

COMPUTER SCIENCE

ONE MARK TEST 6

Time: 45 min

Marks: 50

Choose the best answer:

1. Classes provide a _____ for packing together data of different types.
a) Object b) Method c) Class d) Function
2. How many parts are there in a class specification?
a) Three b) Four c) Five d) Two
3. By Default class members are treated as
a) Protected b) Private c) Public d) Unprotected
4. Class access specifiers are also known as
a) Class depth b) Specifications c) Visibility labels
d) Class visibility specifications
5. A class belongs to which of the following data types?
a) User defined type b) Built in type c) Derived type d) Array type
6. Private access specifier is accessible by special function called _____
a) void b) inline c) friend d) all of these
7. The member of a class are accessed using the operator _____
a) + b) . (dot) c) < d) >
8. The body of a class is terminated by the
a) , b) ; c) : d) #
9. Data abstraction is achieved in C++ through _____
a) Data hiding b) Polymorphism c) Over loading d) Encapsulation
10. The static member variable is initialized to _____
a) 0 b) 1 c) True d) False
11. Class name is also called as _____
a) Function b) Member c) Method d) Tag

12. Which is a new way of creating and implementing a user defined data type?

- a) Inheritance b) Encapsulation c) Class d) Polymorphism

13. Initially C++ was called as C with classes by

- a) Bjarne stroustrip b) Pascal c) Charles Babbage
d) Ken Thompson

14. How many copy of the member variable is created if it is static memory?

- a) 2 b) 1 c) 3 d) 4

15. Data members are also called as _____

- a) Attributes b) Member function c) Class d) Object

16. When objects are created, no separate space is allocated for _____

- a) objects b) member functions c) data member d) static member

17. The mechanism of giving special meaning to an operator is called

- a) Operator overloading b) Function overloading
c) Inheritance d) Object

18. Which of the following operators cannot be overloaded?

- a) + b) ++ c) += d) ::

19. The functionality of '+' operator can be extended to strings through _____

- a) Functions overloading b) Operator overloading
c) Inheritance d) Class

20. While overloading functions, the possible integral promotions are _____

- a) Char ---> int b) Int ---> char c) both (a) & (b) d) None of these

21. The overloading operator must have atleast one operand of _____

- a) built-intype b) user defined type c) array d) derived data type

22. In operator overloading the operator functions must be defined as _____

- a) Member function b) Friend function c) either (a) or (b)
d) none of these

23. Operator <symbol> () must be declared under _____ access of class.

- a) Private b) Protect c) Public d) Protected

24. Strcat () functions is used for _____
a) String comparison b) String calculation c) Substring
d) String concatenation
25. In C++ polymorphism is achieved through
a) Overriding b) Abstraction c) Data hiding d) Overloading
26. Which class inherits the properties of the base class?
a) New class b) Derived class c) Old class d) None of these
27. Which of the following terms mean a name having two or more distinct meaning?
a) Encapsulation b) Over loading c) Inheritance d) Over riding
28. Overloading supported by _____ languages
a) Basic b) Function c) Structured d) Object oriented
29. Each function prototype differs by their number of
a) Functions b) Methods c) Objects d) Arguments
30. Which refers to giving additional functionality to the normal C++ operations like
+, ++, -, --, +=etc
a) Constructor overloading b) Operator overloading
c) Function overloading d) Destructor
31. Binary operators overloading through a member function take _____
a) Many explicit argument b) One implicit argument
c) One explicit argument d) Many implicit argument
32. Which of the following function get executed when an instance of a class comes into scope?
a) Methods b) Destructor c) Constructor d) Member
33. Which of the following function initializes the class object?
a) Pointer b) Constructor c) Destructor
d) Operator overloading
34. The constructor function name and the destructor have the same name as the _____
a) Variable b) Function c) Class d) Object

35. Which of the following is a function that removes the allocated memory of an object?
a) Member function b) Destructor c) Constructor d) Copy constructor
36. Constructor return _____
a) Boolean b) Character c) Integer d) Nothing
37. Which one of the following initializes a class object and allocates memory space?
a) Constructor b) Member function c) Destructor d) None of the above
38. The constructor without parameters is called _____
a) Operator constructor b) Function constructor c) Method constructor
d) Default constructor
39. Constructor is _____ executed when an object is created.
a) Main b) Manually c) Automatically d) None
40. Which of the following is used as prefix to destructor?
a) ~ b) ! c) @ d) #
41. _____ constructor has class object as parameter.
a) Move b) Object c) Copy d) None of these
42. The constructor function allocates _____ space to an object.
a) Variable b) Function c) Object d) Memory
43. When an object is passed by _____ to constructor, a copy constructor gets executed.
a) Reference b) Pointer c) Memory d) None of these
44. More traditionally default constructors are referred to _____ generated constructor.
a) Compiler b) Interpreter c) Software d) Hardware
45. Compiler generated constructor defined by the computers in the absence of _____ constructors.
a) Hardware generated b) System generated c) User defined d) Both (a) & (b)
46. The constructor add (int s1, s2) is called as _____ constructor.
a) Class b) Parameterized c) Function d) Object

47. Char, float double parameters can be matched with int data type due to _____ type conversions.

- a) Auto b) Implicit c) Explicit d) Both (b) & (c)

48. The _____ constructor is defined by the computer in the absence of user defined constructors.

- a) Copy b) Abstract c) Default d) Destructor

49. The word poly mean _____

- a) One b) Two c) Three d) Many

50. Which of the following is not true?

- a) Constructors cannot be overloaded
- b) Constructors is executed automatically
- c) Constructors can have parameters
- d) Destructors cannot be overloaded