

Sample Questions

Subject: Object Oriented Programming with C ++ Course: S.Y.B.Sc.(I.T.) Semester: 3

Q1. What is the difference between struct and class in C++? (1)

1. All members of a structure are public and structures don't have constructors and destructors
2. Members of a class are private by default and members of struct are public by default. When deriving a struct from a class/struct, default access-specifier for a base class/struct is public and when deriving a class, default access specifier is private.
3. All members of a structure are public and structures don't have virtual functions
4. Structure is same as Class name.

Q2. member function can always access the data in _____ , (in C++).(2)

1. the class of which it is member
2. the object of which it is a member
3. the public part of its class
4. the private part of its class

Q3. Acquire data from one class to another is known as(1)

1. Dynamic Binding
2. Object
3. Inheritance
4. polymorphism

Q4. Which of the following is not correct for virtual function in C++ ? (4)

1. Must be declared in public section of class.
2. Virtual function can be static
3. Virtual function should be accessed using pointers.
4. Virtual function is defined in base class.

Q5. What is the general syntax for accessing the namespace variable? (1)

1. namespace::operator
2. namespace,operator
3. namespace&&operator
4. namespace||operator