ARULMIGU PALANIANDAVAR ARTS COLLEGE FOR WOMEN, PALANI

DEPARTMENT OF MATHEMATICS

OBJECT ORIENTED PROGRAMMING WITH C++

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(AUTONOMOUS),
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(Affiliated to Mother Teresa Women's University)

OBJECT ORIENTED PROGRAMMING WITH C++

UNIT - I

1. C++ is a _____programming language.(Ans:Object Oriented)
2. C++ is a versatile language for handling very large _____(Ans :programs)
3. C++is a collection of _____(Ans : functions)
4. C++ is a _____of C language(Ans : superset)
5. _____start with a double slash symbol & terminate at the end of the line.
   (Ans : Comments)
6. C++ comes from the C _____operator .(Ans : Increment ++)
7. The most important facilities that C++ adds on to c are Classes,inheritance,
   Function overloading & _____ (Ans : Operator Overloading)
8. C++ structured design is _____ object oriented design.(Ans : Bottom up)
9. C++ statements terminate with _____(Ans :Semicolon)
10. The operator << is called the _____or _____operator (Ans : Insertion,Put to)
11. The operator >> is called _____ or _____operator(Ans : Extraction ,Get from)
12. All _____ must be declared before they are used in the program
    (Ans : Variables)
13. The multiple use of << in one statement is called _____(Ans : Cascading)
14. The smallest individual units in a program is called _____(Ans : Tokens)
15. _____ refer to the names of variables,vvvfunctions,varrays &classes.
    (Ans : Identifiers)
16. The ____ keyword automatically enumerates a list of words by assigning the
    values 0,1,2 and so on (Ans : Enum)
17. A_____ variable provides an alias for a previously defined variable
    (Ans : Reference)
18. C++ permits initialization of the variables at run time is referred to as ____
    (Ans : Dynamic Initialization)
19. We can give several meanings to an operator is known as ____
    (Ans: Operator Overloading)
20. A _____variable must be initialized at the time of declaration
    (Ans : Reference)

UNIT - II

21. The operators new & delete manipulate memory on the free store they are also
    known as ____(Ans : Free store operators)
22. _____&_____are the most commonly used manipulators that are used to format
    the data display. (Ans : endl , setw)
23. An _____is a combination of operators, constants & variables arranged as per
    the rules of the Language(Ans : Expression)
24. An _____ may consists of one or more operands(Ans : expression)

25. The combinations of the expressions is known as _____
    (Ans : Compound Expression)
26. Constant expressions consist of ony _____values (Ans : Constant)
27. _____produce integer results after implementing all the automatic and explicit type conversion.(Ans : Integer Expression)
28. Relational expressions are also known as ____(Ans : Boolean Expression)
29. _____expression combines two or more relational expressions(Ans : Logical)
30. _____expressions are used to manipulate data at bit level(Ans : Bitwise)
31. A major application of the _____operator in the classes identify the class to which a member function belongs (Ans : scope resolution)
32. _____operator which is a combination of the assignment operator with a binary arithmetic operator. (Ans : Compound Assignment)
33. Pointer expression produce _____values(Ans : Address)
34. _____expressions produce floating point results after all conversions.
    (Ans : Float)
35. C++ performs the conversion automatically is known as _____or
    _____conversion (Ans :Implicit ,Automatic)
36. _____is a multiple branching statement(Ans: Switch)
37. While & for loop is an _____ loop.(Ans: entry controlled).
38. do-while is an _____ loop(Ans: exist controlled)
39. An _____is a function that is expanded in line when it is invoked.(Ans: inline)
40. We pass arguments by _____,the 'formal' arguments in the called function

    become aliases to the 'actual' arguments in the calling function.(Ans: reference)
UNIT - III
41. The same function name that perform a variety of different tasks is known as
    _____(Ans: function polymorphism)
42. _____ refers to use of same thing for different purposes.(Ans: overloading)
43. A ____ is a way to bind the data & its associated functions together(Ans:class)
44. The keywords private & public are known as_____(Ans: visiblity labels)
45. The variables declared inside the class are known as _____ and functions are
    known as_____(Ans: data members ,member functions)
46. The binding of data & functions together in a single class type variable is
    referred to as _____(Ans: encapsulation)
47. The class body contains the functions & variables , these function & variable
    collectively called _____(Ans: class members)
48. A member function can be called inside of another member function definition
    of the same class is known as _____(Ans: nesting of member function)
49. A _____ member function can be called used the class name instead of its
    Objects (Ans: static)
50. A copy of entire object used as function argument is passed to the function is
    called _____(Ans: pass by reference)
51. The _____functions are often used in operator overloading(Ans: friend)
52. The ____ members cannot be accessed from outside the class (Ans: private)

53. The_____ member variables must be defined outside the class(Ans: static)
54. A _____is an extension to the structure data type(Ans : Class)
55. Classe s can be defined and used inside a function are a block such classes are called_____(Ans : Local Classes)
56. A_____ is a special member function because its name is the same as the class name(Ans : Constructor)
57. A constructor that accepts no parameters is called_____
   (Ans : Default Constructor)
58. The constructor that can take arguments are called _____
   (Ans: parameterized   constructor)
59. A constructor can accept a reference to its own class as a parameter such constructor is called the _____(Ans : Copy Constructor)
60. _____are normally used to initialize variables & to allocate memory
   (Ans : Constructor)

UNIT - IV

61. ____ is a member function that destroys the objects when they are no longer required(Ans : Destructor)
62. A destructor is used to destroy the objects that have been created by a _____
   (Ans : Constructor)
63. A _____is used to declare and initialize an object from another object.
   (Ans : copy constructor)
64. The process of initializing through a copy constructor is known as
   (Ans : copy initialization)
65. C++ provides a special member function called the constructor which enables an object to initialize itself when it is created, it is known as _____ of objects (Ans: automatic initialization).
66. The mechanism of giving such special meanings to an operator is known as _____(Ans: operator overloading)
67. A minus operator when used as a unary takes just _____ operand(Ans:one)
68. Overloaded operator follow the _____ of the original operators, they cannot be overridden.(Ans: syntax rules)
69. The _____ did a fine job in type conversion from a basic to class type.
   (Ans: constructor)
70. An overloaded_____ that could be used to convert class type to a basic type.(Ans: casting operator)
71. The general form of an overloaded casting operator function usually referred to as _____(Ans: conversion function)
72. Operator overloading is a_____ time polymorphism.(Ans: compile)
73. Conversion between objects of different classes can be caused out by either a_____ or a _____ .(Ans: constructor , conversion function)
74. The mechanism of deriving a new class from an old one is called _____(Ans: inheritance)
75. The old class is referred to as the _____ & the new one is called the _____ or _____.(Ans: base class ,derived class ,subclass)

76. A derived class one with several base classes is called _____ inheritance.(Ans: multiple)
78. One class may be inherited by more than one class is known as _____ inheritance (Ans: hierarchical)
79. The mechanism of deriving a class from another derived class is known as _____(Ans: multiple inheritance)
80. The default visibility mode is_____(Ans: private)

UNIT - V

81. The third visibility modifier _____which serve a limited purpose in inheritance (Ans : Protected)
82. _____allows as to combine the features of several existing classes as a starting point for defining a new classes.(Ans : Multiple Inheritance)
83. A ____can be constructed by inheriting the properties of the base class (Ans :Subclass)
84. The duplication of inherited members due to these _____can be avoided by making the common base class as virtual base class while declaring the direct or intermediate base classes.(Ans : Multiple paths)
86. An _____is one that is not used to create objects (Ans : Abstract Class)
87. The header line of _____function contains two parts separated by a colon (Ans :Derived Constructor)
88. The derived class inherits some or all of the properties of the _____ (Ans : Base class)
89. A_____member a class cannot be inherited either in public mode or in private mode (Ans : Private)
90. A class can contain objects of other classes,is known as _____ (Ans : Containership or Nesting)
91. In_____,the constructors are executed in the order of inheritance (Ans : multilevel inheritance)
92. The constructors of the member objects are called in the order in which they are declared in the _____(Ans : Nested class)
93. The method of initializing the class objects used what is known as _____in the constructor function(Ans : Initialization List)
94. The _____is nothing but the body of constructor function and is used to assign the initial values to its data members.(Ans : Assignment Section)
95. A derived class with only one base class is called _____inheritance (Ans :Single)
96. _____ variables are like non –inline member function as they are declared in a class declaration and defined in the source file.(Ans : Static)
97. A static member is initialized to _____when the first object of its class is created.(Ans : Zero)
98. Member variables can be accessed using the ____or_____operator (Ans : Dot,Period)
99. An _____class is designed only to act as a base class.(Ans : Abstract)
100. The base class is _____inherited by a derived class(Ans : privately)

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