

CS-304 Final Term Exams Preparation Virtual University

Sr	Questions	Answers Choice
1	Suppose you create an uninitialized vector as follows: vector evec; After adding the statment, evec.push_back(21); what will happen?	<p>A. The following statement will add an element to the start (the back) of evec and will initialize it with the value 21.</p> <p>B. The following statement will add an element to the center of evec and will reinitialize it with the value 21.</p> <p>C. The following statement will delete an element to the end (the back) of evec and will reinitialize it with the value 21</p> <p>D. The following statement will add an element to the end (the back) of evec and initialize it with the value 21.</p>
2	a'A static member function can be called, even when a class is not ____	<p>A. Declared</p> <p>B. Define</p> <p>C. Instantiated</p> <p>D. Called</p>
3	_____ satisfy the condition of polymorphism	<p>A. Carbon</p> <p>B. Coal</p> <p>C. Coal</p> <p>D. all of the given</p>
4	A class can be identified from a statement by -----	<p>A. Noun</p> <p>B. Pronoun</p> <p>C. Verb</p> <p>D. Adverb</p>
5	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?	<p>A. Templates</p> <p>B. Overloading</p> <p>C. Data hiding</p> <p>D. Encapsulation</p>
6	The type that is used to declare a reference or pointer is called its -----	<p>A. default type</p> <p>B. static type</p> <p>C. abstract type</p> <p>D. reference type</p>
7	A C++ class is similar to -----	<p>A. Structure</p> <p>B. Header File</p> <p>C. Library File</p> <p>D. None of the given</p>
8	Which sentence clearly defines an object?	<p>A. one instance of a class</p> <p>B. another word for a class.</p> <p>C. a class with static methods.</p> <p>D. a method that accesses class attributes.</p>
9	this pointers are not accessible for static member functions.	<p>A. True</p> <p>B. False</p> <p>C. Not Sure</p>
10	Classes like TwoDimensionalShape and ThreeDimensionalShape would normally be concrete, while classes like Sphere and Cube would normally be abstract.	<p>A. True</p> <p>B. False</p> <p>C. Not Sure</p>
11	Non Template Friend functions of a class are friends of _____instance/s of that class.	<p>A. All</p> <p>B. One specific</p> <p>C. All instances of one date type</p> <p>D. None of the given options</p>
12	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?	<p>A. Templates</p> <p>B. Overloading</p> <p>C. Data hiding</p> <p>D. Encapsulation</p>
13	Constant objects cannot change their state,	<p>A. True</p> <p>B. False</p> <p>C. Not Sure</p>
14	_____	<p>A. Class Name only</p> <p>B. Class Name and attributes</p>

14	Graphical representation of the classes and objects is called object model it shows -----	C. Relationships of the objects and classes D. all of the given
15	Associativity can be changed in operator overloading.	A. True B. False C. Not Sure
16	Which of the following is the best approach to implement generic algorithms with minimum number of coding lines?	A. Templates B. Overloading C. Overriding D. Friend function/class
17	In case of multiple inheritance a derived class inherits,	A. Only the public member functions of its base classes B. Only the public data members of its base classes C. Both public data members and member functions of all its base classes D. Data members and member functions of any two base classes
18	Static variable can be initialized more than once.	A. True B. False C. Not Sure
19	The find() algorithm	A. finds matching sequences of elements in two containers B. finds a container that matches a specified container C. takes iterators as its first two arguments. (Object-Oriented Programming in C D. takes container elements as its first two arguments.
20	his pointers are not accessible for static member functions.	A. True B. False C. Not Sure
21	Which of the following operators can not be overloaded?	A. Scope resolution operator (::) B. Insertion operator (<<) C. Extraction operator (>>) D. The relation operator (>)
22	A function template can not be overloaded by another function template.	A. True B. False C. Not Sure
23	Two important STL associative containers are _____ and _____.	A. set,map B. sequence,mapping C. setmet,multipule D. sit,mat
24	Non Template Friend functions of a class are friends of _____ instance/s of that class.	A. All B. One specific C. All instances of one date type D. None of the given options
25	Friend functions are _____ functions of a class.	A. None of given B. object member C. non-member D. data member
26	The find() algorithm	A. takes container elements as its first two arguments. B. finds matching sequences of elements in two containers. C. finds a container that matches a specified container. D. takes iterators as its first two arguments.
27	A static member function cannot be declared.	A. Static B. Implicit C. Explicit D. Virtual
28	What a derived class can add?	A. New data members B. New member functions and New friend function C. New constructors and destructor D. All of given
29	The >= operator can be overloaded.	A. True B. False C. Not Sure

30	Default constructor is such constructor which either has no -----or if it has some parameters these have ----- values	A. Parameter, temporary B. Null, Parameter C. Parameter, default D. non of the given
31	Which type of inheritance is being represented by the following statement, class X: public A, public B { };	A. Single inheritance B. Multiple inheritance C. Double inheritance D. None of the given options
32	An abstract class is useful when	A. We do not derive any class from it. B. There are multiple paths from one derived class to another. C. We do not want to instantiate its object D. You want to defer the declaration of the class.
33	Default constructor is such constructor which either has no -----or if it has some parameters these have ----- values	A. Parameter, temporary B. Null, Parameter C. Parameter, default D. None of the given
34	For classes with common behavior, you can save effort by placing the common behavior in a _____.	A. Derived Class B. Base class C. Deprived Class D. Named class
35	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. A operator + (A &obj); B. int + operator(); C. int operator (plus) (); D. A operator(A &obj3);
36	By default the vector data items are initialized to _____	A. 0 B. 0.0 C. 1 D. null
37	Which of the following is an integral part of an object?	A. State B. Behavior C. Unique identity D. All of the given
38	What is true about function templates?	A. The compiler generates only one copy of the function template B. The compiler generates a copy of function respective to each type of data C. The compiler can only generate copy for the int type data D. non of the given
39	this pointers are not accessible for static member functions	A. true B. false C. not sure
40	A generalization-specialization relation between classes are implemented using	A. data hiding B. friend classes C. encapsulation D. inheritance
41	_____ "is a" relationship	A. Inheritance B. Polymorphism C. abstraction D. encapsulation
42	A normal C++ operator that acts in special ways on newly defined data types is said to be	A. glorified B. encapsulated C. classified D. overloaded
43	_____ remain in memory even when all objects of a class have been destroyed.	A. Static variables B. Instance variable C. Primitive variables D. None of given
44	The statement objA=objB; will cause a compiler error if the objects are of different classes.	A. True B. False C. Not Sure
45	Identify which of the following overloaded operator function's declaration is appropriate for the given call? Rational_number_1 + 2.325 Where Rational_number_1 is an object of user defined class Rational_number.	A. Rational_number operator+(Rational_number &obj); B. Rational_number operator+(double& obj); C. Rational_number operator+(Rational_number &obj, double& num); D. operator+(double& obj);

46	One purpose of an iterator in the STL is to connect algorithms and containers.	A. True B. False C. Not Sure
47	Public methods of base class can ----- be accessed in its derived class	A. directly B. indirectly C. simultaneously D. none of the given
48	Which one is not keyword in C++?	A. operator B. B_op C. const D. None of given
49	The main function of scope resolution operator (::) is,	A. To define an object B. To define a data member C. To link the definition of an identifier to its declaration D. To make a class private
50	Using encapsulation we can achieve	A. Information hiding B. Least interdependencies among modules C. Implementation independence D. All of given options
51	Which of the following is/are advantage[s] of generic programming?	A. Reusability B. Writability C. Maintainability D. All of given
52	Friend class and friend function can be used as an alternate to each other	A. True B. False C. Not Sure
53	Suppose you have been given the following design, "A person has a name, age, address and sex. You are designing a class to represent a type of person called a patient. This kind of person may be given a diagnosis, have a spouse and may be alive". Given that the person class has already been created, what of the following would be appropriate to include when you design the patient class?	A. registration date and diagnosis B. age and sex C. sex and diagnosis D. diagnosis and age
54	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	A. specialization B. inheritance C. abstraction D. composition
55	The >= operator can be overloaded.	A. True B. False C. Not Sure
56	What a derived class can add?	A. New data members B. New member functions and New friend functions C. New constructors and destructor D. All of given
57	Which construct is the source for the creation of an object?	A. Destructor of the class B. New operator C. Delete operator D. Constructor of the class
58	The technique in which we visualize our programming problems according to real life's problems is called -----	A. structured programming B. object oriented Programming C. procedural programming D. non of the given
59	When is a constructor called?	A. Each time the constructor identifier is used in a program statement B. During the instantiation of a new object C. During the construction of a new class D. At the beginning of any program execution
60	A copy constructor is invoked when	A. a function do not returns by value B. an argument is passed by value C. a function returns by reference. D. an argument is passed by reference.
61	Function templates should be used where code and behavior must be identical.	A. True B. False C. Not Sure
62	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	A. 11 for v and 3 for w. B. 0 for v and 0 for w. C. 0 for v and 3 for w

	push_back(), then the size() member function will return _____ for v and _____ for w.	3 for v and 11 for w. D. 3 for v and 11 for w
63	Vectors contain contiguous elements stored as a[an] ____.	A. variable B. array C. function D. datatype
64	A member function having the same name as that of a class and a ~ sign with it is called,	A. Constructor B. Getter C. Setter D. Destructor
65	Graphical representation of the classes and objects is called object model it shows -----	A. Class Name only B. Class Name and attributes C. Relationships of the objects and classes D. all of the given
66	We achieve independence of internal implementation from its external interface through-----	A. Encapsulation B. Information Hiding C. Abstraction D. both encapsulation and information hiding
67	In case of multiple inheritance a derived class inherits,	A. Only the public member functions of its base classes B. Only the public data members of its base classes C. Both public data members and member functions of all its base classes D. Data members and member functions of any two base classes
68	Non Template Friend functions of a class are friends of _____ instance/s of	A. All B. One specific C. All instances of one data type D. None of the given options
69	Which of the following may not be an integral part of an object?	A. State B. Behaviour C. Protected data members D. All of given
70	We can use "this" pointer in the constructor in the body and even in the initialization list of any class if we are careful	A. True B. False C. Not Sure
71	Consider the following statement Cupboard has books What is the relationship between Cupboard and books?	A. Composition B. Aggregation C. Inheritance D. None of the given options
72	Identify the correct way of declaring an object of user defined template class A for char type members?	A. A< char > obj; B. < char > A obj<char>;</char> C. Obj < char ><char> A;</char> D. None of the given options
73	Algorithms can only be implemented using STL containers.	A. True B. False C. Not Sure
74	A template argument is preceded by the keyword _____.	A. vector B. class C. template D. type*
75	In order to free the memory occupied by the object, we use -----	A. Constructor B. Destructor C. Shallow Copy D. Deep Copy
76	The mechanism of selecting function at run time according to the nature of calling object is called,	A. late binding B. static binding C. virtual binding D. None of the given options
77	template <> class Vector { } This is an example of partial specialization.	A. True B. False C. Not Sure
78	Which of the following is not an example of multiple inheritances?-----	A. Mermaid B. Woman C. None of the given D. Amphibious Vehicle
79	Keeping in view the principle of abstraction, which of the above information the company needs to save as employee's record?	A. 2, 4 B. 1, 3, 5 C. 1, 2, 3 D. 1, 2, 3, 4

80	Destructor can be overloaded	A. True B. False C. Not Sure
81	What problem(s) may occur when we copy objects without using deep copy constructor?	A. Dangling pointer B. Memory Leakage C. All of the given D. System crash
82	An STL container can not be used to	A. hold objects of class employee. B. store elements in a way that makes them quickly accessible C. compile c++ programs. D. organize the way objects are stored in memory
83	Template functions use _____ than ordinary functions.	A. Greater Memory B. Lesser Memory C. Equal Memory D. None of the given options
84	Template functions use _____ than ordinary functions	A. Greater Memory B. Lesser Memory C. Equal Memory D. None of the given options
85	A class template may inherit from another class template.	A. True B. False C. Not Sure
86	In order to define a class template, the first line of definition must be:	A. <code>template<typename t=""> </typename><typename t=""> </typename></code> B. <code><div>typename &lt;template T&gt; </div><div>
</div></code> C. <code>Template Class<classname> </classname></code> D. <code>Class &lt;Template T&gt;</code>
87	The life of sub object is not dependant on the life of master class in _____	A. Composition B. Aggregation C. Separation D. None of the given
88	Algorithms can only be implemented using STL containers.	A. True B. False C. Not Sure
89	Which one of the following is not an object association?	A. Simple Association B. Inheritance C. Aggregation D. Composition
90	Suppose there is an object of type Person, which of the following can be considered as one of its attributes	A. Name B. Age C. Work() D. Both Name and Age
91	Which of these are examples of error handling techniques ?	A. Abnormal Termination B. Graceful Termination C. Return the illegal D. all of the given
92	An STL container can not be used to,	A. hold objects of class employee. B. store elements in a way that makes them quickly accessible C. compile c++ programs D. organize the way objects are stored in memory
93	The copy() algorithm returns an iterator to	A. the last element copied from B. the last element copied to. C. the element one past the last element copied from. D. the element one past the last element copied to.
94	We can use "this" pointer in the constructor in the body and even in the initialization list of any class if we are careful,	A. True B. False C. Not Sure
95	A template argument is preceded by the keyword _____.	A. vector B. class C. template D. type*
	When the base class and the derived class have a member function with the same name	A. scope resolution operator B. dot operator

96	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 _____).	B. dot operator C. null operator D. Operator overloading
97	What is true about function templates?	A. The compiler generates only one copy of the function template B. The compiler generates a copy of function template for each type of data C. The compiler can only generate copy for the int type data D. None of the given.
98	Which part of an object exhibits its state?	A. Data B. Operations C. Any public part D. Any private part
99	_____, 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.	A. Friendship is one way only B. Friendship is two way only C. NO Friendship between classes D. Any kind of friendship
100	Encapsulation means	A. Extending the behaviour of class in another class B. Data and behaviour are tightly coupled within an entity C. One entity takes all the attributes and operations of the other D. Taking out the common features and put those in a separate class
101	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.	A. True B. False C. Not Sure
102	_____ and _____ methods may not be declared abstract.	A. private,static B. private,public C. static,public D. None of the given
103	Which one of the following terms must relate to polymorphism?	A. Static allocation B. Static typing C. Dynamic binding D. Dynamic allocation
104	Like template functions, a class template may not handle all the types successfully.	A. True B. False C. Not Sure
105	In a de-queue, (choose the best option)	A. data can be quickly inserted or deleted at any arbitrary location. B. data can be inserted or deleted at any arbitrary location, but the process is relatively slow. (Object-Oriented Programming in C++) C. data can not be quickly inserted or deleted at either end D. data can be inserted or deleted at either end, but the process is relatively slow.
106	Consider the code below, class Fred { public: Fred(); ... }; int main() { Fred a[10]; Fred* p = new Fred[10]; ... } Select the best option	A. Fred a[10]; calls the default constructor 09 times Fred* p = new Fred[10]; calls the default constructor 10 times B. Produce an error C. Fred a[10]; calls the default constructor 11 times Fred* p = new Fred[10]; calls the default constructor 11 times D. Fred a[10]; calls the default constructor 10 times Fred* p = new Fred[10]; calls the default constructor 10 times
107	A function call is resolved at run-time in _____	A. non-virtual member function. B. virtual member function. C. Both non-virtual member and virtual member function. D. None of given
108	Suppose you create an uninitialized vector as follows: vector ev; After adding the	A. The following statement will add an element to the start (the back) of ev and will initialize it with the value 21 B. The following statement will add an element to the center of ev and will reinitialize it with the value 21

	statement, <code>vec.push_back(21)</code> ; what will happen?	<p>C. The following statement will delete an element to the end (the back) of <code>vec</code> and will reinitialize it with the value 21</p> <p>D. The following statement will add an element to the end (the back) of <code>vec</code> and initialize it with the value 21.</p>
109	A copy constructor is invoked when	<p>A. a function do not returns by value</p> <p>B. an argument is passed by value.</p> <p>C. a function returns by reference.</p> <p>D. an argument is passed by reference.</p>
110	The sub-object's life is not dependant on the life of master class in _____.	<p>A. Separation</p> <p>B. Composition</p> <p>C. Aggregation</p>
111	Which one of the following functions returns the total number of elements in a vector.	<p>A. <code>length()</code>;</p> <p>B. <code>size()</code>;</p> <p>C. <code>ele()</code>;</p> <p>D. <code>veclen()</code>;</p>
112	If a class D has been derived using protected inheritance from class B (If B is a protected base and D is derived class) then public and protected members of B ----- accessed by member functions and friends of class D and classes derived from D	<p>A. can be</p> <p>B. cannot be</p> <p>C. does restrict to be</p> <p>D. does restrict to be</p>
113	Which of the following operators always takes no argument if overloaded?	<p>A. /</p> <p>B. -</p> <p>C. +</p> <p>D. ++</p>
114	A copy constructor is invoked when	<p>A. a function do not returns by value.</p> <p>B. an argument is passed by value.</p> <p>C. a function returns by reference</p> <p>D. an argument is passed by reference</p>
115	To convert from a user-defined class to a basic type, you would most likely use	<p>A. a built-in conversion operator</p> <p>B. a one-argument constructor.</p> <p>C. an overloaded = operator.</p> <p>D. a conversion operator that's a member of the class.</p>
116	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	<p>A. 1, 4, 5</p> <p>B. 2, 5, 6</p> <p>C. 1, 2, 3, 6</p> <p>D. 1, 5, 6</p>
117	_____, 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.	<p>A. Friendship is one way only</p> <p>B. Friendship is two way only</p> <p>C. NO Friendship between classes</p> <p>D. Any kind of friendship</p>
118	A copy constructor is invoked when	<p>A. a function do not returns by value.</p> <p>B. an argument is passed by value.</p> <p>C. a function returns by reference.</p> <p>D. an argument is passed by reference</p>
119	Which of the following operator(s) take(s) one or no argument if overloaded?	<p>A. ++</p> <p>B. -</p> <p>C. +</p> <p>D. All of the above</p>
120	Classes like <code>TwoDimensionalShape</code> and <code>ThreeDimensionalShape</code> would normally be concrete, while classes like <code>Sphere</code> and <code>Cube</code> would normally be abstract.	<p>A. True</p> <p>B. False</p> <p>C. Not Sure</p>
121	Assume a class <code>Derv</code> that is privately derived from class <code>Base</code> . An object of class <code>Derv</code> located in <code>main()</code> can access	<p>A. public members of <code>Derv</code>.</p> <p>B. protected members of <code>Derv</code>.</p> <p>C. private members of <code>Derv</code>.</p> <p>D. protected members of <code>Base</code>.</p>
122	Consider the following statement <code>Cupboard</code> has books What is the relationship between <code>Cupboard</code> and books?	<p>A. Composition</p> <p>B. Aggregation</p> <p>C. Inheritance</p> <p>D. None of the given options</p>
123	The members of a class that can be accessed without creating the object of the class is called	<p>A. Private member</p> <p>B. Data Member</p> <p>C. Public Member</p> <p>D. Static</p>
124	Which of these are examples of error handling techniques?	<p>A. Abnormal Termination</p> <p>B. Graceful Termination</p> <p>C. Return the illegal</p> <p>D. all of the given</p>

125	Inheritance is a way to	<p>A. organize data.</p> <p>B. add features to existing classes without rewriting them</p> <p>C. improve data-hiding and encapsulation.</p>
126	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 _____).	<p>A. scope resolution operator</p> <p>B. dot operator</p> <p>C. null operator</p> <p>D. Operator overloading</p>
127	An abstract class is useful when,	<p>A. We do not derive any class from it.</p> <p>B. There are multiple paths from one derived class to another</p> <p>C. We do not want to instantiate its object.</p> <p>D. You want to defer the declaration of the class</p>
128	Compiler performs _____ type checking to diagnose type errors,	<p>A. Static</p> <p>B. Dynamic</p> <p>C. Bound</p> <p>D. Unbound</p>
129	What is true about function template?	<p>A. The compiler generate only one copy of the following function</p> <p>B. The compiler generate a copy function respective to each data type</p> <p>C. The compiler can generate only copy for the int type data</p> <p>D. None of the given</p>
130	A range is often supplied to an algorithm by two _____ values.	<p>A. italic</p> <p>B. iteration</p> <p>C. iterator</p> <p>D. None of given</p>
131	Which is not the Advantage of inheritance?	<p>A. providing class growth through natural selection.</p> <p>B. facilitating class libraries.</p> <p>C. avoiding the rewriting of code.</p> <p>D. providing a useful conceptual framework.</p>
132	When we write a class template the first line must be:	<p>A. <code>template <T> class class_name;</code></p> <p>B. <code>template <T> class data_type;</code></p> <p>C. <code>template<T> class T <T>;</code> Here T can be replaced with any name but it is preferable</p> <p>D. <code>class class-name() class template<class_name> </class_name></code></p>
133	A copy constructor is invoked when	<p>A. a function do not returns by value.</p> <p>B. an argument is passed by value</p> <p>C. a function returns by reference.</p> <p>D. an argument is passed by reference.</p>
134	----- members are somewhere between public and private members. They are used in inheritance	<p>A. protected</p> <p>B. public</p> <p>C. private</p> <p>D. global</p>
135	A template provides a convenient way to make a family of	<p>A. variables and data members</p> <p>B. functions and classes</p> <p>C. classes and exceptions</p> <p>D. programs and algorithms</p>
136	_____ provide the facility to access the data member.	<p>A. accesser function</p> <p>B. private function</p> <p>C. inline function</p> <p>D. None of the given</p>
137	Suppose you create an uninitialized vector as follows: vector evec; After adding the statment, evec.push_back(21); what will happen?	<p>A. The following statement will add an element to the start (the back) of evec and will initialize it with the value 21.</p> <p>B. The following statement will add an element to the center of evec and will reinitialize it with the value 21.</p> <p>C. The following statement will delete an element to the end (the back) of evec and will reinitialize it with the value 21</p> <p>D. The following statement will add an element to the end (the back) of evec and initialize it with the value 21</p>

and initialize it with the value 21

138	Algorithms can only be implemented using STL containers.	A. True B. False C. Not Sure
139	Given the following class <code>class Base{ int Age=33; }</code> How you can improve above class with respect to accessing the field Age?	A. Define the variable Age as private B. Define the variable Age as protected C. Define the variable Age as private and create a get method that returns it and a set method that updates it D. Define the variable Age as protected and create a set method that returns it and a get method that updates it
140	Virtual functions allow you to	A. create an array of type pointer-to-base class that can hold pointers to derived classes. B. create functions that can never be accessed. C. group objects of different classes so they can all be accessed by the same function code D. use the same function call to execute member functions of objects from different classes (Object-Oriented Programming in C++)
141	Identify the correct way of declaring an object of user defined template class A for char type members?	A. <code>A<char> obj;</code> B. <code><char>A obj;</code> C. <code>A obj<char>;</code> D. <code>Obj <char> A;</code>
142	Assume a class Derv that is privately derived from class Base. An object of class Derv located in main() can access	A. public members of Derv. B. protected members of Derv C. private members of Derv. D. protected members of Base.
143	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 nonvirtual member function, ding(), then the statement <code>p->ding();</code> will cause the version of ding() in the _____ class to be executed.	A. Base B. Derived C. Abstract D. virtual
144	C++ compiler does not allow to dynamically allocate memory for object	A. False B. True C. Not sure
145	How the information hidden within an object can be accessed?	A. Through its interface B. Through its private data members C. Through its private member functions D. Through both public and private members
146	Algorithms can only be implemented using STL containers.	A. Not Sure B. True C. False
147	Like template functions, a class template may not handle all the types successfully.	A. True B. True C. Not Sure
148	Vectors contain contiguous elements stored as <code>a[an]</code> ____.	A. variable B. array C. function D. datatype
149	_____ is/are used to access information hidden within an object?	A. Interface B. Private data members C. Private member functions D. Both public and private members
150	----- follow try block to catch the object thrown	A. catch block B. throw block C. main block D. non of the given
151	Suppose that the Test class does not have an overloaded assignment operator. What happens when an assignment <code>a=b;</code> is given for two Test objects a and b?	A. The automatic assignment operator is used B. The copy constructor is used C. Compiler error D. Run-time error
152	Assume a class C with objects obj1, obj2, and obj3. For the statement <code>obj3 = obj1 - obj2</code> to work correctly, if the overloaded - operator must	A. take two arguments B. return a value C. create a named temporary object.

		D. take four arguments A. Define the variable Age as private B. Define the variable Age as protected C. Define the variable Age as private and create a get method that returns it and a set method that updates it D. Define the variable Age as protected and create a set method that returns it and a get method that updates it
153	Given the following class <code>class Base{ int Age=33; }</code> How you can improve above class with respect to accessing the field Age?	
154	A class template may inherit from another class template.	A. True B. False C. Not Sure
155	The statement <code>objA=objB;</code> will cause a compiler error if the objects are of different classes.	A. True B. False C. Not Sure
156	Which operator can not be overloaded?	A. The relation operator (<code>>=</code>) B. Assignment operator (<code>=</code>) C. Script operator (<code>[]</code>) D. Conditional operator (<code>?:</code>)
157	In OOP a class is an example of ____	A. Data Type B. Abstract Type C. User defined type D. None of the given
158	By default the vector data items are initialized to ____	A. 0 B. 0.0 C. 1 D. null
159	What is a class?	A. A class is a section of computer memory containing objects. B. A class is a section of the hard disk reserved for object oriented programs C. A class is the part of an object that contains the variables D. A class is a description of a kind of object.
160	_____, 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.	A. Friendship is one way only B. Friendship is two way only C. NO Friendship between classes D. Any kind of friendship
161	The type that is used to declare a reference or pointer is called its -----	A. default type B. static type C. abstract type D. reference type
162	Assume a class Derv that is privately derived from class Base. An object of class Derv located in <code>main()</code> can access	A. public members of Derv. B. protected members of Derv. C. private members of Derv D. protected members of Base.
163	Default constructor is such constructor which either has no -----or if it has some parameters these have ----- values	A. Parameter, temporary B. Null, Parameter C. Parameter, default D. non of the given
164	Multiple inheritance can be of type	A. Public B. Private C. Protected D. All of the given
165	The compiler won't object if you overload the <code>*</code> operator to perform division	A. True B. False C. Not Sure
166	If you define a vector <code>v</code> with the default constructor, and define another vector <code>w</code> with a one-argument constructor to a size of 11, and insert 3 elements into each of these vectors with <code>push_back()</code> , then the <code>size()</code> member function will return _____ for <code>v</code> and _____ for <code>w</code> .	A. 11 for <code>v</code> and 3 for <code>w</code> . B. 0 for <code>v</code> and 0 for <code>w</code> . C. 0 for <code>v</code> and 3 for <code>w</code> . D. 3 for <code>v</code> and 11 for <code>w</code>
167	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 _____).	A. scope resolution operator B. dot operator C. null operator D. Operator overloading
168	The concept of derived classes is involved in,	A. inheritance B. encapsulation C. array D. structure

169	When a variable is define as static in a class then all object of this class,	A. Have different copies of this variable B. Have same copy of this variable C. Can not access this variable D. None of given
170	An overloaded operator always requires one less argument than its number of operands.	A. True B. False C. Not sure
171	The _____ relationship indicates that an object contains other objects.	A. None of given B. has-a' C. is-a' D. be
172	The specialization pattern after the name says that this specialization is to be used for every,	A. data type B. meta type C. virtual type D. pointer type
173	In _____, a base class can be replaced by its derived class,	A. Sub-typing B. Super-typing C. Multiple-typing D. Restricted-typing
174	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?	A. The automatic assignment operator is used B. The copy constructor is used C. Compiler error D. Run-time error
175	Static variables act like a global variable in the context or scope of the class.	A. True B. False C. Not Sure
176	this pointer does not point to current object of any class,	A. True B. False C. Not Sure
177	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?	A. Templates B. Overloading C. Data hiding D. Encapsulation
178	Two important STL associative containers are _____ and _____.	A. set,map B. sequence,mapping C. setmet,multipule D. sit,mat
179	A pointer to a base class can point to objects of a derived class.	A. True B. False C. Not Sure
180	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.	A. No B. Only if the two classes have the same name C. Only if the main program does not declare both kinds D. Yes
181	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.	A. True B. False C. Not Sure
182	The user must define the operation of the copy constructor.	A. True B. False C. Not Sure
183	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	A. specialization B. inheritance C. abstraction D. composition
184	Which one of the following terms must relate to polymorphism?	A. Static allocation B. Static typing C. Dynamic binding D. Dynamic allocation
185	Which is not the Advantage of inheritance?	A. avoiding the rewriting of code. B. providing class growth through natural selection. C. providing a useful conceptual framework. D. facilitating class libraries
186	In object orientated programming, a class of objects cans _____ properties from another class of objects	A. Utilize B. Borrow C. Inherit

		D. Adopt
187	Which of the following are an advantage of OOP?	A. OOP makes it easy to re-use the code B. It provides an ability to create one user defined data type by extending the other C. It provides the facility of defining Abstract data types through which real world entities can be defined better D. All of the given options
188	_____ is a relationship	A. Inheritance B. Polymorphism C. abstraction D. encapsulation
189	When a subclass specifies an alternative definition for an attribute or method of its superclass, it is _____ the definition in the superclass.	A. overload B. overriding C. copy riding D. none of given
190	Considering the resolution order in which search for functions in a program; the first priority is given to;	A. general template B. partial specialization C. complete specialization D. ordinary function
191	Each try block can have _____ no. of catch blocks.	A. 1 B. 2 C. 3 D. As many as necessary
192	A C++ class is similar to -----	A. Structure B. Header File C. Library File D. None of the given
193	Which of the following causes run time binding?	A. Declaring object of abstract class B. Declaring pointer of abstract class C. Declaring overridden methods as non-virtual D. None of the given