

SSR Degree and PG College (Autonomous)
B.A (CA) YEAR II SEM III
OBJECT ORIENTED PROGRAMMING WITH C++

Multiple Choice Questions

1. OOP stands for?

- A) Object Oriented Programming
- B) Object Ordered Program
- C) Only Object Program
- D) None

Answer: A

2. Which is not OOP principle?

- A) Encapsulation
- B) Inheritance
- C) Compilation
- D) Polymorphism

Answer: C

3. C++ is a?

- A) Procedural only
- B) Object-oriented
- C) Markup
- D) Database

Answer: B

4. Keyword to define class?

- A) struct
- B) class
- C) define
- D) object

Answer: B

5. Object is?

- A) Instance of class
- B) Function
- C) Variable
- D) Operator

Answer: A

6. Which loop repeats until condition false?

- A) for
- B) while
- C) do while
- D) all

Answer: D

7. Friend function can access?

- A) Private members
- B) Only public
- C) Only protected
- D) None

Answer: A

8. Inline function reduces?

- A) Function call overhead
- B) Memory
- C) Variables
- D) Objects

Answer: A

9. Call by reference passes?

- A) Address/reference
- B) Value copy
- C) Object only
- D) None

Answer: A

10. Operator overloading provides?

- A) New meaning
- B) Deletes operator
- C) Loops
- D) Inheritance

Answer: A

11. Main function return type?

- A) int
- B) char
- C) void
- D) float

Answer: A

12. Static member belongs to?

- A) Class
- B) Object
- C) Function
- D) Array

Answer: A

13. Identifier is?

- A) Name
- B) Keyword
- C) Operator
- D) Constant

Answer: A

14. Keyword is?

- A) Reserved word
- B) Variable
- C) Constant
- D) Class

Answer: A

15. Control structure example?

- A) if
- B) class
- C) friend

D) inline

Answer: A

16. Variable stores?

A) Data

B) Program

C) Operator

D) Keyword

Answer: A

17. Data type int stores?

A) Integers

B) Characters

C) Decimals only

D) Strings

Answer: A

18. Virtual function supports?

A) Runtime polymorphism

B) Compilation

C) Loop

D) Array

Answer: A

19. Arrays of objects store?

A) Multiple objects

B) Functions

C) Operators

D) Keywords

Answer: A

20. Function prototype declares?

A) Function

B) Class

C) Object

D) Loop

Answer: A

Fill in the Blanks

1. OOP stands for _____. (**Object-Oriented Programming**)

2. A class is a blueprint for _____. (**creating objects**)

3. An object is an _____ of a class. (**instance**)

4. The keyword used to define a class is _____. (**class**)

5. The default return type of main() is _____. (**int**)

6. _____ function is expanded during compilation. (**Inline**)

7. _____ allows multiple functions with same name. (**Function overloading**)

8. _____ function can access private members. (**Friend**)

9. _____ member belongs to the class. (**Static**)

10. Call by _____ avoids copying values. **(reference)**
11. C++ supports _____ programming. **(Object-Oriented)**
12. A reserved word is called a _____. **(keyword)**
13. Variables store _____. **(data)**
14. Operators perform _____. **(operations)**
15. if, for and while are _____ structures. **(control)**
16. An array stores _____ elements. **(homogeneous)**
17. _____ enables runtime polymorphism. **(Virtual function)**
18. Function declaration is called _____. **(function prototype)**
19. Inheritance improves _____. **(code reusability)**
20. Encapsulation improves _____. **(data security)**

Short Answer Questions

1. Define OOP.
2. List four basic OOP concepts.
3. What is a class?
4. What is an object?
5. Explain inline function.
6. What is function overloading?
7. What is call by reference?
8. What is a friend function?
9. What is operator overloading?
10. What are static member functions?