PRN. No.		
Seat No.	Student's Signature	Supervisor's Signature

SHIVAJI UNIVERSITY
B.Sc. (Computer Science) Part-II (Sem - III)
Examination's April (December)-2020

Subject: **Paper – VI (Old): Object Oriented Programming Using C++**

Subject Code: **63611**

Day & Date: Wednesday, 30-12-2020

Time: 11.00 a.m. -12.00p.m.

Marks Obtained	
Max. Marks	50
Examiner's Signature	

Instructions: 1) Attempt any 25 questions out of 30.
2) Each question carries 2 marks.
3) Write code (a, b, c, or d) of correct answer in the box provided after each question.

1. The ……………. Operator is known as an insertion operator.
   a) >> 　　　　　　　　　　　b) >
   c) << 　　　　　　　　　　　d) <

2. An ………………….. with a constructor or destructor cannot be used as a member or a union.
   a) class 　　　　　　　　　　b) object
   c) function 　　　　　　　　　d) variable

3. A constructor has the same …………….. as that of class.
   a) variable 　　　　　　　　　b) object
   c) function 　　　　　　　　　d) name

4. …………… enable us to hide, inside the object, both the data fields and the methods that act on that data.
   a) Encapsulation 　　　　　　　b) Polymorphism
   c) Inheritance 　　　　　　　　d) Overloading

5. C++ provides a special ………………… called the constructor, which enables an object to initialize itself when it is created.
   a) friend function 　　　　　　b) member function
   c) public function 　　　　　　d) private function

6. Constructor is used to allocate memory ………………
   a) define variables 　　　　　　b) allocate variables
   c) initialize variables 　　　　　d) initialize object

[1]

7. The constructors that can take arguments are called …………… constructors.
   a) default constructor   b) parameterized constructor
   c) implicit constructor   d) argument constructor

8. The ……………….… constructor can be called with either one argument or no arguments.
   a) default   b) default argument
   c) implicit   d) copy

9. Destructor is a member function whose name is same as the class name but is preceded by ……
   a) tilde   b) hash
   c) dot   d) dollor

10. A destructor is used to destroy the objects that have been created by a ………………
   a) objects at the run time   b) destructor class
   c) function   d) constructor

11. An ………………….. with a constructor or destructor cannot be used as a member or a union.
   a) class   b) object
   c) function   d) variable

12. Operator overloading provides a flexible option for the creation of new …………….. for most of the C++ operations.
   a) class   b) function
   c) object   d) definitions

13. In the case of …………….. function, arguments may be passed either by value or by reference.
   a) private   b) friend
   c) member   d) public

14. Operator overloading is done with the help of a special function called ……………, which describes the special task of an operator.
   a) overloading function   b) special task function
   c) detail function   d) operator function

15. A constructor that accepts no parameters is called the …………….
   a) default constructor   b) parameterized constructor
   c) implicit constructor   d) null constructor

16. Operator overloading is also called …………….. polymorphism.

    a) run time   b) initial time

    c) compile time   d) completion time

17. ……………… must be either non-static member function or friend functions.

    a) member functions   b) Operator functions

    c) non-static functions   d) friend functions

18. Which of the following operators could be overloaded?

    a) Size of   b) +

    c) +=   d) ::

19. When an object is created and initialized at the same time, a ………………. gets called.

    a) default constructor   b) parameterized constructor

    c) implicit constructor   d) copy constructor

20. The friend functions are used in situations where……..

    a) We want to exchange data between classes   b) We want to have access to unrelated classes

    c) Dynamic binding is required   d) We want to create versatile overloaded operators

21. ………….. means that the code associated with a given procedure call is not known until the time of the call at run time.

    a) dynamic binding   b) run time binding

    c) early binding   d) static binding

22. The wrapping up of data and functions into a single unit is known as ……………..

    a) abstraction   b) inheritance

    c) polymorphism   d) encapsulation

23. ……………… refers to the act of representing essential features without including the background details or explanations.

    a) abstraction   b) inheritance

    c) polymorphism   d) encapsulation

24. Constructors cannot be inherited, through a derived class can call the ………………. constructor.

    a) base class   b) derived class

    c) void class   d) default class

25. ……………. is the process by which objects of one class acquire the properties of objects of
    another class.
    a) abstraction   b) inheritance
    c) polymorphism   d) encapsulation

26. Class is pass by…….
    a) Value   b) Reference
    c) Value or Reference, depending on program d) Copy

27. What is default access specifier for data members or member functions declared within a class
    without any specifier, in C++?
    a) Private   b) Protected
    c) Public   d) Depends on compiler

28. Classes hold …….
    a) data   b) methods
    c) both data and methods   d) neither data nor methods

29. A derived class may also be called a……..
    a) subclass   b) super class
    c) parent class   d) base class

30. If m and n are int type variables, what will be the result of the expression m% n when m=5 and
    n=2?
    a) 0   b) 1
    c) 2   d) None of the above

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