



**CS304- Object Oriented Programming**  
LATEST SOLVED MCQS  
FROM FINALTERM PAPERS

**JAN 28,2011**

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PSMD01

**FINALTERM EXAMINATION**

**14 Feb, 2011**

**CS304- Object Oriented Programming (Session - 3)**

**Question No: 1 ( Marks: 1 ) - Please choose one**

Which of the following causes run time binding?

- ▶ Declaring object of abstract class
- ▶ Declaring pointer of abstract class
- ▶ **Declaring overridden methods as non-virtual (Page 226)**
- ▶ None of the given

**Question No: 2 ( Marks: 1 ) - Please choose one**

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 (Page 256)**
- ▶ Overloading
- ▶ Data hiding
- ▶ Encapsulation

**Question No: 3 ( Marks: 1 ) - Please choose one**

A copy constructor is invoked when

- ▶ a function do not returns by value.
- ▶ **an argument is passed by value. (Page 78)**
- ▶ a function returns by reference.
- ▶ an argument is passed by reference.

**Question No: 4 ( Marks: 1 ) - Please choose one**

Like template functions, a class template may not handle all the types successfully.

- ▶ **True (Page 258)**
- ▶ False

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**Question No: 6 ( Marks: 1 ) - Please choose one**

A class template may inherit from another class template.

- ▶ **True (Page 288)**
- ▶ False

**Question No: 7 ( Marks: 1 ) - Please choose one**

By default the vector data items are initialized to \_\_\_\_\_

- ▶ **0 [Click here for detail](#)**
- ▶ 0.0
- ▶ 1
- ▶ null

**Question No: 8 ( Marks: 1 ) - Please choose one**

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 (Page 216)**
- ▶ abstraction
- ▶ composition

**Question No: 9 ( Marks: 1 ) - Please choose one**

Which of the following is/are advantage[s] of generic programming?

- ▶ Reusability
- ▶ Writability
- ▶ Maintainability
- ▶ **All of given (Page 256)**

**Question No: 10 ( Marks: 1 ) - Please choose one**

Template functions use \_\_\_\_\_ than ordinary functions.

- ▶ Greater Memory
- ▶ **Lesser Memory**
- ▶ Equal Memory
- ▶ None of the given options

**Question No: 11 ( Marks: 1 ) - Please choose one**

Non Template Friend functions of a class are friends of \_\_\_\_\_ instance/s of that class.

- ▶ **All [Click here for detail](#)**
- ▶ One specific
- ▶ All instances of one date type
- ▶ None of the given options

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**Question No: 12 ( Marks: 1 ) - Please choose one**

A copy constructor is invoked when

- ▶ a function do not returns by value.
- ▶ **an argument is passed by value.** (Page 78)
- ▶ a function returns by reference.
- ▶ an argument is passed by reference.

**Question No: 13 ( Marks: 1 ) - Please choose one**

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

- ▶ **True** [Click here for detail](#)
- ▶ False

**Question No: 14 ( Marks: 1 ) - Please choose one**

A template argument is preceded by the keyword \_\_\_\_\_.

- ▶ vector
- ▶ **class** [Click here for Detail](#)
- ▶ template
- ▶ type\*

**Question No: 15 ( Marks: 1 ) - Please choose one**

Which one of the following terms must relate to **polymorphism**?

- ▶ Static allocation
- ▶ Static typing
- ▶ **Dynamic binding** (Page 239)
- ▶ Dynamic allocation

**Question No: 16 ( Marks: 1 ) - Please choose one**

Multiple inheritance can be of type

- ▶ Public
- ▶ Private
- ▶ Protected
- ▶ **All of the given** [Click here for detail](#)

**Question No: 17 ( Marks: 1 ) - Please choose one**

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.** (Object-Oriented Programming in C++)
- ▶ protected members of Derv.
- ▶ private members of Derv.
- ▶ protected members of Base.

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**Question No: 18 ( Marks: 1 ) - Please choose one**

A copy constructor is invoked when

- ▶ a function do not returns by value.
- ▶ **an argument is passed by value. (Page 78) (rep)**
- ▶ a function returns by reference.
- ▶ an argument is passed by reference.

**Question No: 19 ( Marks: 1 ) - Please choose one**

A function call is resolved at run-time in \_\_\_\_\_

- ▶ non-virtual member function.
- ▶ **virtual member function. (Page 239)**
- ▶ Both non-virtual member and virtual member function.
- ▶ None of given

**Question No: 20 ( Marks: 1 ) - Please choose one**

Two important STL associative containers are \_\_\_\_\_ and \_\_\_\_\_.

- ▶ **set,map (Object-Oriented Programming in C++)**
- ▶ sequence,mapping
- ▶ setmet,multipule
- ▶ sit,mat

**Question No: 21 ( Marks: 1 ) - Please choose one**

An abstract class is useful when,

- ▶ We do not derive any class from it.
- ▶ There are multiple paths from one derived class to another.
- ▶ **We do not want to instantiate its object. (Object-Oriented Programming in C++)**
- ▶ You want to defer the declaration of the class.

**Question No: 22 ( Marks: 1 ) - Please choose one**

Which of the following is/are advantage[s] of generic programming?

- ▶ Reusability
- ▶ Writability
- ▶ Maintainability
- ▶ **All of given (Page 256) rep**

**Question No: 23 ( Marks: 1 ) - Please choose one**

By default the vector data items are initialized to \_\_\_\_\_

- ▶ **0 (Click here for Detail) rep**
- ▶ 0.0
- ▶ 1
- ▶ null

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**Question No: 24 ( Marks: 1 ) - Please choose one**

Suppose you create an uninitialized vector as follows:

```
vector<int> evec;
```

After adding the statement,

```
evec.push_back(21);
```

what will happen?

▶ The following statement will add an element to the start (the back) of evec and will initialize it with the value 21.

▶ The following statement will add an element to the center of evec and will reinitialize it with the value 21.

▶ The following statement will delete an element to the end (the back) of evec and will reinitialize it with the value 21.

▶ **The following statement will add an element to the end (the back) of evec and initialize it with the value 21. [Click here for detail](#)**

**Question No: 25 ( Marks: 1 ) - Please choose one**

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

- ▶ Parameter, temporary
- ▶ Null, Parameter
- ▶ **Parameter, default (Page 75)**
- ▶ non of the given

**Question No: 26 ( Marks: 1 ) - Please choose one**

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 (Page 256) rep**
- ▶ Overloading
- ▶ Data hiding
- ▶ Encapsulation

**Question No: 27 ( Marks: 1 )**

Describe the way to declare a template class as a friend of any class.

**Question No: 28 ( Marks: 1 )**

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

- ▶ **True [Click here for detail](#)**
- ▶ False

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**Question No: 29 ( Marks: 1 )**

In order to define a class template, the first line of definition must be:

- ▶ **template <typename T> (Page 257)**
- ▶ typename <template T>
- ▶ Template Class <ClassName>
- ▶ Class <Template T>

**Question No: 30 ( Marks: 1 )**

In case of multiple inheritance a derived class inherits,

- ▶ Only the public member functions of its base classes
  - ▶ Only the public data members of its base classes
  - ▶ **Both public data members and member functions of all its base classes**
- [Click here for detail](#)
- ▶ Data members and member functions of any two base classes

**Question No: 31 ( Marks: 1 )**

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 (Page 216) rep**
- ▶ abstraction
- ▶ composition

**Question No: 32 ( Marks: 1 )**

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?

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- ▶ Overloading
- ▶ Data hiding
- ▶ Encapsulation



**FINAL TERM EXAMINATION**  
Spring 2010  
CS304- Object Oriented Programming

**Question No: 1 ( Marks: 1 ) - Please choose one**

A template argument is preceded by the keyword \_\_\_\_\_.

- ▶ vector
- ▶ **class (Object-Oriented Programming in C++)**
- ▶ template
- ▶ type\*

**Question No: 2 ( Marks: 1 ) - Please choose one**

Which of the following causes run time binding?

- ▶ Declaring object of abstract class
- ▶ Declaring pointer of abstract class
- ▶ **Declaring overridden methods as non-virtual (Page 226)**
- ▶ None of the given

**Question No: 3 ( Marks: 1 ) - Please choose one**

A function template can not be overloaded by another function template.

- ▶ **True (Object-Oriented Programming in C++)**
- ▶ False

**Question No: 4 ( Marks: 1 ) - Please choose one**

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 (Page 256) rep**
- ▶ Overloading
- ▶ Data hiding
- ▶ Encapsulation

**Question No: 5 ( Marks: 1 ) - Please choose one**

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

- ▶ **A< char > obj; (Object-Oriented Programming in C++)**
- ▶ <char>A obj;
- ▶ A obj<char>;
- ▶ Obj <char> A;

**Question No: 6 ( Marks: 1 ) - Please choose one**

The user must define the operation of the copy constructor.

- ▶ **True** [Click here for detail](#)
- ▶ False

**Question No: 7 ( Marks: 1 ) - Please choose one**

Template functions use \_\_\_\_\_ than ordinary functions.

- ▶ Greater Memory
- ▶ **Lesser Memory**
- ▶ Equal Memory
- ▶ None of the given options

**Question No: 8 ( Marks: 1 ) - Please choose one**

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. (Object-Oriented Programming in C++)**
- ▶ takes container elements as its first two arguments.

**Question No: 9 ( Marks: 1 ) - Please choose one**

Compiler performs \_\_\_\_\_ type checking to diagnose type errors,

- ▶ **Static (Page 261)**
- ▶ Dynamic
- ▶ Bound
- ▶ Unbound

**Question No: 10 ( Marks: 1 ) - Please choose one**

Which of the following is/are advantage[s] of generic programming?

- ▶ Reusability
- ▶ Writability
- ▶ Maintainability
- ▶ **All of given (Page 256) rep**

**Question No: 11 ( Marks: 1 ) - Please choose one**

Vectors contain contiguous elements stored as a[an] \_\_\_\_.

- ▶ variable
- ▶ **array (Page 306)**
- ▶ function
- ▶ datatype

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**Question No: 12 ( Marks: 1 ) - Please choose one**

Suppose you create an uninitialized vector as follows:

```
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After adding the statment,

```
evec.push_back(21);
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what will happen?

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▶ **The following statement will add an element to the end (the back) of evec and initialize it with the value 21.** [Click here for detail](#)

**Question No: 13 ( Marks: 1 ) - Please choose one**

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.**

**(Object-Oriented Programming in C++)**

▶ data can not be quickly inserted or deleted at either end.

▶ data can be inserted or deleted at either end, but the process is relatively slow.

**Question No: 14 ( Marks: 1 ) - Please choose one**

Algorithms can only be implemented using STL containers.

▶ True

▶ **False** **(Object-Oriented Programming in C++)**

**Question No: 15 ( Marks: 1 ) - Please choose one**

What is a class?

▶ A class is a section of computer memory containing objects.

▶ A class is a section of the hard disk reserved for object oriented programs

▶ A class is the part of an object that contains the variables.

▶ **A class is a description of a kind of object.** [Click here for detail](#)

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**Question No: 16 ( Marks: 1 ) - Please choose one**  
**Inheritance is a way to**

- ▶ organize data.
- ▶ pass arguments to objects of classes.
- ▶ **add features to existing classes without rewriting them. (Page 27)**
- ▶ improve data-hiding and encapsulation.

**Question No: 17 ( Marks: 1 ) - Please choose one**

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**      [Click here for detail](#)
- ▶ False

**Question No: 18 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ and \_\_\_\_\_ methods may not be declared abstract.

- ▶ **private,static**      [Click here for detail](#)
- ▶ private,public
- ▶ static,public
- ▶ none of given

**Question No: 19 ( Marks: 1 ) - Please choose one**

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

- ▶ Parameter, temporary
- ▶ Null, Parameter
- ▶ **Parameter, default**      (Page 75)      rep
- ▶ non of the given

**Question No: 20 ( Marks: 1 ) - Please choose one**

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

- ▶ **directly**      (Page 179)
- ▶ inderectly
- ▶ simultaneously
- ▶ non of the given

**Question No: 21 ( Marks: 1 ) - Please choose one**

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

- ▶ default type
- ▶ **static type**      (Page 185)
- ▶ abstract type
- ▶ reference type

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**Question No: 22 ( Marks: 1 ) - Please choose one**

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

- ▶ **protected (Page 187)**
- ▶ public
- ▶ private
- ▶ global

**Question No: 23 ( Marks: 1 ) - Please choose one**

Which of these are examples of error handling techniques?

- ▶ Abnormal Termination
- ▶ Graceful Termination
- ▶ Return the illegal
- ▶ **all of the given (Page 329)**

**Question No: 24 ( Marks: 1 ) - Please choose one**

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

- ▶ **catch block (Page 333)**
- ▶ throw block
- ▶ main block
- ▶ non of the given

**Question No: 25 ( Marks: 1 ) - Please choose one**

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

- ▶ Class Name only
- ▶ Class Name and attributes
- ▶ Relationships of the objects and classes
- ▶ **all of the given [Click here for detail](#)**

**Question No: 26 ( Marks: 1 ) - Please choose one**

Destructor can be overloaded

- ▶ True
- ▶ **False (Page 92)**

**FINALTERM EXAMINATION**  
**Spring 2010**  
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**Question No: 1 ( Marks: 1 ) - Please choose one**

Which one of the following terms must relate to **polymorphism**?

- ▶ Static allocation
- ▶ Static typing
- ▶ **Dynamic binding (Page 239)**
- ▶ Dynamic allocation

**Question No: 2 ( Marks: 1 ) - Please choose one**

Which of the following causes run time binding?

- ▶ Declaring object of abstract class
- ▶ Declaring pointer of abstract class
- ▶ **Declaring overridden methods as non-virtual (Page 226)**
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**Question No: 3 ( Marks: 1 ) - Please choose one**

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 (Page 256) rep**
- ▶ Overloading
- ▶ Data hiding
- ▶ Encapsulation

**Question No: 4 ( Marks: 1 ) - Please choose one**

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

- ▶ **Templates (Page 256)**
- ▶ Overloading
- ▶ Overriding
- ▶ Friend function/class

**Question No: 5 ( Marks: 1 ) - Please choose one**

Like template functions, a class template may not handle all the types successfully.

- ▶ **True (Page 258) rep**
- ▶ False

**Question No: 6 ( Marks: 1 ) - Please choose one**

A class template may inherit from another class template.

- ▶ **True (Page 288) rep**
- ▶ False

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**Question No: 7 ( Marks: 1 ) - Please choose one**

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. (Object-Oriented Programming in C++) rep**
- ▶ protected members of Derv.
- ▶ private members of Derv.
- ▶ protected members of Base.

**Question No: 8 ( Marks: 1 ) - Please choose one**

A copy constructor is invoked when

- ▶ a function do not returns by value.
- ▶ **an argument is passed by value. (Page 78) rep**
- ▶ a function returns by reference.
- ▶ an argument is passed by reference.

**Question No: 9 ( Marks: 1 ) - Please choose one**

Each try block can have \_\_\_\_\_ no. of catch blocks.

- ▶ 1
- ▶ 2
- ▶ 3
- ▶ **As many as necessary. [Click here for detail](#)**

A single try block can have multiple catch blocks but only one finally block.

**Question No: 10 ( Marks: 1 ) - Please choose one**

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"; }
};
void main()
{
    DocElement * p = new Paragraph();
```

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```
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
- ▶ Heading element
- ▶ Paragraph element
- ▶ **Nothing will be printed.**

**Question No: 11 ( Marks: 1 ) - Please choose one**

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 (Page 204)**
- ▶ Only if the main program does not declare both kinds
- ▶ Yes

**Question No: 12 ( Marks: 1 ) - Please choose one**

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 (Object-Oriented Programming in C++)**  
**(the function invocation is resolved at compile time)**

**Question No: 13 ( Marks: 1 ) - Please choose one**

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
- ▶ partial specialization
- ▶ complete specialization
- ▶ **ordinary function (Page 287)**

**Question No: 14 ( Marks: 1 ) - Please choose one**

Vectors contain contiguous elements stored as a[an] \_\_\_\_.

- ▶ variable
- ▶ **array (Page 306) rep**
- ▶ function
- ▶ datatype

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By default the vector data items are initialized to \_\_\_\_\_

- ▶ **0**      [Click here for detail](#)    rep
- ▶ 0.0
- ▶ 1
- ▶ null

**Question No: 16 ( Marks: 1 ) - Please choose one**

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

- ▶ **True**      [\(Object-Oriented Programming in C++\)](#)
- ▶ False

**Question No: 17 ( Marks: 1 ) - Please choose one**

Algorithms can only be implemented using STL containers.

- ▶ True
- ▶ **False**      [\(Object-Oriented Programming in C++\)](#) rep

**Question No: 18 ( Marks: 1 ) - Please choose one**

In \_\_\_\_\_, a base class can be replaced by its derived class,

- ▶ **Sub-typing**      [\(Page 31\)](#)
- ▶ Super-typing
- ▶ Multiple-typing
- ▶ Restricted-typing

**Question No: 19 ( Marks: 1 ) - Please choose one**

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

- ▶ True
- ▶ **False**      [Click here for detail](#)

The **this pointer** is a hidden pointer inside every class member function that points to the class object the member function is working with.

**Question No: 20 ( Marks: 1 ) - Please choose one**

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

- ▶ **++**      [\(Page 162\)](#)
- ▶ -
- ▶ +
- ▶ All of the given

**Question No: 21 ( Marks: 1 ) - Please choose one**

Which of the following operators can not be overloaded?

- ▶ **Scope resolution operator ( :: ) (Page 141)**
- ▶ Insertion operator ( << )
- ▶ Extraction operator ( >> )
- ▶ The relation operator ( > )

**Question No: 22 ( Marks: 1 ) - Please choose one**

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

- ▶ default type
- ▶ **static type (Page 185) rep**
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- ▶ Return the illegal
- ▶ **all of the given (Page 329)**

**Question No: 25 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ “is a” relationship

- ▶ **Inheritance (Page 25)**
- ▶ Polymorphism
- ▶ abstraction
- ▶ encapsulation

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- ▶ Class Name and attributes
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**FINALTERM EXAMINATION**  
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**Question No: 1 ( Marks: 1 ) - Please choose one**

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

- ▶ **True**     [Click here for detail](#)     rep
- ▶ False

**Question No: 2 ( Marks: 1 ) - Please choose one**

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.
- ▶ **use the same function call to execute member functions of objects from different classes (Object-Oriented Programming in C++)**

**Question No: 3 ( Marks: 1 ) - Please choose one**

- ▶ **True**     [Click here for detail](#)     rep
- ▶ False

**Question No: 4 ( Marks: 1 ) - Please choose one**

A copy constructor is invoked when

- ▶ a function do not returns by value.
- ▶ **an argument is passed by value. (Page 78) rep**
- ▶ a function returns by reference.
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Each try block can have \_\_\_\_\_ no. of catch blocks.

- ▶ 1
- ▶ 2
- ▶ 3
- ▶ **As many as necessary.**     [Click here for detail](#)     rep



**Question No: 6 ( Marks: 1 ) - Please choose one**

Non Template Friend functions of a class are friends of \_\_\_\_\_ instance/s of

- ▶ **All** [Click here for detail](#) rep
- ▶ One specific
- ▶ All instances of one date type
- ▶ None of the given options

**Question No: 7 ( Marks: 1 ) - Please choose one**

Template functions use \_\_\_\_\_ than ordinary functions.

- ▶ Greater Memory
- ▶ **Lesser Memory**
- ▶ Equal Memory
- ▶ None of the given options

**Question No: 8 ( Marks: 1 ) - Please choose one**

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. (Object-Oriented Programming in C++)**
- ▶ takes container elements as its first two arguments.

**Question No: 9 ( Marks: 1 ) - Please choose one**

The copy() algorithm returns an iterator to

- ▶ the last element copied from.
- ▶ the last element copied to.
- ▶ the element one past the last element copied from.
- ▶ **the element one past the last element copied to. (Object-Oriented Programming in C++)**

**Question No: 10 ( Marks: 1 ) - Please choose one**

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.
- ▶ 0 for v and 0 for w.
- ▶ 0 for v and 3 for w.
- ▶ **3 for v and 11 for w. (Object-Oriented Programming in C++)**

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**Question No: 11 ( Marks: 1 ) - Please choose one**

Which is not the Advantage of inheritance?

- ▶ providing class growth through natural selection. (Object-Oriented Programming in C++)
- ▶ facilitating class libraries.
- ▶ avoiding the rewriting of code.
- ▶ providing a useful conceptual framework.

**Question No: 12 ( Marks: 1 ) - Please choose one**

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"; }
};
void main()
{
    DocElement * p = new Paragraph();

    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
- ▶ Heading element
- ▶ Paragraph element
- ▶ **Nothing will be printed.**

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**Question No: 13 ( Marks: 1 ) - Please choose one**

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

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

- ▶ Single inheritance
- ▶ **Multiple inheritance (Page 41)**
- ▶ Double inheritance
- ▶ None of the given options

**Question No: 14 ( Marks: 1 ) - Please choose one**

When we write a class template the first line must be:

- ▶ `template < class class_name >`
- ▶ `template < class data_type >`
- ▶ **template < class T > (Page 257)**

Here T can be replaced with any name but it is preferable.

▶ `class class-name()`  
`class template<class_name>`

**Question No: 15 ( Marks: 1 ) - Please choose one**

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

- ▶ **True (Page 262)**
- ▶ False

**Question No: 16 ( Marks: 1 ) - Please choose one**

Which of the following is/are advantage[s] of generic programming?

- ▶ Reusability
- ▶ Writability
- ▶ Maintainability
- ▶ **All of given (Page 256) rep**

**Question No: 17 ( Marks: 1 ) - Please choose one**

The specialization pattern `<T*>` after the name says that this specialization is to be used for every,

- ▶ data type
- ▶ meta type
- ▶ virtual type
- ▶ **pointer type (Page 286)**

**Question No: 18 ( Marks: 1 ) - Please choose one**

A range is often supplied to an algorithm by two \_\_\_\_\_ values.

- ▶ italic
- ▶ **iteration (Object-Oriented Programming in C++)**
- ▶ iterator
- ▶ None of given

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**Question No: 19 ( Marks: 1 ) - Please choose one**

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

- ▶ State
- ▶ Behavior
- ▶ Unique identity
- ▶ **All of the given (Page 12)**

**Question No: 20 ( Marks: 1 ) - Please choose one**

Consider the following statement

Cupboard has books

What is the relationship between Cupboard and books?

- ▶ Composition
- ▶ **Aggregation**
- ▶ Inheritance
- ▶ None of the given options

**Question No: 21 ( Marks: 1 ) - Please choose one**

Which sentence clearly defines an object?

- ▶ **one instance of a class. (Page 23)**
- ▶ another word for a class.
- ▶ a class with static methods.
- ▶ a method that accesses class attributes.

**Question No: 22 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_, 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
- ▶ NO Friendship between classes
- ▶ Any kind of friendship

**Question No: 23 ( Marks: 1 ) - Please choose one**

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

- ▶ True
- ▶ **False (Object-Oriented Programming in C++)**

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**Question No: 24 ( Marks: 1 ) - Please choose one**

Consider the call given below of an overloaded operator "+",  
*Rational\_number\_1 + Rational\_number\_2*

Where Rational\_number\_1 and Rational\_number\_2 are the two objects of Rational\_number class (a user defined class). Identify which of the above two objects will be passed as an argument to the overloaded operator function?

- ▶ Rational\_number\_1
- ▶ Rational\_number\_2
- ▶ Both Rational\_number\_1 & Rational\_number\_2
- ▶ **any of the two objects, randomly**

**Question No: 25 ( Marks: 1 ) - Please choose one**

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

- ▶ **can be** [Click here for detail](#)
- ▶ cannot be
- ▶ does restrict to be
- ▶ not given

**Question No: 26 ( Marks: 1 ) - Please choose one**

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** (Page 216) rep
- ▶ abstraction
- ▶ composition

## FINAL TERM EXAMINATION SPRING 2010

**Question No: 1 ( Marks: 1 ) - Please choose one**

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

- ▶ **True** [Click here for detail](#) rep
- ▶ **False**

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**Question No: 2 ( Marks: 1 ) - Please choose one**

Each try block can have \_\_\_\_\_ no. of catch blocks.

- ▶ 1
- ▶ 2
- ▶ 3
- ▶ **As many as necessary.** [Click here detail](#)

**Question No: 3 ( Marks: 1 ) - Please choose one**

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

- ▶ **True** (Page 262)
- ▶ False

**Question No: 4 ( Marks: 1 ) - Please choose one**

Consider the following statement

***Cupboard has books***

What is the relationship between Cupboard and books?

- ▶ Composition
- ▶ **Aggregation**
- ▶ Inheritance
- ▶ None of the given options

**Question No: 5 ( Marks: 1 ) - Please choose one**

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

- ▶ **A< char > obj;** (Object-Oriented Programming in C++)
- ▶ <char>A obj;
- ▶ A obj<char>;
- ▶ Obj <char> A;

**Question No: 6 ( Marks: 1 ) - Please choose one**

The user must define the operation of the copy constructor.

- ▶ **True** [Click here for detail](#)
- ▶ False

**Question No: 7 ( Marks: 1 ) - Please choose one**

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

- ▶ Parameter, temporary
- ▶ Null, Parameter
- ▶ **Parameter, default** (Page 75) rep
- ▶ non of the given

**Question No: 8 ( Marks: 1 ) - Please choose one**

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

- ▶ default type
- ▶ **static type** (Page 185)
- ▶ abstract type
- ▶ reference type



**Question No: 9 ( Marks: 1 ) - Please choose one**

How the information hidden within an object can be accessed?

- ▶ Through its interface
- ▶ Through its private data members
- ▶ **Through its private member functions**
- ▶ Through both public and private members

**Question No: 10 ( Marks: 1 ) - Please choose one**

The sub-object's life is not dependant on the life of master class in \_\_\_\_\_.

- ▶ Separation
- ▶ Composition
- ▶ **Aggregation (Page 134)**
- ▶ None of the given

**Question No: 11 ( Marks: 1 ) - Please choose one**

Encapsulation means

Select correct option:

- ▶ Extending the behaviour of class in another class
- ▶ **Data and behaviour are tightly coupled within an entity (Page 16)**
- ▶ One entity takes all the attributes and operations of the other
- ▶ Taking out the common features and put those in a separate class

**Question No: 12 ( Marks: 1 ) - Please choose one**

Algorithms can only be implemented using STL containers.

- ▶ True
- ▶ **False (Object-Oriented Programming in C++) rep**

**Question No: 13 ( Marks: 1 ) - Please choose one**

When we write a class template the first line must be:

- ▶ `template < class class_name>`
- ▶ `template < class data_type>`
- ▶ **`template < class T >` (Page 257) rep**  
Here T can be replaced with any name but it is preferable.
- ▶ `class class-name()`  
`class template<class_name>`

**Question No: 14 ( Marks: 1 ) - Please choose one**

An STL container can not be used to,

- ▶ **hold objects of class employee.**
- ▶ store elements in a way that makes them quickly accessible.
- ▶ **compile c++ programs. (Object-Oriented Programming in C++)**
- ▶ organize the way objects are stored in memory

**Question No: 15 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_, 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
- ▶ NO Friendship between classes
- ▶ Any kind of friendship

**Question No: 16 ( Marks: 1 ) - Please choose one**

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

- ▶ State
- ▶ Behavior
- ▶ **Protected data members (Page 12)**
- ▶ All of given

**Question No: 17 ( Marks: 1 ) - Please choose one**

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

- ▶ **directly (Page 179) rep**
- ▶ indirectly
- ▶ simultaneously
- ▶ non of the given

**Question No: 18 ( Marks: 1 ) - Please choose one**

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

- ▶ **can be** [Click here for detail](#)
- ▶ cannot be
- ▶ does restrict to be
- ▶ not given

**Question No: 19 ( Marks: 1 ) - Please choose one**

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 (Page 256)**
- ▶ The compiler can only generate copy for the int type data
- ▶ None of the given.

**Question No: 20 ( Marks: 1 ) - Please choose one**

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

- ▶ State
- ▶ Behavior
- ▶ Unique identity
- ▶ **All of the given (Page 12) rep**



**Question No: 21 ( Marks: 1 ) - Please choose one**

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
- ▶ dot operator
- ▶ null operator
- ▶ **Operator overloading**      [Click here for detail](#)

**FINALTERM EXAMINATION**

**Fall 2009**

**CS304- Object Oriented Programming (Session - 4)**

**Question No: 1 ( Marks: 1 ) - Please choose one**

A template provides a convenient way to make a family of

- ▶ variables and data members
- ▶ **functions and classes**      **(Object-Oriented Programming in C++)**
- ▶ classes and exceptions
- ▶ programs and algorithms

**Question No: 2 ( Marks: 1 ) - Please choose one**

Which one of the following terms must relate to **polymorphism**?

- ▶ Static allocation
- ▶ Static typing
- ▶ **Dynamic binding**      **(Page 239) rep**
- ▶ Dynamic allocation

**Question No: 3 ( Marks: 1 ) - Please choose one**

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 (Page 256) rep**
- ▶ The compiler can only generate copy for the int type data
- ▶ None of the given.

**Question No: 4 ( Marks: 1 ) - Please choose one**

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**      **(Page 256) rep**
- ▶ Overloading
- ▶ Data hiding
- ▶ Encapsulation

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**Question No: 5 ( Marks: 1 ) - Please choose one**

```
template <>
class Vector<char*> { }
```

This is an example of partial specialization.

- ▶ **True** (Page 287)
- ▶ False

**Question No: 6 ( Marks: 1 ) - Please choose one**

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

- ▶ **True** [Click here for detail](#) rep
- ▶ False

**Question No: 7 ( Marks: 1 ) - Please choose one**

A non-virtual member function is defined in a base class and overridden in a derived class; if that function is called through a base-class pointer to a derived class object, the derived-class version is used.

- ▶ True
- ▶ False

**Question No: 8 ( Marks: 1 ) - Please choose one**

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.** (Object-Oriented Programming in C++) rep
- ▶ protected members of Derv.
- ▶ private members of Derv.
- ▶ protected members of Base.

**Question No: 9 ( Marks: 1 ) - Please choose one**

In order to define a class template, the first line of definition must be:

- ▶ **template <typename T>** (Page 257) rep
- ▶ typename <template T>
- ▶ Template Class <ClassName>
- ▶ Class <Template T>

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**Question No: 10 ( Marks: 1 ) - Please choose one**

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 p->ding(); will cause the version of ding() in the \_\_\_\_\_ class to be executed.

- ▶ **Base (Object-Oriented Programming in C++)**
- ▶ Derived
- ▶ Abstract
- ▶ virtual

**Question No: 11 ( Marks: 1 ) - Please choose one**

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
- ▶ dot operator
- ▶ null operator
- ▶ **Operator overloading** [Click here for detail](#)

**Question No: 12 ( Marks: 1 ) - Please choose one**

Non Template Friend functions of a class are friends of \_\_\_\_\_instance/s of that class.

- ▶ **All** [Click here for detail](#)
- ▶ One specific
- ▶ All instances of one date type
- ▶ None of the given options

**Question No: 13 ( Marks: 1 ) - Please choose one**

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.** (Object-Oriented Programming in C++) rep
- ▶ takes container elements as its first two arguments.

**Question No: 14 ( Marks: 1 ) - Please choose one**

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.
- ▶ 0 for v and 0 for w.
- ▶ 0 for v and 3 for w.
- ▶ **3 for v and 11 for w.** (Object-Oriented Programming in C++) rep

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**Question No: 15 ( Marks: 1 ) - Please choose one**

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

- ▶ State
- ▶ Behavior
- ▶ **Protected data members (Page 12)**
- ▶ All of given

**Question No: 16 ( Marks: 1 ) - Please choose one**

Which is not the Advantage of inheritance?

- ▶ **providing class growth through natural selection. (Object-Oriented Programming in C++) rep**
- ▶ facilitating class libraries.
- ▶ avoiding the rewriting of code.
- ▶ providing a useful conceptual framework.

**Question No: 17 ( Marks: 1 ) - Please choose one**

1class DocElement

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

2class Heading : public DocElement

```
{
public:
    void Print() { cout << "Heading element"; }
};
```

3class Paragraph : public DocElement

```
{
public:
    void Print() { cout << "Paragraph element"; }
};
```

void main()

```
{
    DocElement * p = new Paragraph();

    p->Print();
}
```

When you run this program, it will print out a single line to the console output.

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What will be in that line?

Select one correct answer from the following list:

- ▶ Generic element
- ▶ Heading element
- ▶ Paragraph element
- ▶ **Nothing will be printed.**

**Question No: 18 ( Marks: 1 ) - Please choose one**

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 (Object-Oriented Programming in C++)**  
**(the function invocation is resolved at compile time)**

**Question No: 19 ( Marks: 1 ) - Please choose one**

In case of multiple inheritance a derived class inherits,

- ▶ Only the public member functions of its base classes
- ▶ Only the public data members of its base classes
- ▶ **Both public data members and member functions of all its base classes**  
[Click here for detail](#)
- ▶ Data members and member functions of any two base classes

**Question No: 20 ( Marks: 1 ) - Please choose one**

When we write a class template the first line must be:

- ▶ `template < class class_name>`
- ▶ `template < class data_type>`
- ▶ **`template < class T >` (Page 257) rep**

Here T can be replaced with any name but it is preferable.

- ▶ `class class-name()`

`class template<class_name>`

**Question No: 21 ( Marks: 1 ) - Please choose one**

Which of the following is incorrect line regarding function template?

- ▶ `template<class T>`
- ▶ `template <typename U>`
- ▶ **`Class<template T>` (Page 257)**
- ▶ `template < class T, class U>`

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**Question No: 22 ( Marks: 1 ) - Please choose one**

An STL container can not be used to,

- ▶ hold objects of class employee.
- ▶ store elements in a way that makes them quickly accessible.
- ▶ **compile c++ programs. (Object-Oriented Programming in C++) rep**
- ▶ organize the way objects are stored in memory

**Question No: 23 ( Marks: 1 ) - Please choose one**

Algorithms can only be implemented using STL containers.

- ▶ True
- ▶ **False (Object-Oriented Programming in C++) rep**

**Question No: 24 ( Marks: 1 ) - Please choose one**

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
  - ▶ 2, 5, 6
  - ▶ 1, 2, 3, 6
  - ▶ **1, 5, 6 (correct)**

**Question No: 25 ( Marks: 1 ) - Please choose one**

Consider the code below,

```
class Fred {
public:
Fred();
...
};
int main()
{
Fred a[10];
Fred* p = new Fred[10];
...
}
```

Select the best option,

- ▶ Fred a[10]; calls the default constructor 09 times
- ▶ Fred\* p = new Fred[10]; calls the default constructor 10 times
- ▶ Produce an error

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▶ Fred a[10]; calls the default constructor 11 times  
Fred\* p = new Fred[10]; calls the default constructor 11 times

▶ **Fred a[10]; calls the default constructor 10 times**  
**Fred\* p = new Fred[10]; calls the default constructor 10 times**      [Click here for detail](#)

**Question No: 26 ( Marks: 1 ) - Please choose one**

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 (Page 110)**
- ▶ Can not access this variable
- ▶ None of given

**Question No: 27 ( Marks: 1 ) - Please choose one**

The life of sub object is dependant on the life of master class in \_\_\_\_\_.

- ▶ Separation
- ▶ **Composition (Page 53)**
- ▶ Aggregation
- ▶ None of the given

**Question No: 28 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_, 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
- ▶ NO Friendship between classes
- ▶ Any kind of friendship

**Question No: 29 ( Marks: 1 ) - Please choose one**

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

- ▶ /
- ▶ -
- ▶ +
- ▶ **++ (Page 162)**

**Question No: 30 ( Marks: 1 ) - Please choose one**

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 (Page 216) rep**
- ▶ abstraction
- ▶ composition

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**FINAL TERM EXAMINATION**  
**Fall 2009**  
**CS304- Object Oriented Programming (Session - 1)**

**Question No: 1 ( Marks: 1 ) - Please choose one**

Which one of the following terms must relate to **polymorphism**?

- ▶ Static allocation
- ▶ Static typing
- ▶ **Dynamic binding (Page 239) rep**
- ▶ Dynamic allocation

**Question No: 2 ( Marks: 1 ) - Please choose one**

Multiple inheritance can be of type

- ▶ Public
- ▶ Private
- ▶ Protected
- ▶ **All of the given [Click here for detail](#)**

**Question No: 3 ( Marks: 1 ) - Please choose one**

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

- ▶ overload
- ▶ **overriding (Page 34)**
- ▶ copy riding
- ▶ none of given

**Question No: 4 ( Marks: 1 ) - Please choose one**

Like template functions, a class template may not handle all the types successfully.

- ▶ **True (Page 258) rep**
- ▶ False

**Question No: 5 ( Marks: 1 ) - Please choose one**

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

- ▶ **True (Object-Oriented Programming in C++)**
- ▶ False

**Question No: 6 ( Marks: 1 ) - Please choose one**

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. (Object-Oriented Programming in C++) rep**
- ▶ protected members of Derv.
- ▶ private members of Derv.
- ▶ protected members of Base.

**Question No: 7 ( Marks: 1 ) - Please choose one**

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

- ▶ True [Click here for detail](#)
- ▶ False

**Question No: 8 ( Marks: 1 ) - Please choose one**

A copy constructor is invoked when

- ▶ a function do not returns by value.
- ▶ **an argument is passed by value. (Page 78) rep**
- ▶ a function returns by reference.
- ▶ an argument is passed by reference.

**Question No: 9 ( Marks: 1 ) - Please choose one**

A function call is resolved at run-time in\_\_\_\_\_

- ▶ non-virtual member function.
- ▶ **virtual member function. (Page 239) rep**
- ▶ Both non-virtual member and virtual member function.
- ▶ None of given

**Question No: 10 ( Marks: 1 ) - Please choose one**

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
- ▶ dot operator
- ▶ null operator
- ▶ **Operator overloading** [Click here for detail](#)

**Question No: 11 ( Marks: 1 ) - Please choose one**

Each try block can have \_\_\_\_\_ no. of catch blocks.

- ▶ 1
- ▶ 2
- ▶ 3
- ▶ **As many as necessary. [Click here for detail](#) rep**

**Question No: 12 ( Marks: 1 ) - Please choose one**

Two important STL associative containers are \_\_\_\_\_ and \_\_\_\_\_.

- ▶ **set,map (Object-Oriented Programming in C++) rep**
- ▶ sequence,mapping
- ▶ setmet,multipule
- ▶ sit,mat

**Question No: 13 ( Marks: 1 ) - Please choose one**

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

- ▶ late binding
- ▶ static binding
- ▶ virtual binding
- ▶ **None of the given options (Page 227)**

**Dynamic binding** means that target function for a call is selected at run time

**Question No: 14 ( Marks: 1 ) - Please choose one**

An abstract class is useful when

- ▶ We do not derive any class from it.
- ▶ There are multiple paths from one derived class to another.
- ▶ **We do not want to instantiate its object. (Object-Oriented Programming in C++) rep**
- ▶ You want to defer the declaration of the class.

**Question No: 15 ( Marks: 1 ) - Please choose one**

Which of the following is incorrect line regarding function template?

- ▶ `template<class T>`
- ▶ `template <typename U>`
- ▶ **`Class<template T>` (Page 257) rep**
- ▶ `template < class T, class U>`

**Question No: 16 ( Marks: 1 ) - Please choose one**

Which of the following is/are advantage[s] of generic programming?

- ▶ Reusability
- ▶ Writability
- ▶ Maintainability
- ▶ **All of given (Page 256) rep**

**Question No: 17 ( Marks: 1 ) - Please choose one**

By default the vector data items are initialized to \_\_\_\_\_

- ▶ **0 [Click here for detail](#) rep**
- ▶ 0.0
- ▶ 1
- ▶ null

**Question No: 18 ( Marks: 1 ) - Please choose one**

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

- ▶ `length();`
- ▶ **`size();` (Page 318)**
- ▶ `ele();`
- ▶ `veclen();`



**Question No: 19 ( Marks: 1 ) - Please choose one**

Suppose you create an uninitialized vector as follows:

```
vector<int> evec;
```

After adding the statement,

```
evec.push_back(21);
```

what will happen?

- ▶ The following statement will add an element to the start (the back) of evec and will initialize it with the value 21.
- ▶ The following statement will add an element to the center of evec and will reinitialize it with the value 21.
- ▶ The following statement will delete an element to the end (the back) of evec and will reinitialize it with the value 21.
- ▶ **The following statement will add an element to the end (the back) of evec and initialize it with the value 21.** [Click here for detail](#)

**Question No: 20 ( Marks: 1 ) - Please choose one**

An STL container can not be used to,

- ▶ hold objects of class employee.
- ▶ store elements in a way that makes them quickly accessible.
- ▶ **compile c++ programs. (Object-Oriented Programming in C++) rep**
- ▶ organize the way objects are stored in memory

**Question No: 21 ( Marks: 1 ) - Please choose one**

Algorithms can only be implemented using STL containers.

- ▶ True
- ▶ **False (Object-Oriented Programming in C++) rep**

**Question No: 22 ( Marks: 1 ) - Please choose one**

The main function of scope resolution operator (::) is,

- ▶ To define an object
- ▶ To define a data member
- ▶ **To link the definition of an identifier to its declaration** [Click here for detail](#)
- ▶ To make a class private

**Question No: 23 ( Marks: 1 ) - Please choose one**

When is a constructor called?

- ▶ Each time the constructor identifier is used in a program statement
- ▶ **During the instantiation of a new object (Object-Oriented Programming in C++)**
- ▶ During the construction of a new class
- ▶ At the beginning of any program execution

**Question No: 24 ( Marks: 1 ) - Please choose one**

Consider the code below,

```
class Fred {  
public:  
Fred();  
...  
};  
int main()  
{  
Fred a[10];  
Fred* p = new Fred[10];  
...  
}
```

Select the best option,

- ▶ Fred a[10]; calls the default constructor 09 times
- Fred\* p = new Fred[10];
  - ▶ Produce an error
  - ▶ Fred a[10]; calls the default constructor 11 times
- Fred\* p = new Fred[10]; calls the default constructor 11 times

▶ **Fred a[10]; calls the default constructor 10 times**  
▶ **Fred\* p = new Fred[10]; calls the default constructor 10 times** [Click here for detail](#)

**Question No: 25 ( Marks: 1 ) - Please choose one**

Associativity can be changed in operator overloading.

- ▶ True
- ▶ **False (Page 141)**

**Question No: 26 ( Marks: 1 ) - Please choose one**

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

- ▶ glorified.
- ▶ encapsulated.
- ▶ classified.
- ▶ **overloaded. (Object-Oriented Programming in C++)**

**Question No: 27 ( Marks: 1 ) - Please choose one**

Which operator can not be overloaded?

- ▶ The relation operator ( >= )
- ▶ Assignment operator ( = )
- ▶ Script operator ( [] )
- ▶ **Conditional operator ( ? : ) (Page 141)**

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**Question No: 28 ( Marks: 1 ) - Please choose one**

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(); (Page 143)**
- ▶ int operator (plus) ();
- ▶ A operator(A &obj3);

**Question No: 29 ( Marks: 1 ) - Please choose one**

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

- ▶ Parameter, temporary
- ▶ Null, Parameter
- ▶ **Parameter, default (Page 75) rep**
- ▶ non of the given

**Question No: 30 ( Marks: 1 ) - Please choose one**

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

- ▶ **directly (Page 179) rep**
- ▶ inderectly
- ▶ simultaneously
- ▶ non of the given