Online Assessment (Even Sem/Part-I/Part-II Examinations 2019 - 2020

Course Name - −OOP with C++
Course Code - DCSE401

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Answer all the questions. Each question carry one mark.

9.   1. Wrapping data and its related functionality into a single entity is known as

Mark only one oval.

○ Abstraction

○ Polymorphism

○ Encapsulation

○ Modularity

10.   2. How do structures and classes in C++ differ?

Mark only one oval.

○ In Structures, members are private by default whereas, in Classes, they are public by
   default

○ Structures by default hide every member whereas classes do not

○ In Structures, members are public by default whereas, in Classes, they are private by
   default

○ Structures cannot have private members whereas classes can have

11.　　3. How access specifiers in Class helps in Abstraction?

Mark only one oval.

( ) They do not help in any way

( ) They help in keeping things together

( ) They allow us to show only required things to outer world

( ) Abstraction concept is not used in classes.

12.　　4. Which of the following is not a type of Constructor?

Mark only one oval.

( ) Copy constructor

( ) Default constructor

( ) Friend constructor

( ) Parameterized constructor

13.　　5. What is the other name used for functions inside a class?

Mark only one oval.

( ) Member variables

( ) Class functions

( ) Member functions

( ) Class variables

14.   6. How many types of polymorphism are there in C++?

Mark only one oval.

- 1
- 3
- 2
- 4

15.   7. How compile-time polymorphisms are implemented in C++?

Mark only one oval.

- Using Inheritance
- Using Virtual functions
- Using Templates
- Using Inheritance and Virtual functions

16.   8. Which of the following is an abstract data type?

Mark only one oval.

- int
- float
- class
- string

17.   9. Which data type is used to represent the absence of parameters?

Mark only one oval.

◯ int

◯ float

◯ void

◯ short

18.   10. The value 132.54 can be represented using which data type?

Mark only one oval.

◯ void

◯ int

◯ double

◯ bool

19.   11. Which of the following accesses the seventh element stored in array?

Mark only one oval.

◯ array[7];

◯ array(6);

◯ array[6];

◯ array(7)

20.   12. What are the references in C++?

Mark only one oval.

     ◯ A pointer to a variable

     ◯ A new type of variables

     ◯ An alternative name for already existing variables

     ◯ A new type of constant variable

21.   13. The data elements in the structure are also known as ....

Mark only one oval.

     ◯ objects

     ◯ data

     ◯ members

     ◯ objects & data

22.   14. Which of the following is the default return value of functions in C++?

Mark only one oval.

     ◯ char

     ◯ float

     ◯ int

     ◯ void

23.   15. When we define the default values for a function?

Mark only one oval.

( ) When a function is defined

( ) When the scope of the function is over

( ) When a function is declared

( ) When a function is called

24.   16. Which of the following is a correct identifier in C++?

Mark only one oval.

( ) 7var_name

( ) 7VARNAME

( ) VAR_1234

( ) $var_name

25.   17. Which specifier makes all the data members and functions of base class
      inaccessible by the derived class?

Mark only one oval.

( ) protected

( ) public

( ) private

( ) both private and protected

26. 18. Which is the correct syntax of declaring a virtual function?

Mark only one oval.

◯ virtual int func();

◯ inline virtual func();

◯ virtual int func(){};

◯ inline virtual func(){};

27. 19. What are the Generators in C++?

Mark only one oval.

◯ An object that generates a number from a given sequence

◯ An object that generates the smallest number from a given range.

◯ An object that generates uniformly distributed numbers

◯ An object that generates unique numbers

28. 20. Which classes allow primitive types to be accessed as objects?

Mark only one oval.

◯ Storage

◯ Virtual

◯ Wrapper

◯ Friend

29.   21. Which one of the following is not a fundamental data type in C++

Mark only one oval.

  ◯ float

  ◯ string

  ◯ wchar_t

  ◯ integer

30.   22. Which of the following correctly describes C++ language?

Mark only one oval.

  ◯ Statically typed language

  ◯ Dynamically typed language

  ◯ Type-less language

  ◯ Both Statically and dynamically typed language

31.   23. Which of the following is the most preferred way of throwing and handling exceptions?

Mark only one oval.

  ◯ Throw by value and catch by reference

  ◯ Throw by value and catch by value

  ◯ Throw by reference and catch by reference.

  ◯ Throw the pointer value and provide catch for the pointer type.

32.   24. Which of the following is NOT true about pre-processor directives?

Mark only one oval.

○ They begin with a hash symbol

○ They are processed by a pre-processor

○ They have to end with a semi colon.

○ They form an integral part of the code

33.   25. Which of the following is not recommended in a header file?

Mark only one oval.

○ Type definitions

○ Class definitions

○ Template definitions

○ Function definitions

34.   26. Which of the following is not a standard exception built in C++

Mark only one oval.

○ std::bad_alloc

○ std::bad_cast

○ std::bad_create

○ std::bad_typeid

35.   27. Which of the following relationship is known as inheritance relationship?

Mark only one oval.

○ 'has-a' relationship

○ association relationship

○ 'is-a' relationship

○ none of these

36.   28. Which of the following is not a component of file system?

Mark only one oval.

○ Access method

○ Free integrity mechanism

○ Auxiliary storage management

○ none of these

37.   29. The conditional compilation

Mark only one oval.

○ It is taken care of by the compiler

○ It is compiling a program based on a condition

○ It is setting the compiler option conditionally

○ none of these

38.   30. Which of the following is not a file operation?

Mark only one oval.

◯ Truncating

◯ Appending

◯ Repositioning

◯ none of these

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