

Question No : 1 of 26

Marks: 1 (Budgeted Time 1 Min)

When the base class can not be replaced by its derived class then it is called,

Answer ( Please select your correct option )

☐ Sub-typing

☐ Super-typing

☐ Generalization

☐ Specialization

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Question No : 2 of 26

Marks: 1 (Budgeted Time 1 Min)

The property of an object which distinguish it from other objects is called,

Answer ( Please select your correct option )

☐ Messages

☐ Identity

☐ Interface

☐ Behavior

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Question No : 3 of 26

Marks: 1 (Budgeted Time 1 Min)

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?

Answer ( Please select your correct option )

☐ The automatic assignment operator is used

☐ The copy constructor is used

☐ Compiler error

☐ Run-time error

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Question No : 4 of 26

Marks: 1 (Budgeted Time 1 Min)

Due to \_\_\_\_\_, a generic class can show all the common attributes and behavior of other classes.

Answer ( Please select your correct option )

☐ Inheritance

☐ Encapsulation

☐ Polymorphism

☐ Abstraction

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Question No : 5 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following is a weak relationship between two objects?

Answer ( Please select your correct option )

☐ Inheritance

☐ Composition

☐ Aggregation

☐ Association

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Question No : 6 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following is directly related to polymorphism?

Answer ( Please select your correct option )

- ☐ Const members
- ☐ Overriding
- ☐ Static members
- ☐ Const members functions

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Question No : 7 of 26

Marks: 1 (Budgeted Time 1 Min)

A member function having the same name as the class name preceded by a tilde (~) sign is called \_\_\_\_\_.

Answer ( Please select your correct option )

☐ Destructor

☐ Constructor

☐ Getter

☐ Setter

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Question No : 8 of 26

Marks: 1 (Budgeted Time 1 Min)

Separation of implementation from interface provides the facility to restrict the \_\_\_\_\_ from direct access.

Answer ( Please select your correct option )

☐ Data member

☐ Data function

☐ Class

☐ Object

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Question No : 9 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer ( Please select your correct option )

☐ Private,Static

☐ Private,Public

☐ Static,Public

☐ Static, Protected

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Question No : 10 of 26

Marks: 1 (Budgeted Time 1 Min)

Static data members are called \_\_\_\_\_ variable.

Answer ( Please select your correct option )

☐ Class

☐ Object

☐ Structure

☐ Primitive

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Question No : 11 of 26

Marks: 1 (Budgeted Time 1 Min)

Identify which of the following overloaded operator function's declaration is appropriate for the given call?

***Rational\_number\_1 + 2.325***

**Hint:** Where Rational\_number\_1 is an object of user defined class Rational\_number.

Answer ( Please select your correct option )

☐ Rational\_number operator+( Rational\_number & obj);

☐ Rational\_number operator+(double& obj);

☐ Rational\_number operator+(Rational\_number &obj, double& num);

☐ operator+(double& obj);

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Question No : 12 of 26

Marks: 1 (Budgeted Time 1 Min)

A class can be identified from a statement by -----.

Answer ( Please select your correct option )

☐ Noun

☐ Pronoun

☐ Verb

☐ Adverb

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Question No : 13 of 26

Marks: 1 (Budgeted Time 1 Min)

"This" pointer returns:

Answer ( Please select your correct option )

☐ Reference of previous object

☐ Reference of preceded object

☐ Reference of current object

☐ Reference of next object

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Question No : 14 of 26

Marks: 1 (Budgeted Time 1 Min)

Which of the following is **NOT** an advantage of information hiding?

Answer ( Please select your correct option )

- ☐ Simplifies the model
- ☐ Restriction to change
- ☐ Prevents damage from errant external code
- ☐ Provide direct access to data members

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Question No : 15 of 26

Marks: 1 (Budgeted Time 1 Min)

Assume that a user wants to count, how many objects are created for a particular class, which one will be most suitable to perform this task:

Answer ( Please select your correct option )

☐ Const data member

☐ Non static data member

☐ Static data member

☐ Global data member

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Question No : 16 of 26

Marks: 1 (Budgeted Time 1 Min)

Operator overloading is:

Answer ( Please select your correct option )

- ☐ Making C++ operators able to work with objects.
- ☐ Giving C++ operators more than they can handle.
- ☐ Giving new meanings to existing Class members.
- ☐ Making new C++ operators.

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Question No : 17 of 26

Marks: 1 (Budgeted Time 1 Min)

Suppose there is an object of type **Person**, which of the following can be considered as one of its attributes.

Answer ( Please select your correct option )

☐ Name

☐ Age

☐ Work()

☐ Both Name and Age

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Question No : 18 of 26

Marks: 1 (Budgeted Time 1 Min)

In the following operators, the \_\_\_\_\_ operator can be overloaded.

Answer ( Please select your correct option )

☐ %

☐ ##

☐ ?:

☐ .

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Question No : 19 of 26

Marks: 1 (Budgeted Time 1 Min)

While overloading the stream extraction operator, the return type must be \_\_\_\_\_.

Answer ( Please select your correct option )

☐ Ostream

☐ Iostream

☐ Istream

☐ Instream

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Question No : 20 of 26

Marks: 1 (Budgeted Time 1 Min)

To overload subscript operator, it requires one \_\_\_\_\_ type parameter.

Answer ( Please select your correct option )

- ☐ Int
- ☐ Float
- ☐ Char
- ☐ String

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Question No : 21 of 26

Marks: 2 (Budgeted Time 4 Min)

Friend functions minimize "Encapsulation", What is your opinion?

Answer ( [Please click here to Add Answer](#) )

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**Marks: 2 (Budgeted Time 4 Min)**

Answer ( Please [click here](#) to Add Answer )

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**Marks: 3 (Budgeted Time 6 Min)**

```
class Circle {
    int x,y;
    int radius;
```

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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

```
public:
    Circle(int a, int b, int c): x(a),y(b),radius(c){}

    friend ostream & operator << (ostream & os, const Circle & c);
    friend istream & operator >> (istream & is, Circle & c);
```

Answer ( [Please click here to Add Answer](#) )

Rich text editor toolbar with icons for undo, redo, bold, italic, underline, link, unlink, list, indent, outdent, and a 100% zoom level.

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**Marks: 3 (Budgeted Time 6 Min)**

```
class Employee {
public:
    static int noOfEmployee;
    Employee(){
```

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
noOfEmployee++;  
}  
~Employee(){  
noOfEmployee--;  
}  
};
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
};  
int Employee::noOfEmployee=0;  
int main()  
{  
Employee E1;  
{  
Employee E2;{
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

```
{
Employee E2;{
Employee E3;
}
}
cout<<"Total No of Employees are:"<<Employee::noOfEmployee;
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)

Write c++ code to overload **subscript[]** operator for **String** class.

Answer ( [Please click here to Add Answer](#) )



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Question No : 26 of 26

Marks: 5 (Budgeted Time 10 Min)

In a class of "Student" lets suppose there is a constant data member "const char name". As it keeps constant then, at the time of execution/creation of this constant data member for any particular object, so write C++ code that how is it possible for a user to give first time value (user name) to this data member?

Answer ( [Please click here to Add Answer](#) )



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| Q.No=answer | page    |
|-------------|---------|
| 1=d         | 32      |
| 2=c         | 17      |
| 3=b         | moazz   |
| 4=a         | 25      |
| 5=c         | 54      |
| 6=b         | google  |
| 7=a         | 92      |
| 8=c         | 99      |
| 9=d         | my idea |
| 10=b        | 110     |
| 11=b        | moazz   |
| 12=a        | 58      |
| 13=a        | 97      |
| 14=d        | logic   |
| 15=c        | 110     |
| 16=a        | idea    |
| 17=d        | 13      |
| 18=a        | 144     |
| 19=c        | 158     |
| 20=a        | 164     |