

Question No : 1 of 26

Marks: 1 (Budgeted Time 1 Min)

Which sentence clearly defines an object?

- one instance of a class.
- another word for a class.
- a class with static methods.
- a method that accesses class attributes.

**Made By: Waqar Siddhu**

Question No : 2 of 26

Marks: 1 (Budgeted Time 1 Min)

```
Consider the code below,  
class Fred {  
public:  
Fred();  
...  
};
```

Answer ( Please select your correct 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

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Question No : 2 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer ( Please select your correct 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

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Question No : 2 of 26

Marks: 1 (Budgeted Time 1 Min)

```
{
Fred a[10];
Fred* p = new Fred[10];
...
}
```

Select the best option,

Answer ( Please select your correct 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

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Question No : 3 of 26

Marks: 1 (Budgeted Time 1 Min)

An overloaded operator always requires \_\_\_\_\_ argument than its number of operands.

Answer ( Please select your correct option )

- One less
- One most
- Two less
- Three most

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Question No : 4 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following ensures that data and behaviour are tightly coupled within an object?

Answer ( Please select your correct option )

- Inheritance
- Abstraction
- Polymorphism
- Encapsulation

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Question No : 5 of 26

Marks: 1 (Budgeted Time 1 Min)

The \_\_\_\_\_ keyword tells the compiler to substitute the code within the function definition for every instance of a function call.

Answer ( Please select your correct option )

Virtual

Inline

Instance

Static

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Question No : 6 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer ( Please select your correct option )

Accesser function

Private function

Inline function

Constructor

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Question No : 7 of 26

Marks: 1 (Budgeted Time 1 Min)

In member initialization list, more than one members should be separated by \_\_\_\_\_.

Answer ( Please select your correct option )

Commas

Parenthesis

Curly braces

Qoutes

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Question No : 8 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer ( Please select your correct option )

Static member

Non-static member

Instance member

Constant member

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Question No : 9 of 26

Marks: 1 (Budgeted Time 1 Min)

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

**Rational\_number\_1 + 2.325**

**Hint:** Where Rational\_number\_1 is an object of user defined class Rational\_number.

Answer ( Please select your correct option )

Rational\_number operator+( Rational\_number & obj);

Rational\_number operator+(double& obj);

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

operator+(double& obj);

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Question No : 10 of 26

Marks: 1 (Budgeted Time 1 Min)

In inheritance base class usually represents -----.

Answer ( Please select your correct option )

Generalization

Specialization

Association

Aggregation

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Question No : 11 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer ( Please select your correct option )

- Constructor
- Destructor
- Shallow Copy
- Deep Copy

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Question No : 12 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer ( Please select your correct option )

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

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Question No : 13 of 26

Marks: 1 (Budgeted Time 1 Min)

The state of a "bank account" includes:

Answer ( Please select your correct option )

- Account number, Current balance
- Account number, Cash withdraw
- Current balance, Cash deposit
- Current balance, Cash withdraw

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Question No : 14 of 26

Marks: 1 (Budgeted Time 1 Min)

Which one is not an example of a model?

Highway Map

Computer

Circuit Drawing

Engineering Drawing

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Question No : 15 of 26

Marks: 1 (Budgeted Time 1 Min)

How many parameter(s) can be taken by a Destructor ?

One more than constructor

One less than constructor

No parameters

One parameter

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Question No : 16 of 26

Marks: 1 (Budgeted Time 1 Min)

Why we should avoid the use of friend function/class?

Friend function/class minimizes encapsulation

Difficult to use

Decreases complexity

Increase program code size

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Question No : 17 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer ( Please select your correct option )

Static variables

Dynamic variables

Instance variables

Data members

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Question No : 18 of 26

Marks: 1 (Budgeted Time 1 Min)

The following overloaded operator ..... takes no argument.

Answer ( Please select your correct option )

/

-

+

++

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Question No : 19 of 26

Marks: 1 (Budgeted Time 1 Min)

Inheritance can be implemented by:

Answer ( Please select your correct option )

Function overloading

Function overriding

Operator overloading

Operator overriding

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Question No : 20 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following operator can not be overloaded?

Answer ( Please select your correct option )

- Scope resolution operator (::)
- Insertion operator (<<)
- Extraction operator (>>)
- The relation operator (>)

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Question No : 21 of 26

Marks: 2 (Budgeted Time 4 Min)

Give the list of four operators in c++ that can be overloaded.

Answer ( Please click here to Add Answer )

Rich text editor toolbar with options: Bold, Italic, Underline, Text Color, Background Color, Bulleted List, Numbered List, Indent, Outdent, Undo, Redo, Link, Unlink, Image, Table, Source, Full Screen, Print, Refresh, and a 100% zoom level. The text area below is empty.

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Question No : 22 of 26

Marks: 2 (Budgeted Time 4 Min)

Can we use initialization list to set the value of any base class public data member, justify your answer in either case as well.

Answer ( Please click here to Add Answer )

Rich text editor toolbar with options: Bold, Italic, Underline, Text Color, Background Color, Bulleted List, Numbered List, Indent, Outdent, Undo, Redo, Link, Unlink, Image, Table, Source, Full Screen, Print, Refresh, and a 100% zoom level. The text area below is empty.

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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

Consider the following code segment:

```
class Course{
private:
char *bufferPtr;
int size;
```

Answer ( [Please click here to Add Answer](#) )



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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

```
public:
Course();
Course(char *ptr);
void SetCourse(char c, int pos);
};
```

Answer ( [Please click here to Add Answer](#) )



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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

```
Course();
Course(char *ptr);
void SetCourse(char c, int pos);
};
```

Implement the SetCourse method, such that it changes a single character at nth location of string pointed by bufferPtr pointer.

Answer ( [Please click here to Add Answer](#) )



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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

Consider the class given below explain the order in which variables x,y and z will be initialized after creating object of this class,

```
class ABC{
    int x;
    int y;
    int z;
```

Answer ( [Please click here to Add Answer](#) )



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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
public:
    ABC();
};

ABC::ABC():z(10),x(20),y(30)
{
```

Answer ( [Please click here to Add Answer](#) )



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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
};

ABC::ABC():z(10),x(20),y(30)
{
    ...
}
```

Answer ( [Please click here to Add Answer](#) )



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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)

Consider the following Complex class,

```
class Complex{  
private:  
double real, img;  
public:
```

Answer ( [Please click here to Add Answer](#) )



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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)

...  
};  
We want to overload subtraction (-) operator for our Complex class such that we can subtract any double value from our Complex class object using any one of the statements given below,

```
Complex c1;  
Complex c2 = 1.546 - c1;
```

Answer ( [Please click here to Add Answer](#) )



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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)

```
Complex c1;  
Complex c2 = 1.546 - c1;  
Complex c3 = c1 - 2.456;
```

You have to give the c++ code of overloaded subtraction (-) operator to perform these kinds of operations.

Answer ( [Please click here to Add Answer](#) )



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Question No : 26 of 26

Marks: 5 (Budgeted Time 10 Min)

Find and correct the error(s) in the code given below.

```
class Counter
{
    public:
        Counter (int x = 10) {val = x;}
}
```

Answer ( [Please click here to Add Answer](#) )




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Question No : 26 of 26

Marks: 5 (Budgeted Time 10 Min)

```
int IncrementedData () const (return ++val);
static int getCount ()
{
    cout << " Data is " << val<< endl;
    return count;
}
```

Answer ( [Please click here to Add Answer](#) )



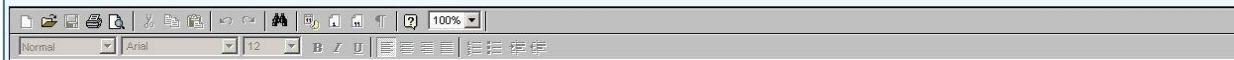
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Question No : 26 of 26

Marks: 5 (Budgeted Time 10 Min)

```
.....
}
private:
    int val ;
    static int count;
};
```

Answer ( [Please click here to Add Answer](#) )



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