22** (Marks:1) **Vu-Topper RM**  
Polymorphism makes the system:  
All of the given option
- Question No:23** (Marks:1) **Vu-Topper RM**  
If class B inherits from class A then it contains all characteristics of \_.  
Class A
- Question No:24** (Marks:1) **Vu-Topper RM**  
How the information hidden within an object can be accessed?  
Through its interface
- Question No:25** (Marks:1) **Vu-Topper RM**  
Which of the following depicts the proper definition of class?  
A class is a description of a kind of object
- Question No:26** (Marks:1) **Vu-Topper RM**  
Which of the following statement best describes the Constructor?  
Constructor is used to initialize the data members of a class
- Question No:27** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ is automatically called when the object is created.  
Constructor
- Question No:28** (Marks:1) **Vu-Topper RM**  
Consider the statement” room has chair” which of the following type of Association exists between whom and chair?  
Aggregation
- Question No:29** (Marks:1) **Vu-Topper RM**  
The—— tells the compiler what task the function will be performing  
Function definition
- Question No:30** (Marks:1) **Vu-Topper RM**  
Which of the following is a tangible entity  
Car
- Question No:31** (Marks:1) **Vu-Topper RM**

Suppose derived class is inherited from base class. What happens when a derived class object is created?

The constructor of base class is executed before the constructor of derived class.

**Question No:32**

**(Marks:1)**

**Vu-Topper RM**

Suppose str1, str2 and str3 are objects of class String. Choose appropriate declaration of overloaded assignment operator for the following statement to work correctly.

str1 = str2 = str3;

**String& operator =(const String &);**

**Question No:33**

**(Marks:1)**

**Vu-Topper RM**

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

**<<**

**Question No:34**

**(Marks:1)**

**Vu-Topper RM**

Choose correct declaration of overloaded inequality (!=) operator for class String as non-member friend function.

**None of the given options**

**Question No:35**

**(Marks:1)**

**Vu-Topper RM**

Relationship in which child object gets destroyed if parent object is destroyed.

**Composition**

**Question No:36**

**(Marks:1)**

**Vu-Topper RM**

How the information hidden within an object can be accessed?

**Through its interface**

**Question No:37**

**(Marks:1)**

**Vu-Topper RM**

Which of the following defines default constructor for class "Student"?

**Student() {//...}**

**Question No:38**

**(Marks:1)**

**Vu-Topper RM**

The sub-object's life is not dependent on the life of master class in \_\_\_\_\_.

**Aggregation**

**Question No:39**

**(Marks:1)**

**Vu-Topper RM**

Hiding the implementation details makes program:

**Easy to understand**

**Question No:40**

**(Marks:1)**

**Vu-Topper RM**

The functions defined inside the class are by default \_\_\_\_\_.

**Inline**

**Question No:41**

**(Marks:1)**

**Vu-Topper RM**

Which of the following statement is TRUE about static function of a class?

**It is used to access static data members.**

**Question No:42**

**(Marks:1)**

**Vu-Topper RM**

Deconstruct is a function which has the same name as that of class but starts with a— sign

~

**Question No:43**

**(Marks:1)**

**Vu-Topper RM**

'this' pointer cannot be passed implicitly to \_\_\_\_\_ functions.

**Static Member**

**Question No:44**

**(Marks:1)**

**Vu-Topper RM**

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

**Eat**

**Question No:45**

**(Marks:1)**

**Vu-Topper RM**

In Object Oriented programming, objects communicate with each other through \_\_\_\_\_

**Messages**

**Question No:46**

**(Marks:1)**

**Vu-Topper RM**

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

**Initialize**

**Question No:47**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is NOT an access specifier in C++?

**Hidden**

**Question No:48**

**(Marks:1)**

**Vu-Topper RM**

The other name of subtyping is \_\_\_\_\_.

**Extension**

**Question No:49**

**(Marks:1)**

**Vu-Topper RM**

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.**

**Question No:50**

**(Marks:1)**

**Vu-Topper RM**

In case when we define the function outside the class then we must use the keyword \_\_\_\_\_ to make the function inline.

**Inline**

**Question No:51**

**(Marks:1)**

**Vu-Topper RM**

In constant member function the type of this pointer is:

**Constant pointer to constant data**

**Question No:52**

**(Marks:1)**

**Vu-Topper RM**

In \_\_\_\_\_, base class can be replaced by the derived class.

**Extension**

**Question No:53**

**(Marks:1)**

**Vu-Topper RM**

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

**&symbol**

**Question No:54**

**(Marks:1)**

**Vu-Topper RM**

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

**Parent**

**Question No:55**

**(Marks:1)**

**Vu-Topper RM**

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

**Complex operator +(const Complex &rhs);**

**Question No:56**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not true about constant member function?

**All of the given options**

**Question No:57**

**(Marks:1)**

**Vu-Topper RM**

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

**TYPE & operator OP ();**

**Question No:58**

**(Marks:1)**

**Vu-Topper RM**

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

**Composition**

**Question No:59**

**(Marks:1)**

**Vu-Topper RM**

Memory is allocated to non static members only, when

**Object is created**

**Question No:60**

**(Marks:1)**

**Vu-Topper RM**

A child inherit characteristics from its ?

**parents**

**Question No:61**

**(Marks:1)**

**Vu-Topper RM**

A post-fix unary operator is implemented in C++ member function with

**1 dummy int arguments**

**Question No:62**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is the example of objects in school?

**Books , pages**

**Question No:63**

**(Marks:1)**

**Vu-Topper RM**

Suppose student is a class, which of the following constructor with one parameter for class student?

**Student()**

**Question No:64**

**(Marks:1)**

**Vu-Topper RM**

If you have three classes in a C++ program A, B, and C where class A inherits from class B, then class \_\_\_\_\_ contains all the characteristics of class \_\_\_\_\_.

**A, C**

**Question No:65**

**(Marks:1)**

**Vu-Topper RM**

In \_\_\_\_ base class can be replaced by the derived class.

**Extension**

**Question No:66**

**(Marks:1)**

**Vu-Topper RM**

The concept of derived class is involved in \_\_\_\_\_

**inheritance**

**Question No:67**

**(Marks:1)**

**Vu-Topper RM**

Suppose person is a class which of the following statement defines an object of class person?

**Create person object**

**Question No:68**

**(Marks:1)**

**Vu-Topper RM**

The other name of subtyping is

**Extension**

**Question No:69**

**(Marks:1)**

**Vu-Topper RM**

Which of the following statement best describes the constructor

**constructor is used to initialize the data member of a class.**

**Question No:70**

**(Marks:1)**

**Vu-Topper RM**

Which of the following can be the behavior of an object "Usman"?

**Eat**

**Question No:71**

**(Marks:1)**

**Vu-Topper RM**

Composition is \_\_\_\_ relationship

**Part whole**

**Question No:72**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is a strong relationship?

**Composition**

**Question No:73**

**(Marks:1)**

**Vu-Topper RM**

This car is composed of wheels. What is the relationship between car and wheels?

**Composition**

**Question No:74**

**(Marks:1)**

**Vu-Topper RM**

In \_\_\_\_ base class can be replaced by the derived class.

**Extension**

**Question No:75**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_ defines the order of evaluation of an operator is an expression.

**Operator precedence**

**Question No:76**

**(Marks:1)**

**Vu-Topper RM**

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

**Destructor**

**Question No:77**

**(Marks:1)**

**Vu-Topper RM**

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

**As many as the application asks for**

**Question No:78**

**(Marks:1)**

**Vu-Topper RM**

Relationship in which child object gets destroyed, If parent object is destroyed.

**Composition**

**Question No:79**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not true about constructor?

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

**Question No:80**

**(Marks:1)**

**Vu-Topper RM**

Suppose test is a class, void show() is its public member function. which of the following is correct call of show() function using Test pointer ptr?

**ptr->show()**

**Question No:81**

**(Marks:1)**

**Vu-Topper RM**

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

**Abstraction**

**Question No:82**

**(Marks:1)**

**Vu-Topper RM**

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

**Member function, int**

**Question No:83**

**(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:84**

**(Marks:1)**

**Vu-Topper RM**

How can we differentiate between constructor and destructors?

**Destructor are preceded by a tilde(~) symbol and constructor are not preceded with any symbol.**

**Question No:85**

**(Marks:1)**

**Vu-Topper RM**

If you do not initialize static variable of int type then it is automatically initialized with \_\_\_\_

**0**

**Question No:86**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_ associates the objects of the exact two classes.

**Binary association**

**Question No:87**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is the advantage of inheritance?

**Reusability**

**Question No:88**

**(Marks:1)**

**Vu-Topper RM**

Member function defined inside a class declaration are \_\_ by default

**Public**

**Question No:89**

**(Marks:1)**

**Vu-Topper RM**

In Object Oriented programming objects communicate with each other through \_\_\_\_

**Messages**

**Question No:90**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_ associates the objects of the exact three classes.

**Ternary Association**

**Question No:91**

**(Marks:1)**

**Vu-Topper RM**

An objects has attributes, operations and \_\_\_\_\_

**Unique identity**

**Question No:92**

**(Marks:1)**

**Vu-Topper RM**

In C++ which of the following keywords works only with constructors?

**Explicit**

**Question No:93**

**(Marks:1)**

**Vu-Topper RM**

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

**Multiple Inheritance**

**Question No:94**

**(Marks:1)**

**Vu-Topper RM**

How many objects are involved in the Binary association?

**2**

**Question No:95**

**(Marks:1)**

**Vu-Topper RM**

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

**Abstraction**

**Question No:96**

**(Marks:1)**

**Vu-Topper RM**

The overloaded '-' operator for complex class will be called with reference to \_\_\_ in the following statement

Complex C3 = C1 - C2

**Complex**

**Question No:97**

**(Marks:1)**

**Vu-Topper RM**

Static data member is declared \_\_\_

**Inside the class**

**Question No:98**

**(Marks:1)**

**Vu-Topper RM**

Which of the following will happen when a constant function tries to change the value of data members of the class?

**Complex time error will occur**

**Question No:99**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is set of functions of an objects exposed to other objects.

**Interface**

**Question No:100**

**(Marks:1)**

**Vu-Topper RM**

How many objects are involved in the Ternary association?

**3**

**Question No:101**

**(Marks:1)**

**Vu-Topper RM**

Mermaid is an example of

**Multiple inheritance**

**Question No:102**

**(Marks:1)**

**Vu-Topper RM**

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

**static int count**

**Question No:103**

**(Marks:1)**

**Vu-Topper RM**

Which of the following operators operate on one operand?

**Unary Operators**

**Question No:104**

**(Marks:1)**

**Vu-Topper RM**

Object Data includes \_\_\_\_

**Both static and attributes of an objects**

**Question No:105**

**(Marks:1)**

**Vu-Topper RM**

In case when we define the function outside the class then we must use the keyword \_\_\_\_ to make function inline.

**Inline**

**Question No:106**

**(Marks:1)**

**Vu-Topper RM**

A function call is resolved at run time in a)Non virtual members function

**Virtual member function**

**Question No:107**

**(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:108**

**(Marks:1)**

**Vu-Topper RM**

In case of private inheritance, private members of base class will be in derived class?

**Hidden**

**Question No:109**

**(Marks:1)**

**Vu-Topper RM**

Then int member i of base class is accessible in class, a)derived 1 only

**derived 2 only**

**Question No:110**

**(Marks:1)**

**Vu-Topper RM**

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

**Protected**

**Question No:111**

**(Marks:1)**

**Vu-Topper RM**

Friend's functions of class are \_\_ members of that class.

**Private**

**Question No:112**

**(Marks:1)**

**Vu-Topper RM**

Methodologies to the development of reusable software relate to .

**Generic programming**

**Question No:113**

**(Marks:1)**

**Vu-Topper RM**

Function overriding is done in context of,

**Derived and base classes**

**Question No:114**

**(Marks:1)**

**Vu-Topper RM**

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

**Restricted**

**Question No:115**

**(Marks:1)**

**Vu-Topper RM**

In public inheritance the public members of base class become in derived class

**Public**

**Question No:116**

**(Marks:1)**

**Vu-Topper RM**

When we want to implement one class in terms of another class then we use

**Public inheritance**

**Question No:117**

**(Marks:1)**

**Vu-Topper RM**

In c++ generic programming is done using

**Templates**

**Question No:118**

**(Marks:1)**

**Vu-Topper RM**

Friend's functions of class are \_ members of that class.

**Private**

**Question No:119**

**(Marks:1)**

**Vu-Topper RM**

Methodologies to the development of reusable software relate to . a)Structure programming

**Generic programming**

**Question No:120**

**(Marks:1)**

**Vu-Topper RM**

Function overriding is done in context of,

**Derived and base classes**

**Question No:121**

**(Marks:1)**

**Vu-Topper RM**

the following constructors?

**Implicit Default Constructor**

**Question No:122**

**(Marks:1)**

**Vu-Topper RM**

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

**Generate base class copy constructor itself**

**Question No:123**

**(Marks:1)**

**Vu-Topper RM**

Child class can call constructor of its

**Direct base class**

**Question No:124**

**(Marks:1)**

**Vu-Topper RM**

A child class can call constructor of the parent call through

**Its constructor initialization list**

**Question No:125**

**(Marks:1)**

**Vu-Topper RM**

memory allocation in or class we should use

**User defined assignment operator**

**Question No:126** (Marks:1) **Vu-Topper RM**  
By default, the vector data items are initialized to  
**0 google**

**Question No:127** (Marks:1) **Vu-Topper RM**  
In Private ---- only member functions and friend classes or functions of a derived class can convert pointer or reference of derived object to that of parent object  
**inheritance**

**Question No:128** (Marks:1) **Vu-Topper RM**  
Template functions use \_\_ than ordinary functions.  
**Lesser Memory**

**Question No:129** (Marks:1) **Vu-Topper RM**  
Non-Template Friend functions of a class are friends of instance/s of that class.  
**All google**

**Question No:130** (Marks:1) **Vu-Topper RM**  
Which one of the following terms must relate to polymorphism? a)Static allocation  
**Dynamic binding**

**Question No:131** (Marks:1) **Vu-Topper RM**  
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**

**Question No:132** (Marks:1) **Vu-Topper RM**  
A function call is resolved at run-time in a)non-virtual member function.  
**virtual member function.**

**Question No:133** (Marks:1) **Vu-Topper RM**  
Two important STL associative containers are and  
**set,map**

**Question No:134** (Marks:1) **Vu-Topper RM**  
An abstract class is useful when,  
**We do not want to instantiate its object**

**Question No:135** (Marks:1) **Vu-Topper RM**  
In order to define a class template, the first line of definition must be:  
**template <typename T> (Page 257)**

**Question No:136** (Marks:1) **Vu-Topper RM**

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

**A < char > obj;**

**Question No:137**

**(Marks:1)**

**Vu-Topper RM**

The user must define the operation of the copy constructor.

**True**

**Question No:138**

**(Marks:1)**

**Vu-Topper RM**

The find() algorithm

**takes iterators as its first two arguments. (Object-Oriented Programming in C++)**

**Question No:139**

**(Marks:1)**

**Vu-Topper RM**

Compiler performs type checking to diagnose type errors,

**Static**

**Question No:140**

**(Marks:1)**

**Vu-Topper RM**

Vectors contain contiguous elements stored as a[an] . a)variable

**array**

**Question No:141**

**(Marks:1)**

**Vu-Topper RM**

In a de-queue, (chosed the best option)

**data can be inserted or deleted at any arbitrary location, but the process is relatively slow.**

**Question No:142**

**(Marks:1)**

**Vu-Topper RM**

When a virtual function is called by referencing a specific object by name and using the dot member selection operator (e.g.,squareObject.draw()), the reference is resolved at compile time.

**False**

**Question No:143**

**(Marks:1)**

**Vu-Topper RM**

Considering the resolution order in which considering the resolution order in which compiler search for functions in a program; the first priority is given to;

**ordinary function**

**Question No:144**

**(Marks:1)**

**Vu-Topper RM**

One purpose of an iterator in the STL is to connect algorithms and containers.

**True**

**Question No:145**

**(Marks:1)**

**Vu-Topper RM**

In , a base class can be replaced by its derived class,

**Sub-typing**

**Question No:146**

**(Marks:1)**

**Vu-Topper RM**

What is a class?

**A class is a description of a kind of object.**

**Question No:147**

**(Marks:1)**

**Vu-Topper RM**

Inheritance is a way to a)organize data.

**add features to existing classes without rewriting them.**

**Question No:148**

**(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**

**Question No:149**

**(Marks:1)**

**Vu-Topper RM**

----- and----- methods may not be declared abstract.

**private,static**

**Question No:150**

**(Marks:1)**

**Vu-Topper RM**

Which of the following operator(s) take(s) one or no argument if overloaded?

**++(Page 162)**

**Question No:151**

**(Marks:1)**

**Vu-Topper RM**

Which of the following operators cannot be overloaded?

**Scope resolution operator ( :: )**

**Question No:152**

**(Marks:1)**

**Vu-Topper RM**

Virtual functions allow you to

**use the same function call to execute member functions of objects from different classes**

**Question No:153**

**(Marks:1)**

**Vu-Topper RM**

The copy () algorithm returns an iterator to

**the element one past the last element copied to.**

**Question No:154**

**(Marks:1)**

**Vu-Topper RM**

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.

**3 for v and 11 for w.**

**Question No:155**

**(Marks:1)**

**Vu-Topper RM**

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

**Protected data members**

**Question No:156**

**(Marks:1)**

**Vu-Topper RM**

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

**Instantiated**

**Question No:157**

**(Marks:1)**

**Vu-Topper RM**

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

**accessor function**

**Question No:158**

**(Marks:1)**

**Vu-Topper RM**

A generalization-specialization relation between classes are implemented using

**inheritance**

**Question No:159**

**(Marks:1)**

**Vu-Topper RM**

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

**Woman**

**Question No:160**

**(Marks:1)**

**Vu-Topper RM**

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

**Inheritance**

**Question No:161**

**(Marks:1)**

**Vu-Topper RM**

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

**Non Type parameters**

**Question No:162**

**(Marks:1)**

**Vu-Topper RM**

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

**Template <typename T>classX{}**

**Question No:163**

**(Marks:1)**

**Vu-Topper RM**

In resolution order of function template, compiler searches for in the end

**Generic template**

**Question No:164**

**(Marks:1)**

**Vu-Topper RM**

When we specialize a function template, it is called

**Function template overloading**

**Question No:165**

**(Marks:1)**

**Vu-Topper RM**

Which of the following can be passed as type argument to template?

**Both primitive type and user defined types**

**Question No:166**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is known as Dereference operator inC++?

**\***

**Question No:167**

**(Marks:1)**

**Vu-Topper RM**

Which of the following represents partial specialization?

**Template<class T, Class U, int>**

**Question No:168**

**(Marks:1)**

**Vu-Topper RM**

Which of the following statement is true about partial specialization?

**Both class templates and function template can have partial specialization.**

**Question No:169**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is correct code portion to initialize static datamember

“value”of int type for class X?

**Template<class T> int X < T >::value = 0;**

**Question No:170**

**(Marks:1)**

**Vu-Topper RM**

When we want to have exactly identical operations on different data type, are

\_\_\_\_used

**Function Template**

**Question No:171**

**(Marks:1)**

**Vu-Topper RM**

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

**Partial specialization**

**Question No:172**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is a constrained version of some first-class container?

**Container Adapter**

**Question No:173**

**(Marks:1)**

**Vu-Topper RM**

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

**Complete specialization**

**Question No:174**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not a sequence container?

**Map**

**Question No:175**

**(Marks:1)**

**Vu-Topper RM**

STL stands for:

**Standard Template Library**

**Question No:176**

**(Marks:1)**

**Vu-Topper RM**

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

**Static**

**Question No:177**

**(Marks:1)**

**Vu-Topper RM**

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

**Parent, child**

**Question No:178**

**(Marks:1)**

**Vu-Topper RM**

A pure virtual function is a virtual function that

**causes its class to be abstract.**

**Question No:179**

**(Marks:1)**

**Vu-Topper RM**

If class B inherits from class A then it contains all characteristics of \_\_\_\_\_

**Polymorphism**

**Question No:180**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is represented by a line with an unfilled diamond head towards the container.

**Aggregation**

**Question No:181**

**(Marks:1)**

**Vu-Topper RM**

Subtyping means that derived class is behaviorally \_\_\_\_\_ with the base class.

**Compatible**

**Question No:182**

**(Marks:1)**

**Vu-Topper RM**

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

**<<**

**Question No:183**

**(Marks:1)**

**Vu-Topper RM**

In C++ generic programming is done using 148. 149. 150. 151. 152. 153.

**Packages**

**Question No:184**

**(Marks:1)**

**Vu-Topper RM**

In polymorphism, messages can be interpreted in different ways depending upon the \_\_\_\_\_ class.

**receiver**

**Question No:185**

**(Marks:1)**

**Vu-Topper RM**

Information hiding can be achieved through\_\_\_\_\_.

**Encapsulation, Abstraction**

**Question No:186**

**(Marks:1)**

**Vu-Topper RM**

A good model is ..... related to a real life problem.

**Closely**

**Question No:187**

**(Marks:1)**

**Vu-Topper RM**

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

**Inheritance**

**Question No:188**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is a weak relationship between two objects?

**Aggregation**

**Question No:189**

**(Marks:1)**

**Vu-Topper RM**

Data items in a class must be private.

**False**

**Question No:190**

**(Marks:1)**

**Vu-Topper RM**

Memory is allocated to non-static members only, when:

**Object is created**

**Question No:191**

**(Marks:1)**

**Vu-Topper RM**

The sub-object's life is not dependent on the life of master class in \_\_\_\_.

**Aggregation**

**Question No:192**

**(Marks:1)**

**Vu-Topper RM**

Unary operators and assignment operator are right associative.

**true**

**Question No:193**

**(Marks:1)**

**Vu-Topper RM**

The >= operator can't be overloaded.

**false**

**Question No:194**

**(Marks:1)**

**Vu-Topper RM**

This pointer does not pass implicitly to \_\_\_\_\_ functions.

**Static Member**

**Question No:195** (Marks:1)

**Vu-Topper RM**

Operator overloading is

**giving C++ operators more than they can handle.**

**Question No:196** (Marks:1)

**Vu-Topper RM**

Which of the following is TRUE,

**Derived class pointer can be used as Base class pointer**

**Question No:197** (Marks:1)

**Vu-Topper RM**

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

**Dynamic**

**Question No:198** (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**

**Question No:199** (Marks:1)

**Vu-Topper RM**

A parent class can call constructor of its child class through

**Can not call the constructor of its child class**

**Question No:200** (Marks:1)

**Vu-Topper RM**

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

**Constructor**

**Question No:201** (Marks:1)

**Vu-Topper RM**

Inheritance is a way to

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

**Question No:202** (Marks:1)

**Vu-Topper RM**

Through interface we access object\_\_\_\_\_.

**Behaviour**

**Question No:203** (Marks:1)

**Vu-Topper RM**

Which of the following is the way to extract common behaviour and attributes from the given and make a separate class of those common behaviours and attributes?

**Sub-typing**

**Question No:204**

**(Marks:1)**

**Vu-Topper RM**

A class has \_\_\_\_\_ destructor

**One**

**Question No:205**

**(Marks:1)**

**Vu-Topper RM**

A class has \_\_\_\_\_ constructor

**Four**

**Question No:206**

**(Marks:1)**

**Vu-Topper RM**

Behaviors of a type of objects are represented through

**Operations**