



RAN - 1911000303020081



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**S. Y. B. Sc. Computer Science (Sem. - III) Examination**

**March - 2023**

**Paper - 301 : Object Oriented Programming : C++ (Paper - III)**

**સૂચના : / Instructions**

(1)

નીચે દર્શાવેલ નિશાનીવાળી વિગતો ઉત્તરવહી પર અવશ્ય લખવી.  
**Fill up strictly the details of signs on your answer book**

Name of the Examination:

**S. Y. B. Sc. Computer Science (Sem. - III)**

Name of the Subject :

**Paper - 301 : Object Oriented Programming : C++ (Paper - III)**

Subject Code No.: **1911000303020081**

Seat No.:

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Student's Signature

(2) All questions are compulsory.

***O.M.R. Sheet ભરવા અંગેની અગત્યની સૂચનાઓ આપેલ  
O.M.R. Sheetની પાછળ છાપેલ છે.***

***Important instructions to fillup O.M.R. Sheet  
are given on back side of the provided O.M.R. Sheet.***



- Q. 8.** Which of the following can be used to create an abstract class in the C++ programming language?
- A. By declaring a virtual function in the base class
  - B. By declaring the virtual keyword afterward, the class Declaration
  - C. By using the pure virtual function in the class
  - D. None of the above
- Q. 9.** How access specifiers in Class helps in Abstraction?
- A. They does not helps in any way
  - B. They help in keeping things together
  - C. Abstraction concept is not used in classes
  - D. They allows us to show only required things to outer world
- Q. 10.** Which class cannot create its instance?
- A. Abstract class
  - B. Nested class
  - C. Anonymous class
  - D. Parent class
- Q. 11.** Object being passed to a copy constructor \_\_\_\_\_.
- A. Must not be mentioned in parameter list
  - B. Must be passed by reference
  - C. Must be passed with integer type
  - D. Must be passed by value
- Q. 12.** Which feature in OOP is used to allocate additional functions to a predefined operator in any language?
- A. Function Overloading
  - B. Function Overriding
  - C. Operator Overriding
  - D. Operator Overloading
- Q. 13.** Which among the following is called first, automatically, whenever an object is created?
- A. Class
  - B. New
  - C. Constructor
  - D. Trigger
- Q. 14.** Which among the following function can be called without arguments?
- A. void add(int x, int y=0)
  - B. void add(int x=0, int y=0)
  - C. void add(int x, int y = 0, int z = 0)
  - D. void add(char c)



- Q. 24.** Which one of the following statements is correct about the decrement operator?
- Decrement operator usually adds 2 to its operand
  - Decrement operator add 1 to its operand
  - Decrement operator usually subtracts 1 from its operand
  - Decrement operator subtracts 2 from its operand
- Q. 25.** In CPP, cin and cout are the predefined stream \_\_\_\_\_.
- Operator
  - Functions
  - Data Types
  - Objects
- Q. 26.** Classes in CPP are \_\_\_\_\_.
- Derived data types
  - Fundamental data types
  - User defines data types
  - None of these
- Q. 27.** By default, members of the class are \_\_\_\_\_ in nature.
- Public
  - Protected
  - Private
  - Static
- Q. 28.** Which of the following refers to the wrapping of data and its functionality into a single individual entity?
- Modularity
  - Abstraction
  - Encapsulation
  - None of the above
- Q. 29.** Which of the following statement is true about the new and malloc?
- The “new” is a type of function while “malloc” is an operator.
  - The “new” is a type of operator while “malloc” is a kind of function.
  - The “new” and “malloc” both are type of function.
  - The “new” and “malloc” both are type of operator.
- Q. 30.** Which is used to define the member of a class externally?
- :
  - ::
  - #
  - None of the mentioned
- Q. 31.** Why inline functions are useful?
- Functions are large and contain several nested loops
  - The function has several static variables
  - Usually, it is small, and we want to avoid the function calls
  - All of the above
- Q. 32.** Which operator In CPP is used to clean up the memory which is allocated dynamically?
- Delete
  - malloc()
  - Dynamic
  - New



- Q. 42. Which of the following is not a type of inheritance?  
A. Multiple B. Dynamic  
C. Multilevel D. Hierarchical
- Q. 43. Assigning one or more function body to the same function name is called \_\_\_\_\_.  
A. Function Overriding B. Function Overloading  
C. Both a and b D. None of the above
- Q. 44. While overloading unary operators using friend function, it requires \_\_\_\_\_ argument.  
A. Zero B. One  
C. Two D. Three
- Q. 45. When a class is defined inside any function or block, it is called \_\_\_\_\_.  
A. Nested class B. Block class  
C. Local class D. It is not possible
- Q. 46. A Constructor that have only one parameters is called \_\_\_\_\_ Constructor.  
A. Copy B. Parameterized  
C. Empty D. Default
- Q. 47. Which of the following is not a type of constructor?  
A. Copy Constructor B. Default constructor  
C. Friend Constructor D. Parameterized Constructor
- Q. 48. The correct syntax of destructor in C++ is \_\_\_\_\_.  
A. ~Classname( ) B. ^Classname( )  
C. @Classname( ) D. \*Classname( )
- Q. 49. Which of the following refers to using the existing code instead of rewriting it?  
A. Abstraction B. Encapsulation  
C. Inheritance D. Both A and B
- Q. 50. Operator overloading is \_\_\_\_\_.  
A. Same as function overloading  
B. Making new operator  
C. Giving new meaning to existing operator  
D. All of the above

**SPACE FOR ROUGH WORK**