

Question No : 1 of 26

Marks: 1 (Budgeted Time 1 Min)

When the base class can not be replaced by its derived class then it is called,

Answer ( Please select your correct option )

- Sub-typing
- Super-typing
- Generalization
- Specialization

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Question No : 2 of 26

Marks: 1 (Budgeted Time 1 Min)

The property of an object which distinguish it from other objects is called,

Answer ( Please select your correct option )

- Messages
- Identity
- Interface
- Behavior

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Question No : 3 of 26

Marks: 1 (Budgeted Time 1 Min)

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?

Answer ( Please select your correct option )

- The automatic assignment operator is used
- The copy constructor is used
- Compiler error
- Run-time error

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Question No : 4 of 26

Marks: 1 (Budgeted Time 1 Min)

Due to \_\_\_\_\_, a generic class can show all the common attributes and behavior of other classes.

Answer ( Please select your correct option )

- Inheritance
- Encapsulation
- Polymorphism
- Abstraction

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Question No : 5 of 26

Marks: 1 (Budgeted Time 1 Min)

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

- Inheritance
- Composition
- Aggregation
- Association

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Question No : 6 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following is directly related to polymorphism?

- Const members
- Overriding
- Static members
- Const members functions

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Question No : 7 of 26

Marks: 1 (Budgeted Time 1 Min)

A member function having the same name as the class name preceded by a tilde (~) sign is called \_\_\_\_\_.

Answer ( Please select your correct option )

Destructor

Constructor

Getter

Setter

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Question No : 8 of 26

Marks: 1 (Budgeted Time 1 Min)

Separation of implementation from interface provides the facility to restrict the \_\_\_\_\_ from direct access.

Answer ( Please select your correct option )

Data member

Data function

Class

Object

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Question No : 9 of 26

Marks: 1 (Budgeted Time 1 Min)

\_\_\_\_\_ and \_\_\_\_\_ methods may not be declared abstract.

Answer ( Please select your correct option )

Private,Static

Private,Public

Static,Public

Static, Protected

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Question No : 10 of 26

Marks: 1 (Budgeted Time 1 Min)

Static data members are called \_\_\_\_\_ variable.

Answer ( Please select your correct option )

Class

Object

Structure

Primitive

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Question No : 11 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 : 12 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer ( Please select your correct option )

Noun

Pronoun

Verb

Adverb

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Question No : 13 of 26

Marks: 1 (Budgeted Time 1 Min)

“This” pointer returns:

Answer ( Please select your correct option )

- Reference of previous object
- Reference of preceeded object
- Reference of current object
- Reference of next object

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Question No : 14 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following is NOT an advantage of information hiding?

Answer ( Please select your correct option )

- Simplifies the model
- Restriction to change
- Prevents damage from errant external code
- Provide direct access to data members

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Question No : 15 of 26

Marks: 1 (Budgeted Time 1 Min)

Assume that a user wants to count, how many objects are created for a particular class, which one will be most suitable to perform this task:

Answer ( Please select your correct option )

- Const data member
- Non static data member
- Static data member
- Global data member

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Question No : 16 of 26

Marks: 1 (Budgeted Time 1 Min)

Operator overloading is:

Answer ( Please select your correct option )

- Making C++ operators able to work with objects.
- Giving C++ operators more than they can handle.
- Giving new meanings to existing Class members.
- Making new C++ operators.

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Question No : 17 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer ( Please select your correct option )

- Name
- Age
- Work()
- Both Name and Age

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Question No : 18 of 26

Marks: 1 (Budgeted Time 1 Min)

In the following operators, the \_\_\_\_\_ operator can be overloaded.

Answer ( Please select your correct option )

- %
- ##
- ?
- .

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Question No : 19 of 26

Marks: 1 (Budgeted Time 1 Min)

While overloading the stream extraction operator, the return type must be \_\_\_\_\_.

Answer ( Please select your correct option )

Ostream

Iostream

Istream

Instream

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Question No : 20 of 26

Marks: 1 (Budgeted Time 1 Min)

To overload subscript operator, it requires one \_\_\_\_\_ type parameter.

Answer ( Please select your correct option )

Int

Float

Char

String

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Question No : 21 of 26

Marks: 2 (Budgeted Time 4 Min)

Friend functions minimize "Encapsulation". What is your opinion?

Answer ( Please click here to Add Answer )



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Question No : 22 of 26

Marks: 2 (Budgeted Time 4 Min)

If, within a class, `marks` is a member variable, will the statement `this.marks=37`; assign 37 to 'marks'?

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

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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

Consider the class given below you have to overload stream insertion (<<) and stream extraction operators (>>) for this class.

```
class Circle(  
    int x,y,  
    int radius;
```

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

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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

```
public:  
    Circle(int a, int b, int c): x(a),y(b),radius(c){}  
  
    friend ostream & operator << (ostream & os, const Circle & c);  
    friend istream & operator >> (istream & is, Circle & c);
```

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

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

What will be output after executing following lines of code, (suppose there is no error and code will be executed correctly), justify your answer as well:

```
class Employee {  
public:  
static int noOfEmployee;  
Employee(){
```

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

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
noOfEmployee++;  
}  
~Employee(){  
noOfEmployee--;  
}  
};
```

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

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
};  
int Employee::noOfEmployee=0;  
int main(){  
Employee E1;  
{  
Employee E2,{
```

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

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
\nEmployee E2;{\nEmployee E3;\n}\n}\ncout<<"Total No of Employees are:"<<Employee::noOfEmployee;\n}
```

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



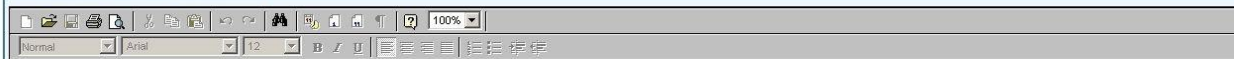
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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)

Write c++ code to overload subscript[] operator for String class.

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



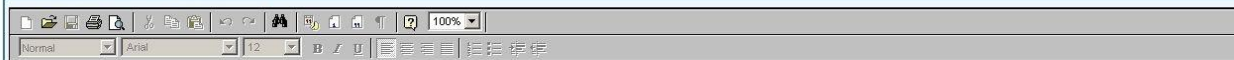
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Question No : 26 of 26

Marks: 5 (Budgeted Time 10 Min)

In a class of "Student" lets suppose there is a constant data member "const char name". As it keeps constant then, at the time of execution/creation of this constant data member for any particular object, so write C++ code that how is it possible for a user to give first time value (user name) to this data member?

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



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