CS304 by Sparrow

Final Term

Fall 2021-2022

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1. **In c++ dynamic binding and polymorphism will be achieved when member function will be __.**
   - Private
   - Public
   - **virtual#**

2. **Virtual functions allow you to**
   - create an array of type pointer-to-base class that can hold pointers to derived classes.
   - create functions that can never be accessed.
   - **group objects of different classes so they can all be accessed by the same function code.#**

3. **In order to define a class template the first line of definition must be:**
   - **template <class T>#**
   - typename <template T>

4. **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.**

5. **Which of the following causes run time binding?**
   - Declaring object of abstract class
   - Declaring pointer of abstract class

- **Declaring overridden methods as non-virtual#**

6. **Which of the following is/are advantage[s] of generic programming?**
   - Reusability
   - Writability
   - Maintainability
   - **All of given#**

7. **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

8. **The concept of derived class is involved in _____**
   - **Inheritance**

9. **Template functions use _____ than ordinary functions.**
   - Greater Memory
   - **Lesser Memory#**
   - Equal Memory

10. **Non Template Friend functions of a class are friends of _____instance/s of that class.**
    - **All #**
    - One specific

11. **By default the vector data items are initialized to ____**
    - **0 #**
    - 0.0
    - 1

12. **A copy constructor is invoked when**
    - a function do not returns by value.
    - **an argument is passed by value.#**

13. **Like template functions, a class template may not handle all the types successfully.**
    - **True #**
    - False

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14. 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

- specialization
- **inheritance #**
- Abstraction

15. Then int member i of base class is accessible in class,

- derived 1 only
- **derived 2 only #**

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

- Private
- Public
- **Protected#**

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

- Public
- **Private** #

18. By default assignment operator (=) performs,

- **Shallow copy#**
- Deep copy

19. In protected inheritance the public members of base class become ___ in derived class.

- Public
- Private
- **Protected #**

20. Compiler can automatically generates the following constructor/s for a class,

- Default constructor
- Copy constructor
- **Both of these #**

21. _____ Class is a single class provides functionally to operate on different type of data.

- **Template**

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22. In type in depended function template should be use where code and behavior must be identical.

- **True#**
- False

23. In private inheritance derived class pointer can be assigned to base class pointer in.

- **Main function#**
- In derived class member and friend functions

24. An abstract class is useful when

- no classes should be derived from it.
- there are multiple paths from one derived class to another.
- **We do not want to instantiate its object #**

25. template<> class Vector{ void p; //.... void*& operator[] ((int i); };**

- This specialization can then be used as the common implementation for all Vectors of pointers.
- This specialization can then be used as the all type implementation for one type classes.
- **This specialization can then be used double type pointers.#**

26. It is illegal to make objects of one class members of another class.

- **True#**
- False

27. In resolution order compiler search firstly _____.

- Generic Template
- Partial Specialization
- Complete Specialization
- **Ordinary function#**

28. Which of the following represents complete specialization?

- **Template < int, char >**

29. Which of the following may inherit from an ordinary class?

- **All of the given**

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

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- << #
- //

31. Which of the following are collectively referred to as the first class containers?

- Associative containers and containers adapters
- **Sequence containers and associative containers #**

32. _____ class is a single class that provides functionality to operate on different type of data

- Friend
- **Template #**
- Ordinary

33. We can change behavior of template using ___

- **Template parameters #**
- Function parameters

34. Which of the following is the correct syntax for passing two type arguments to a template?

- template < type T, type U>
- **template < typename T, typename U> #**
- template <type T,U>
- template Typename < T,U >

35. Which of the following represents partial specialization?

- Template < int, char >
- Template < class T, Type t>
- **Template<class T, Class U, int> #**
- Template< typename T, class W>

36. When we specialize a function template, it is called

- Function overloading
- Function overriding
- **Function template overloading #**

37. Which of the following is NOT an associative container?

- Set
- Multiset
- Map

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- **Group #**

38. In statement "template <class T, class U, int I = 5>" then non-type parameters is

- Class T
- Class U
- **int I #**

39. A is a pointer which is declared outside the

- Container, cursor
- **Cursor, container #**

40. Choose correct declaration of overloaded inequality (!=) operator for class String as nonmember friend function.

- **None of the given options**

41. Which of the following statement is true about partial specialization?

- Function templates cannot have partial specialization
- Class template cannot have partial specialization
- **Both class templates and function template can have partial specialization. #**
- None of the given

42. Which of the following is correct code portion to initialize static data member "value" of int type for class X?

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

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

- **Composition**

44. The parameters given in template definition other than those used for mentoring templates types are called

- **Non-type parameters**

45. A template provides a convenient way to make a family of.

- variables and data members
- **functions and classes#**
- classes and exceptions

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- programs and algorithms

46. Which of the following is true about Accessor Functions?

- They are also used to access private data of the object.
- It can be used to set private data member of the class
- It can be used to get private data member of the class
- **All of the given options#**

47. In OOP we can achieve reusability though _____

- **Inheritance**

48. Generalization is implemented through

- **Inheritance**

49. Minimum classes required for implementing multiple inheritance.

- **At least 3**

50. We can access a private static variable through.

- **Static data member**

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

- **Eat**

52. Composition is ____ relationship

- **Part whole**

53. A class template may inherit from another class template.

- **True#**
- False

54. How the information hidden within an object can be accessed?

- Through its interface
- **Through its private member functions#**

55. Target of a _____ function call is determined at run time.

- instance
- **virtual #**
- operator

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- none of given

56. A class hierarchy .

- shows the same relationships as an organization chart.
- describes "has a" relationships.
- **describes "is a kind of" relationships.#**

57. Sender of the message does not need to know the exact class of receiver in_____.

- Abstraction
- **Polymorphism#**

58. A function call is resolved at run-time in_____ .

- non-virtual member function
- **virtual member function #**
- Both non-virtual member and virtual member function.

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

- **Student() {...}**

60. Which statement will be true for concrete class?

- it implements an virtual concept.
- **it can be instantiated#**

61. 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()**

62. The Specialization pattern <T*> after the name says that this specialization is to be used for every___.

- data types
- meta types
- **pointers type#**

63. 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 virtual member function, ding(), then the statement p->ding(); will cause the version of ding() in the ___ class to be executed.

- **base#**
- derived

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- virtual

64. User can make virtual table explicitly.

- True
- **False#**

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

- **Function Template #**
- Function Overloading
- Function Overriding

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

- General template
- Complete template
- **Partial specialization #**

67. Which of the following is not a sequence container?

- Vector
- Deque
- **Map #**

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

- Sequence containers
- Associative containers
- **Container Adapter #**

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

- General template
- **Complete specialization #**
- Partial specialization
- None of the given options

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

- **1 dummy int arguments**

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

- **Static#**

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- Dynamic
- Automatic

72. Hiding the implementation details makes program:

- **Easy to understand**

73. A class can inherit from more than one class is called.

- Simple inheritance
- **Multiple inheritances#**
- Single inheritance

74. Destructor can be overloaded

- True
- **False #**

75. Which of the following is the best approach to implement generic algorithms with minimum number of coding lines?

- **Templates #**
- Overloading

76. Each try block can have _____ no. of catch blocks.

- 3
- **As many as necessary #**

77.

```
class DocElement
{
public:
virtual void Print() { cout << "Generic element"; }
};
class Heading : public DocElement
{
public:
void Print() { cout << "Heading element"; }
};
class Paragraph : public DocElement
{
public:
void Print() { cout << "Paragraph element"; }
};
```

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```
void main()
{
DocElement * p = new Paragraph();
14
p->Print();
}
```

When you run this program, it will print out a single line to the console output. What will be in that line?
Select one correct answer from the following list:

- Generic element
- **Nothing will be printed. #**

78. Suppose we have two derived classes from a single class, can we write a method with same name in both these derived classes? Choose the best option.

- No
- **Only if the two classes have the same name #**

79. 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.

- True
- **False #**

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

- **Student()**

81. 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; the first priority is given to,

- general template
- **ordinary function #**

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

- **True #**
- False

83. 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 _____.

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- **A, C#**
- A
- A, B

84. In _____, a base class can be replaced by its derived class,

- **Sub-typing #**
- Super-typing

85. this pointer does not point to current object of any class,

- True
- **False #**

86. _____ Binding means that target function for a call is selected at run time

- Automatic
- **Dynamic#**

87. The functions defined inside the class are by default _____.

- **Inline**

88. When we create objects, then space is allocated to:

- Member function
- Data member
- **None of given#**

89. In Resolution order compiler search firstly_____.

- Generic Template
- Partial Specification
- **Ordinary function#**

90. In C++, we declare a function virtual by preceding the function header with keyword "Inline".

- **True#**
- False

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

- Public
- Protected
- **Restricted #**

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92. To make a pure virtual, we need to give ___after () of this function.

- **=0; #**
- =1;
- Null;

93. We can have type of member functions in a class.

- Public
- Private
- Protected
- **All of these options #**

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

- Use base class default constructor
- **Generate base class copy constructor itself #**

95. Which of the following is Not casting operator in c++ standard?

- Static-cast
- **Var-Cast**

96. In c++ by default access of classes is.

- **Private #**
- Protected

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

- Private
- Protected
- **Public #**

98. In private Inheritance the public members of the base class become in derived class

- Public
- **private #**
- Protected

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

- Abstraction
- Information hiding
- **Object#**

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

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

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

- **~**

102. Static casting is

- **C++ way of calling base class function from derived class #**
- C way of calling base class function from derived class
- Both of these

103. Suppose both derive and base classes have compilers generated copy constructors then derived class copy construct is

- Compiler generated default constructor
- **Compiler generated copy constructor #**

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

- Private
- **Hidden #**

105. In case of dynamic memory allocation in or class we should use

- Default assignment operator
- **User defined assignment operator #**
- Default copy constructor

106. We can call base class assignment operator in derived class user defined assignment operator

- Implicitly
- **Using both of these options #**
- Using none of these options

107. A child class can call constructor of the parent call through

- **Its constructor initialization list #**
- Its constructor body

108. Which line will produce error. Class phone: private Transmit, private Receiver { } 1. int main() 2. { 3. phone obj; 4. Tranmit* obj1 = &obj; 5. Received

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obj2 = &obj; 6. }.

- 3rd line will produce error
- 4th line will produce error
- **3rd and 4th line will produce error.#**
- 5th line will produce error

109. Function overriding is done in context of,

- Single class
- Single derived class
- **Derived and base classes#**

110. The following statements:
int iArray[5]; 2) int *pArr = iArray;

- These statements will compile successfully
- Error in first statement
- **Error in second statement#**

111. Consider the code below, class class1{ public: void func1(); }; class class2 : protected class1 { }; Function func1 of class1 is ____ in class2,

- public
- **protected#**

112. 'this' pointer cannot be passed implicitly to _____ functions.

- **Static Member**

113. A pointer to a base class can point to objects of a derived class.

- **True #**
- False

114. 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.

115. Which one of the following terms must relate to polymorphism?

- Static allocation
- Static typing
- **Dynamic binding #**

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116. Multiple inheritance can be of type

- Public
- Private
- Protected
- **All of the given#**

117. Two important STL associative containers are _____ and _____.

- **set,map #**
- sequence,mapping
- setmet,multipule

118. Suppose person is a user defined class.In statement "Person*pPtr", static type of pPtr is ----.

- pPtr
- **pointer #**
- person

119. In c++, compiler can generate which of the following operators 'code,

- **== #**
- =

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

- **Eat**
- Name

121. In Object Oriented programming, objects communicate with each other through _____

- **Messages**

122. Derived class can inherit from public base class as well as private and protected base classes

- **True#**
- False

123. A Class or class template can have member _____ that are themselves templates.

- Variable
- **Function#**

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

- Class is created
- Object is defined
- **Object is created#**

125. Methodologies to the development of reusable software relate to_____.

- Structure programming
- procedural programming
- **generic programming#**

126. Function template must have a parameter.

- True
- **False#**

127. Consider the code below, class c1{ }; class c2 : public c1 { }; class c3 : public c2 { }; Then c2 is,

- **Direct base class of c3#**
- Direct child class of c3
- Direct base class of c1

128. The address of a variable temp of type float is

- *temp
- **&temp#**

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

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

130. The default inheritance mode is,

- Public inheritance
- Protected inheritance
- **Private inheritance#**

131. Two functions with same names, parameters and return type can exist in,

- **Function overloading#**
- Function overriding

132. Constructor is used to ____ the objects of a class.

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- **Initialize**

133. A Child class can call constructor of its parent class through,

- Select correct option:
- **Its constructor initialization list#**
- Its constructor body

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

- **++#**
- *
- All of the given choices

135. A normal C++ operator that acts in special ways on newly defined data types is said to be

- glorified.
- encapsulated.
- classified.
- **overloaded. #**

136. Suppose obj1 and obj2 are two objects of a user defined class A. An + operator is overloaded to add obj1 and obj2 using the function call obj1+obj2. Identify the correct function prototype against the given call?

- A operator + (A &obj);
- **int + operator(); #**
- int operator (plus) ()

137. Which operator cannot be overloaded?

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

138. Operator overloading is

- making C++ operators work with objects.
- **giving C++ operators more than they can handle.#**

139. In _____, a pointer or reference to an object is created inside a class.

Select correct option:

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- **Aggregation#**
- Composition
- Association

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

- **Hidden**

141. What is a class?

- A class is a section of computer memory containing objects.
- A class is the part of an object that contains the variables.
- **A class is a description of a kind of object.#**

142. Algorithms can only be implemented using STL containers.

- True
- **False#**

143. Inheritance is a way to

- organize data.
- pass arguments to objects of classes.
- **add features to existing classes without rewriting them.#**

144. Default constructor is such constructor which either has no ___ or if it has some parameters these have ___ values

- Parameter, temporary
- Null, Parameter
- **Parameter, default#**

145. Vectors contain contiguous elements stored as a [an] ___.

- variable
- **array #**
- Function

146. In a de-queue, (chose the best option)

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

147. Identify the correct way of declaring an object of user defined template class A for char type members?

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- **A< char > obj; #**
- <char>A obj;

148. 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.#**

149. Compiler performs _____ type checking to diagnose type errors,

- **Static #**
- Dynamic

150. A function template cannot be overloaded by another function template.

- **True #**
- False

151. The other name of subtyping is _____.

- **Extension**

152. Which of the following operators cannot be overloaded?

- **Scope resolution operator (::) #**
- Insertion operator (<<)

153. _____ "is a" relationship

- **Inheritance #**
- Polymorphism
- Abstraction

154. Function templates should be used where code and behavior must be identical.

- **True #**
- False

155. A range is often supplied to an algorithm by two _____ values.

- italic
- **iteration #**
- Iterator

156. Which type of inheritance is being represented by the following statement,

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class X : public A, public B { ... ... };

- Single inheritance
- **Multiple inheritance #**

157. Which is not the Advantage of inheritance?

- **providing class growth through natural selection. #**
- facilitating class libraries.

158. The copy() algorithm returns an iterator to

- the last element copied from.
- the element one past the last element copied from.
- **the element one past the last element copied to. #**

159. 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.
- **3 for v and 11 for w. #**

160. _____ provide the facility to access the data member.

Select correct option :

- **accesser function#**
- private function
- inline function
- None of the given

161. The parameters given in temple definition other than those used for mentioning templates types are called

- Type Parameters
- **Non Type parameters #**
- Default Type Parameters

162. _____ may inherit from a complete specialization

- Partial specialization
- Complete specialization
- **All of given options #**

163. Which of the following is a sequence container?

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- Map
- **Vector #**

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

- Class < typename T>class X{}
- Template class C{}
- **Template < typename T> classX{} #**

165. Each ____ of a template class by default becomes function

- template
- Date member
- **Member function #**

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

- Complete specialization
- Partial specialization
- **Generic template #**

167. Method " getInterestRate()" should belongs to class

- Account ()
- **SavingAccount () #**

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

- Composition
- **Aggregation#**
- Separation

169. Select correct line of code for aggregation relationship between " Person " class and " Phone" class.

- **class Person { Phone * p ; };#**
- class Phone { Person * p ; };
- class Phone { Person p ; };

170. What will be most appropriate C + + data type for variable "InterestRate

- Int
- long int
- double
- **float#**

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171. In _____ destructor of sub- object is called after destructor of master class. smilechat : options

- Aggregation
- **Composition#**

172. The user must define the operation of the copy constructor.

- **True #**
- False

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

- State
- Behavior
- **Protected data members#**

174. 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#**

175. An STL container cannot be used to,

- hold objects of class employee.
- store elements in a way that makes them quickly accessible.
- **compile c++ programs.#**

176. Which of the following is an integral part of an object?

- State
- Behavior
- Unique identity
- **All of the given #**

177. Encapsulation means

Select correct option:

- Extending the behaviour of class in another class
- **Data and behaviour are tightly coupled within an entity#**

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

- True

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- **False #**

179. Cupboard has books

What is the relationship between Cupboard and books?

- Composition
- **Aggregation#**
- Inheritance

180. Which sentence clearly defines an object?

- **one instance of a class. #**
- another word for a class.
- a class with static methods

181. _____, which means if A declares B as its friend it does NOT mean that A can access private data of B. It only means that B can access all data of A.

- **Friendship is one way only Click here for detail #**
- Friendship is two way only

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

- **True #**
- False

183. 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.**

184. correct line of code for inheritance relationship between " Gender " class and " Female" class . " Gender " is parent class while " Female " is child class.

- **class Female: public Gender#**
- class Gender : public Female

185. Select correct line of code for aggregation relationship between " Person " class and " Address" class .

- **class Person { Address * a ; };#**
- class Address { Person * a ; };

186. In case when we define the function outside the class then we must use the

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keyword _____ to make the function inline.

- **Inline**

187. 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

188. Public methods of base class can --------- be accessed in its derived class

- **directly #**
- Indirectly

189. _____ and _____ methods may not be declared abstract.

- **private, static #**
- private, public

190. In constant member function the type of this pointer is:

- **Constant pointer to constant data**

191. In _____, base class can be replaced by the derived class.

- Extension
- **Behaviorally compatible#**

192. Unary operators and assignment operator are right associative.

- **true#**
- false

193. _____ is creating objects of one class inside another class.

- Association
- **Composition#**
- Aggregation

194. A class template _____

- **Facilitates reuse of class#**
- Does not facilitate reuse of class

195. We can get the address of a variable stored in a pointer using _____:

- **& symbol**
- $

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➢

196. A template argument is preceded by the keyword_____.

- Vector
- **Class#**
- Template

197. Child class can call constructor of its,

- **Direct base class#**
- Indirect base class

198. Which will be the Primary task or tasks of generic programming?

- Categorize the abstractions in a domain into concepts
- Implement generic algorithms based on the concepts
- Build concrete models of the concepts
- **All of given#**

199. A child inherits characteristics from its _____.

- **Parent**

200. The type that is used to declare a reference or pointer is called its ---------

- default type
- **static type#**

201. ---------- members are somewhere between public and private members. They are used in inheritance

- **protected #**
- Public

202. Which of these are examples of error handling techniques?

- Abnormal Termination
- Graceful Termination
- **all of the given #**

203. ---------- follow try block to catch the object thrown

- **catch block #**
- throw block

204. Graphical representation of the classes and objects is called object model it shows -------

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- Relationships of the objects and classes
- **all of the given #**

205. Which of the following is an integral part of an object?

- State
- Unique identity
- **All of the given#**

206. 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
- null operator
- **Operator overloading#**

207. 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#**

208. template <>
class Vector<char*> { }
This is an example of partial specialization.

- **True #**
- False

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

- Separation
- **Composition #**

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

- /
- -
- ++#

211. 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 no virtual member function, ding(), then the statement p->ding(); will cause the version of ding() in the _____ class to be executed.

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- **Base #**
- Derived
- Virtual

212. Consider a class named Vehicle, which of the following can be the instance of class Vehicle?

1. Car
2. Computer
3. Desk
4. Ahmed
5. Bicycle
6. Truck

- 1, 4, 5
- 1, 2, 3, 6
- **1, 5, 6#**

213. When a subclass specifies an alternative definition for an attribute or method of its superclass, it is _____ the definition in the superclass.

- overload
- **overriding #**
- copy riding

214. It is sometimes useful to specify a class from which no objects will ever be created.

- **True #**
- False

215. Which one of the following functions returns the total number of elements in a vector.

- length();
- **size(); #**
- veclen();

216. The mechanism of selecting function at run time according to the nature of calling object is called,

- late binding
- virtual binding
- **None of the given options#**

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217. A pointer to a base class can point to objects of a derived class.

- **True #**
- False

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Contact for Help.

We have checked all the Answers if you find any mistake let us know.

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Remember in Prayers.

Best of Luck.