

Question No : 1 of 26

Marks: 1 (Budgeted Time 1 Min)

Inheritance is a way to

Answer (Please select your correct option)

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

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Question No : 2 of 26

Marks: 1 (Budgeted Time 1 Min)

The concept of derived classes is involved in,

Answer (Please select your correct option)

- inheritance
- encapsulation
- structure
- array

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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?

- Inheritance
- Abstraction
- Polymorphism
- Encapsulation

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Question No : 5 of 26

Marks: 1 (Budgeted Time 1 Min)

The constructor of a class is called when

- An object is change its state
- An object is executed
- An object is created
- An object is destroyed

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Question No : 6 of 26

Marks: 1 (Budgeted Time 1 Min)

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

- Dangling pointer, Memory leakage, system stable
- Dangling pointer, Memory leakage, Diamond problem
- Dangling pointer, Memory leakage, System crash
- Dangling pointer, Diamond problem, System crash

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Question No : 7 of 26

Marks: 1 (Budgeted Time 1 Min)

The const member functions uses following specifiers _____.

Answer (Please select your correct option)

Access and read only

Access, read, and modify

Only access

Only read

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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)

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

Answer (Please select your correct option)

0

1

-1

Null

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Marks: 1 (Budgeted Time 1 Min)

Friend functions are _____ functions of a class.

Answer (Please select your correct option)

Object member

Member

Non-member

Static member

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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)

Objects communicate each other through _____.

Answer (Please select your correct option)

Messages

Data Members

Member Functions

Pointers

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Question No : 13 of 26

Marks: 1 (Budgeted Time 1 Min)

The return type of a constructor is of -----;

Answer (Please select your correct option)

- Integer
- Character
- Double
- No type

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Question No : 14 of 26

Marks: 1 (Budgeted Time 1 Min)

Which one is the correct way to initialize static variables.

Answer (Please select your correct option)

- Student int.noOfStudent = 0;
- Student.noOf Student = 0;
- int Student.noOf Students = 0;
- int Student.noOfStudent(0)=0

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Question No : 15 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 : 16 of 26

Marks: 1 (Budgeted Time 1 Min)

Inheritance can be implemented by:

- Function overloading
- Function overriding
- Operator overloading
- Operator overriding

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Question No : 17 of 26

Marks: 1 (Budgeted Time 1 Min)

The life of sub object is dependant on the life of master class in _____.

- Separation
- Composition
- Aggregation
- Association

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Question No : 18 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following operator can not be overloaded?

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

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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)

Subscript operator must be _____ of the class when overloaded.

Answer (Please select your correct option)

Static function

Virtual function

Member function

Non member function


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Question No : 21 of 26

Marks: 2 (Budgeted Time 4 Min)

Give the list of two operators in c++ that **can not be** overloaded.

Answer (Please click here to Add Answer)



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Question No : 22 of 26

Marks: 2 (Budgeted Time 4 Min)

Consider the following call of an overloaded "+" operator:

```
Rational_number_1 + Rational_number_2;
```

Identify which object will be passed as an argument to the overloaded function. Justify your answer with at least one solid reason.

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




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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

Suppose we have a **Base class A** and a **Derived class B**, show by a diagram how object of **Derived class B** will be represented in memory.

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



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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

Consider the code given below explain what kind of association exists between class A and class B. Justify your answer as well.

```
class A(  
private:  
int a,b,c;
```

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



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Marks: 3 (Budgeted Time 6 Min)

```
public:
.....
});

class B{
```

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



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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
private:
int d,e,f;
A obj1;

public:
.....
```

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



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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
.....
int d,e,f;
A obj1;

public:
.....
});
```

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




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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)

Let's suppose there is an integer array of size 10. One way to initialize array is
`A[10]= { 1,2,3,4,5,6,7,8,9};`
Is there any way that class of array of objects can also be initialized in the same way? Give a C++ coding example.

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



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Question No : 26 of 26


Marks: 5 (Budgeted Time 10 Min)

Write C++ code of overloading ^ operator in **complex numbers class**.

If we have two objects of complex number class as follows,
`Complex obj1,obj2;`

and we write statement,

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




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Marks: 5 (Budgeted Time 10 Min)

Complex $obj3 = obj1 \wedge obj2$,
obj3 real and imaginary parts will be,
 $obj3.real = (obj1.real)^{obj2.real}$ and $obj3.img = (obj1.img)^{obj2.img}$

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



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obj3 real and imaginary parts will be,
 $obj3.real = (obj1.real)^{obj2.real}$ and $obj3.img = (obj1.img)^{obj2.img}$
Hint: You can use C++ built in function `power(x,y)` that returns the result of x^y .

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



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