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B.C.A.I (Sem-II) Question Bank
Object Oriented Programming Using C++

Q1A) Multiple Choice Questions(10 questions for 1 mark each)

- 1) One of the basic concepts in Object Oriented Programming approach is bundling both data and functions into one unit known as ---.
A) Simple variable **B) object** C) bundle D) both a and b
- 2) Which of the following shows the Operator overloading feature in C++
A) Polymorphism B) inheritance C) message passing D) both a and b
- 3) One of the alternatives to nested if is the ---
A) break statement B) Jump statement **C) switch statement** D) both a and b
- 4) In the switch case statement, every case should have a --- statement as the last statement
A) Jump **B) break** C) exit D) both a and b
- 5) Every user-defined function should be declared in the program ---.
A) after it is used B) **before it is used** C) at the time of its invocation D) both a and b
- 6) More than one user-defined functions can have the same name and perform different operations. This is a powerful feature of C++ and is known as ---
A) inheritance B) operator loading **C) function overloading** D) both c and b
- 7) Classes provide users with a method to create ---data types
A) character B) Primitive C) integer **D) user-defined**
- 8) Private data and functions can be accessed only by the --- of the class
A) Member data **B) member functions** C) friend function D) both a and b
- 9) Constructors are member functions of a class that have the same name as the ---
A) class name B) data member **C) class name** **D) other class data member**
- 10) When using operator overloading, the operator should perform only the ---.
Otherwise, it will lead to more confusion.
A) most obvious function B) Local function C) global function D) both b and c
- 11) Which of the following operator cannot be overload?
A) Addition **B) scope resolution operator** C) multiplication D) division

- 12) Operator overloading works similar to any --- of a class
A) member function B) friend function C) data member D) both b and c
- 13) The features of the base class are said to be inherited by the ---
A) constructor B) Protected class C) private class **D) derived class**
- 14) The data members in a class are usually declared ---
A) Protected B) public **C) private** D) both a and c
- 15) Data members which will be inherited will have to be declared as ---
A) protected B) public C) private D) both b and
- 16) Multiple Inheritances is the process of inheriting a class from --- class
A) single parent B) more than one child **C) more than one parent**
D) Only one child
- 17) For inheritance, parent class member functions are invoked using the --- operator
A) Dot **B) scope resolution** C) colon D)->
- 18) Virtual functions are primarily used in ---
A) inheritance B) operator overloading C) encapsulation D) data binding
- 19) The header file--- is a header file containing the declarations of cin and cout classes
A) system.h B) Stdio.h **C) iostream.h** D) process.h
- 20) --- is a mechanism of reusing and extending existing classes without modifying them, thus producing hierarchical relationships between them.
A) Static Binding B) Dynamic Binding **C) Inheritance** D) Virtual class
- 21)--- allows you to create a derived class that inherits properties from more than one base class.
A) Multilevel inheritance **B) Multiple inheritances**
C) Hybrid Inheritance D) Hierarchical Inheritance
- 22) The --- and --- statements which we were using for input from keyboard and output to display screen C++.
A) Cin, cout B) scanf, printf C) system.out.println, printwriter D) cin, scanf
- 23) The destructor is used for
A) initializing of variables **B) deallocation of memory**
C) construction of variable D) all of the above
- 24) The functions of the derived class can access --- members of the base class but not the --- members of the base class.
A) public and protected, private B) private and protected, public
C) private, protected D) private, public and protected

25) A pure virtual function is an example of ---which does not have ---.
A) run time polymorphism, any function to operate. B) polymorphism, any function to operate C) **run time polymorphism, anybody** D) class, anybody

26) What is the syntax of inheritance of class?

- A) class name B) class name : access specifier
- C) class name : access specifier class name
- D) None of the mentioned

27) When a subclass is inherited from only one superclass it is known as

- A) Single Inheritance B) Multiple Inheritance
- C) Hierarchical Inheritance D) Multilevel Inheritance

28) When a child class inherits traits from more than one parent class, this type of inheritance is called ____ inheritance.

- A) Hierarchical B) Hybrid C) Multilevel D) Multiple

29) C++ was developed by ____

- A) Thomas Kushz B) John Kemney C) Bjarne Stroutstrup D) James Goling

30) What is a constant that contains a single character enclosed within single quotes?

- A) Character B) Numeric C) Fixed D) Floating point

31) Which of the following access specifier is used as a default in a class definition?

- A) Private B) Public C) Friend D) Protected

31) How many loops are there in C++ 98?

- A) 2 B) 3 C) 4 D) 5

32) cout is a/an ____ .

- A) operator B) function C) object D) macro

An object is

- A) one instance of a class B) another word for a class
- C) a class with static method D) a method that accesses a clas

33) What does your class can hold?

- A) data B) functions C) both a&b D) none of the mentioned

34) >> is called as operator.

- A) insertion B) extraction C) greater than D) lesser than

35) Operator overloading is also called polymorphism.

- A) run time B) initial time C) compile time D) completion time

36) If a function is declared virtual in its base class, you can still access it directly using the ---

- A) Virtual Keyword B) scope resolution Operator
- C) Indirection Operator D) Address Operator

37) --- is the ability of objects belonging to different types to respond to method calls of methods of the same name, each one according to appropriate type-specific behaviour.

- A) Inheritance B) Virtuality C) **Polymorphism** D) None of these.

38) Which of the following is not an OOPS concept?

- A) Encapsulation B) Polymorphism C) Exception D) abstraction

39) Which function best describe the concept of polymorphism in programming languages?

A) Class member function B) Virtual function C) Inline function D) Undefined function

40) How many types of polymorphism in the C++ programming language?

A) Three types of polymorphism B) Two types of polymorphism

C) Five types of polymorphism D) Four types of polymorphism

41) Which one is not a correct variable type in C++?

A.) float B) real C) int D) char

42) Reusability of code in C++ is achieved through ____

A) Polymorphism B) Inheritance C) Encapsulation D) Both A and B

43) In C++ Program, inline functions are expanded during ____

A) Run Time B) Compile Time C) Debug Time D) Coding Time

44) Which of the following features is required to be supported by the programming language to become a pure object-oriented programming language?

A) Encapsulation B) Inheritance C) Polymorphism D) All of the above

45) Which of the following comment syntax is correct to create a single-line comment in the C++

A) //Comment B) /Comment/ C) Comment// D) None of the above

46) Which of the following statements is correct about the class?

A) An object is an instance of its class B) class is an instance of its object

C) An object is the instance of the data type of that class D) Both A and C

47) For inheritance, parent class member functions are invoked using the ____ operator

A) Dot **B) scope resolution** C) colon D) ->

48) When the object of any class, obj is created, automatically the constructor is ____ and data is initialized to ____.

A) Invoked, one B) Invoked, zero C) declare, default D) declare, one

49) Operator overloading provides a flexible way to work with ____ and can make ____ look obvious

A) object, object B) simple variables, program code

C) Classes, program code D) classes, assembly code

50) Which among the following is a unconditional control structure?

A) do-while B) if-else C) goto D) for

Q1B) Write Short answer question(any two)

1) Difference between POP and OOP.

2) Explain the data types in C++.

3) Define the class and object.

- 4) Write the concept of Inheritance.
- 5) Write the structure of C++ program.
- 6) Explain the pointer.
- 7) Explain the Hybrid Inheritance and give example.
- 8) Write the accessing members from Object(s).
- 9) What is the pure virtual function?
- 10) Explain Base class and Derived class.

Q2) Write Broad answer question.

- 1) Explain the Basic concept of OOP.
- 2) Write the member function Definition-Inside class and outside the class.
- 3) What is the multilevel Inheritance and give example?
- 4) What is the operator overloading and give one example?
- 5) Explain the types of operator in C++.

Q3) Write Broad answer question.

- 1) What is the control structure? Explain the if..else statement and give one example.
- 2) Explain the dynamic memory Allocation.
- 3) Explain the calling functions.
- 4) Explain the dynamic polymorphism and give example.
- 5) Write the program of copy constructor.

Q4) Write Broad answer question.

- 1) Explain the Data types and keywords .
- 2) What is mean by operator overloading? and give one example.
- 3) What is the Inline functions and give the example.
- 4) Explain the static member function.
- 5) What is the Inheritance? Explain the types of inheritance.

Q5) Write Broad answer question.

- 1) Explain access specifier of the C++.
- 2) Explain the looping structures
- 3) Explain the friend functions
- 4) Explain the pointers to derived class and give example.
- 5) Explain the function overriding and give the example.

Q6) Write notes on (any four)

- 1) Friend functions
- 2) Concept of polymorphism.
- 3) Virtual Functions.
- 4) Calling Functions.
- 5) Switch statement.
- 6) Single Inheritance.
- 7) Constructor.
- 8) Runtime polymorphism.
- 9) For loop statement.
- 10) Data types.
- 11) Structure of C++.
- 12) Static member function.
- 13) Hybrid Inheritance.
- 14) New and Delete operator for array.
- 15) Access specifier.
- 16) Features of OOP.
- 17) Default arguments
- 18) copy constructor.
- 19) Operator overloading.
- 20) Do-while loop.