



# Grand Quiz Spring 2021

Subject Code CS304 lecture 1 to 22

Solved By Riz Mughal



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<https://www.facebook.com/groups/923887914750307>



<https://www.youtube.com/channel/UCINsFwDiB62SValCcPDZbRQ/playlists>

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RIZ MUGHAL (SQA ENGINEER)

CS304:Grand Quiz

Question # 1 of 30 ( Start time: 09:02:28 AM, 02 July 2021 )

How can we identify classes from a given problem statement?

Select the correct option

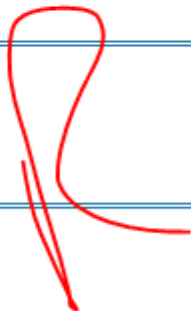
- |                                  |   |
|----------------------------------|---|
| <input type="radio"/>            | By extracting Verbs from problem statement      |
| <input type="radio"/>            | All of the given options                        |
| <input type="radio"/>            | By extracting Adjectives from problem statement |
| <input checked="" type="radio"/> | By extracting Nouns from problem statement      |
- 

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Question # 2 of 30 ( Start time: 09:02:48 AM, 02 July 2021 )

Which of the following is an advantage of encapsulation?

Select the correct option

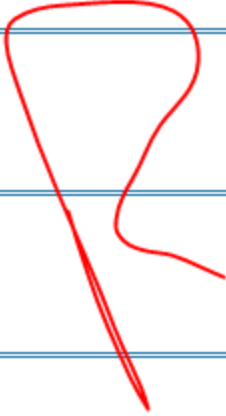
- |                                  |                      |
|----------------------------------|----------------------|
| <input type="radio"/>            | Reuse of the code    |
| <input type="radio"/>            | Complexity           |
| <input checked="" type="radio"/> | Better understanding |
| <input type="radio"/>            | Efficient code       |
- 

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Question # 3 of 30 ( Start time: 09:03:03 AM, 02 July 2021 )

In which of the following, different forms of a single entity exist?

Select the correct option

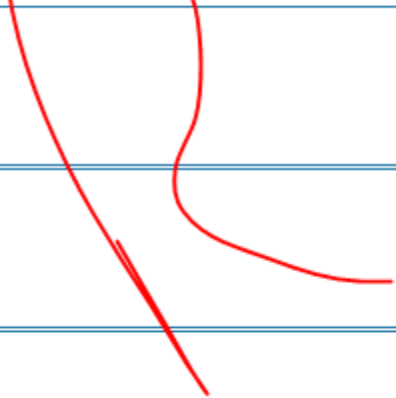
- |                                  |               |
|----------------------------------|---------------|
| <input type="radio"/>            | Encapsulation |
| <input type="radio"/>            | Composition   |
| <input checked="" type="radio"/> | Polymorphism  |
| <input type="radio"/>            | Aggregation   |
- 

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Question # 4 of 30 ( Start time: 09:03:23 AM, 02 July 2021 )

Which of the following issue(s) can be caused by the use of friend functions?

Select the correct option


- |                                  |                    |
|----------------------------------|--------------------|
| <input checked="" type="radio"/> | All of the given   |
| <input type="radio"/>            | Tough debugging    |
| <input type="radio"/>            | Programming bugs   |
| <input type="radio"/>            | Data vulnerability |
- 

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Question # 5 of 30 ( Start time: 09:03:37 AM, 02 July 2021 )

Choose the correct statement.

Select the correct option

- |                                  |   |
|----------------------------------|---|
| <input type="radio"/>            | Destructors cannot be const.  |
| <input type="radio"/>            | Constructors cannot be const.   |
| <input checked="" type="radio"/> | All of the given options  |
| <input type="radio"/>            | Constructors and Destructors are used to modify the object to a well-defined state. |
- 

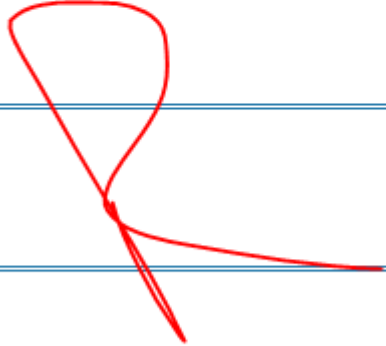
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Question # 6 of 30 ( Start time: 09:03:52 AM, 02 July 2021 )

There are \_\_\_\_\_ types of constructors in C++.

Select the correct option

<input type="radio"/>	4
<input type="radio"/>	5
<input checked="" type="radio"/>	3
<input type="radio"/>	2

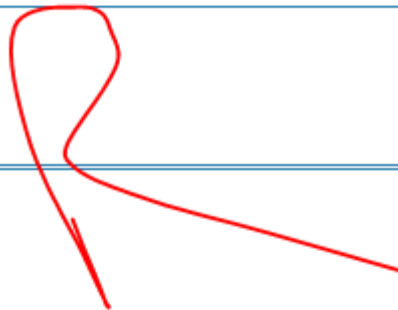


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Question # 7 of 30 ( Start time: 09:04:09 AM, 02 July 2021 )

'this' pointer cannot be passed implicitly to \_\_\_\_\_ functions.

Select the correct option

- |                                  |                   |
|----------------------------------|-------------------|
| <input type="radio"/>            | None of the given |
| <input type="radio"/>            | Instance Number   |
| <input type="radio"/>            | Non-Static Member |
| <input checked="" type="radio"/> | Static Member     |
- 



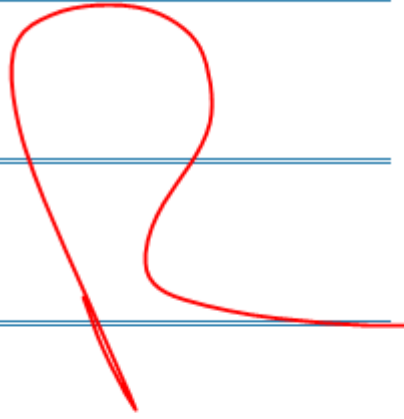
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Question # 8 of 30 ( Start time: 09:04:25 AM, 02 July 2021 )

Which of the following is a tangible entity?

Select the correct option

<input type="radio"/>	Database
<input type="radio"/>	Date of birth
<input type="radio"/>	Time
<input checked="" type="radio"/>	Car



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Question # 9 of 30 ( Start time: 09:04:41 AM, 02 July 2021 )

In \_\_\_\_\_ sender of a message does not need to know exact class of the receiver.

Select the correct option

<input type="radio"/>	Aggregation
<input type="radio"/>	Composition
<input checked="" type="radio"/>	None of the given options
<input type="radio"/>	Encapsulation

Click to

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Question # 10 of 30 ( Start time: 09:05:02 AM, 02 July 2021 )

A class defined within another class is:

Select the correct option

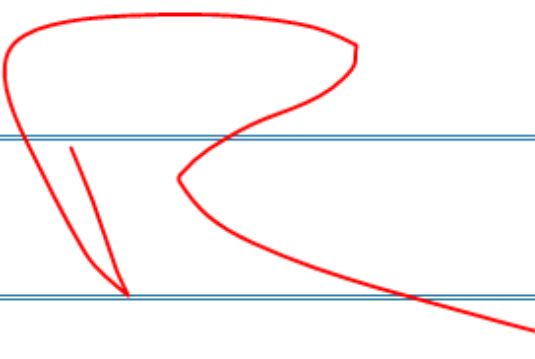
<input type="radio"/>	Encapsulation
<input checked="" type="radio"/>	Nested Class
<input type="radio"/>	Inheritance
<input type="radio"/>	Containership

Question # 11 of 30 ( Start time: 09:05:18 AM, 02 July 2021 )

Total M

Suppose "Cat" is a real world object that you want to transform into programming entity. For this, which of the following concepts would you use?

Select the correct option

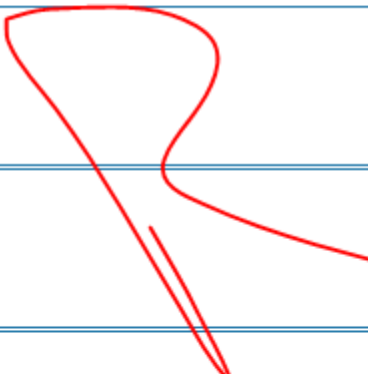
- |                                  |           |
|----------------------------------|-----------|
| <input checked="" type="radio"/> | Class     |
| <input type="radio"/>            | Function  |
| <input type="radio"/>            | State     |
| <input type="radio"/>            | Behaviour |
- 

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Question # 12 of 30 ( Start time: 09:05:34 AM, 02 July 2021 )

Member initialization list is used to :

Select the correct option


- |                                  |                         |
|----------------------------------|-------------------------|
| <input type="radio"/>            | Modify data members     |
| <input type="radio"/>            | Data members            |
| <input checked="" type="radio"/> | Initialize data members |
| <input type="radio"/>            | De-allocate memory      |
- 

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Question # 13 of 30 ( Start time: 09:05:49 AM, 02 July 2021 )

\_\_\_\_\_ associates the objects of the exact three classes.

Select the correct option


- |                                  |                     |
|----------------------------------|---------------------|
| <input type="radio"/>            | N-ary Association   |
| <input checked="" type="radio"/> | Ternary Association |
| <input type="radio"/>            | Two way Association |
| <input type="radio"/>            | Binary Association  |
- 

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Question # 14 of 30 ( Start time: 09:06:06 AM, 02 July 2021 )

Suppose Person is a class, which of the following statement defines an object of class Person?

Select the correct option

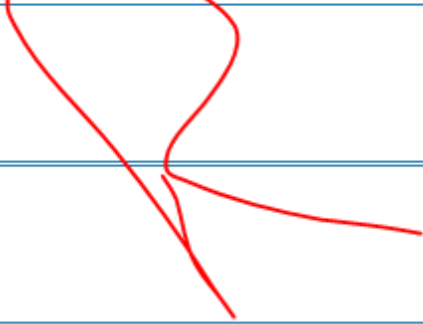
- |                                  |                       |
|----------------------------------|-----------------------|
| <input checked="" type="radio"/> | Person person;        |
| <input type="radio"/>            | Create Person object; |
| <input type="radio"/>            | Define Object;        |
| <input type="radio"/>            | Object Person;        |
- 

Question # 15 of 30 ( Start time: 09:06:20 AM, 02 July 2021 )

Total Marks

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 \_\_\_\_\_.

Select the correct option

- B, A
  - B, C
  - A, B
  - A, C
- 



Question # 16 of 30 ( Start time: 09:06:35 AM, 02 July 2021 )

Total M

The process of extracting common characteristics from two or more classes and combining them into a generalized superclass is called \_\_\_\_\_


Select the correct option

- |                                  |                |
|----------------------------------|----------------|
| <input type="radio"/>            | Composition    |
| <input checked="" type="radio"/> | Generalization |
| <input type="radio"/>            | Abstraction    |
| <input type="radio"/>            | Specialization |

Question # 17 of 30 ( Start time: 09:07:07 AM, 02 July 2021 )

The C++ code "class circle : public shape" shows \_\_\_\_\_ relationship.

Select the correct option

- |                                  |                    |
|----------------------------------|--------------------|
| <input type="radio"/>            | Composition        |
| <input type="radio"/>            | Simple Association |
| <input type="radio"/>            | Aggregation        |
| <input checked="" type="radio"/> | Inheritance        |
- 

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Question # 18 of 30 ( Start time: 09:07:25 AM, 02 July 2021 )

Aggregation between objects shows that \_\_\_\_\_

Select the correct option

- |                                  |  |
|----------------------------------|--|
| <input type="radio"/>            | Objects have no relationship           |
| <input type="radio"/>            | Objects have strong relationship       |
| <input checked="" type="radio"/> | Objects have weak relationship         |
| <input type="radio"/>            | Objects have hierarchical relationship |

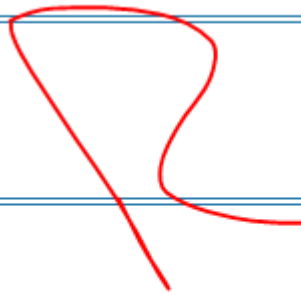
R

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Question # 19 of 30 ( Start time: 09:07:40 AM, 02 July 2021 )

In expression  $b = c / d$  , the arity of division (/) operator is \_\_\_\_\_ :

Select the correct option

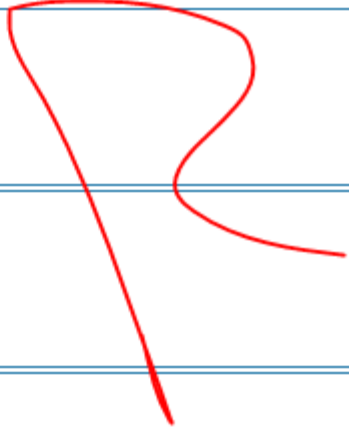
- |                                  |   |
|----------------------------------|---|
| <input type="radio"/>            | 4 |
| <input checked="" type="radio"/> | 2 |
| <input type="radio"/>            | 3 |
| <input type="radio"/>            | 1 |
- 

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Question # 20 of 30 ( Start time: 09:08:09 AM, 02 July 2021 )

In expression  $c1*c2+c3-c4$  which of the following will be executed in first order?

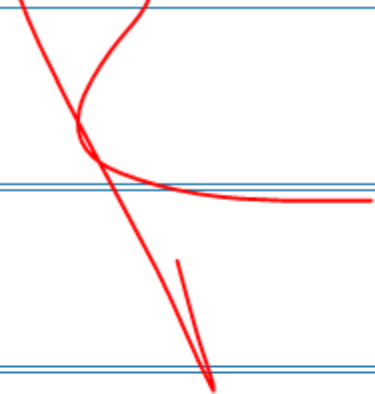
Select the correct option

- |                                  |          |
|----------------------------------|----------|
| <input type="radio"/>            | $c3 -c4$ |
| <input checked="" type="radio"/> | $c1*c2$  |
| <input type="radio"/>            | $c2+c3$  |
| <input type="radio"/>            | $c1-c4$  |
- 

## Question # 21 of 30 ( Start time: 09:08:26 AM, 02 July 2021 )

Choose correct declaration of overloaded equality (==) operator for class String as member function.

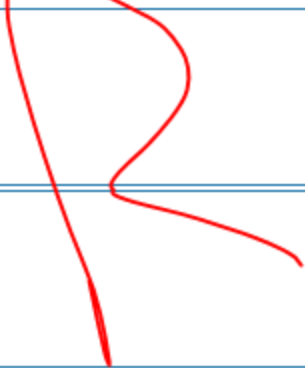
## Select the correct option

- |                                  |   |
|----------------------------------|---|
| <input type="radio"/>            | <code>bool operator == (const String &amp; s1, const String &amp; s2);</code> |
| <input type="radio"/>            | None of the given options   |
| <input checked="" type="radio"/> | <code>bool operator == (const String &amp; s);</code>                         |
| <input type="radio"/>            | <code>bool operator == ( );</code>  |
- 

## Question # 22 of 30 ( Start time: 09:08:43 AM, 02 July 2021 )

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.

## Select the correct option


- |                                  |   |
|----------------------------------|---|
| <input checked="" type="radio"/> | None of the given choices                                     |
| <input type="radio"/>            | Rational_number operator+(Rational_number &obj, double& num); |
| <input type="radio"/>            | Rational_number operator+( Rational_number & obj);            |
| <input type="radio"/>            | operator+(double& obj);                                       |
- 

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Question # 23 of 30 ( Start time: 09:09:06 AM, 02 July 2021 )

We can allocate dynamic memory in C++ through \_\_\_\_\_ operator.

Select the correct option


- |                                  |        |
|----------------------------------|--------|
| <input type="radio"/>            | Static |
| <input type="radio"/>            | Global |
| <input type="radio"/>            | Const  |
| <input checked="" type="radio"/> | New    |
- 



Question # 24 of 30 ( Start time: 09:09:22 AM, 02 July 2021 )

\_\_\_\_\_ is used for hiding the details of an object from the other parts of a program?

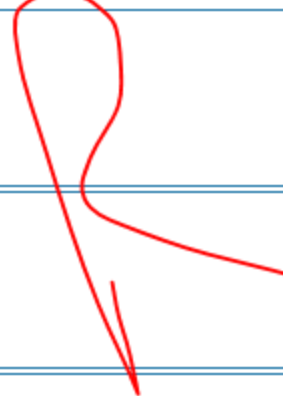
Select the correct option

- |                                  |               |
|----------------------------------|---------------|
| <input type="radio"/>            | Obfuscation   |
| <input type="radio"/>            | Compilation   |
| <input checked="" type="radio"/> | Encapsulation |
| <input type="radio"/>            | Data Mining.  |
- 

Question # 25 of 30 ( Start time: 09:09:39 AM, 02 July 2021 )

Which of the following statement best describes the Constructor?

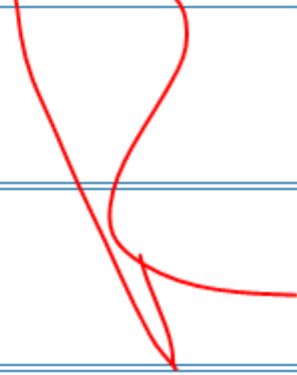
Select the correct option

- |                                  |   |
|----------------------------------|---|
| <input type="radio"/>            | Constructor is used to modify constant data members of the class. |
| <input type="radio"/>            | Constructor is used to delete the objects of a class.             |
| <input type="radio"/>            | All of the given options  |
| <input checked="" type="radio"/> | Constructor is used to initialize the data members of a class.    |
- 

## Question # 26 of 30 ( Start time: 09:09:57 AM, 02 July 2021 )

Choose correct declaration of overloaded inequality (!=) operator for class String as non-member friend function.

## Select the correct option


- |                                  |   |
|----------------------------------|---|
| <input type="radio"/>            | None of the given options                                       |
| <input checked="" type="radio"/> | friend bool operator != (const String & s1, const String & s2); |
| <input type="radio"/>            | friend bool operator != ( );                                    |
| <input type="radio"/>            | friend bool operator != (const String & s);                     |
- 

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Question # 27 of 30 ( Start time: 09:10:12 AM, 02 July 2021 )

The functions defined inside the class are by default \_\_\_\_\_.

Select the correct option

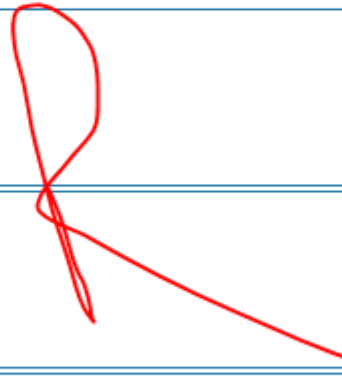
- |                                  |          |
|----------------------------------|----------|
| <input type="radio"/>            | Static   |
| <input type="radio"/>            | Public   |
| <input type="radio"/>            | Constant |
| <input checked="" type="radio"/> | Inline   |
- 

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Question # 28 of 30 ( Start time: 09:10:27 AM, 02 July 2021 )

Which one is not the main feature of object oriented programming?

Select the correct option

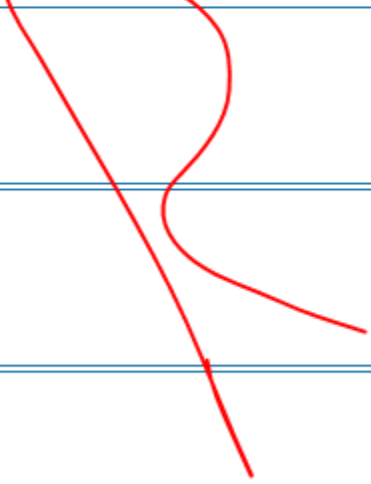
- |                                  |                     |
|----------------------------------|---------------------|
| <input checked="" type="radio"/> | Exception handling  |
| <input type="radio"/>            | Classes and Objects |
| <input type="radio"/>            | Inheritance         |
| <input type="radio"/>            | Polymorphism        |
- 

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Question # 29 of 30 ( Start time: 09:10:45 AM, 02 July 2021 )

Through interface we access object's\_\_\_\_\_.

Select the correct option

- |                                  |              |
|----------------------------------|--------------|
| <input type="radio"/>            | States       |
| <input type="radio"/>            | Class        |
| <input type="radio"/>            | Data members |
| <input checked="" type="radio"/> | Behaviour    |
- 

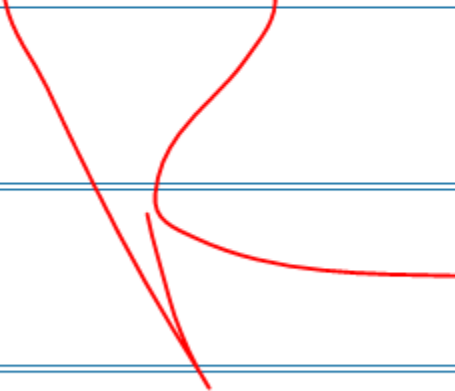
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Question # 30 of 30 ( Start time: 09:11:02 AM, 02 July 2021 )

In operator overloading, which of the following operator takes one or no argument.

Select the correct option

<input type="radio"/>	<<
<input type="radio"/>	%
<input checked="" type="radio"/>	++
<input type="radio"/>	*





# Thank you for watching

Please share it with your friends 😊

RIZ MUGHAL (SQA ENGINEER)

