## [CS304 Object Oriented Programming Final 2010 Paper Shared By Irfan](http://www.vuzs.net/old-papers/328-papers-cs304-object-oriented-programming/1536-cs304-oop-finalterm-spring-2010-shared-by-irfan.html)

**CS304 Question No: 1**

Which one of the following terms must relate to**polymorphism?**

       ► Static allocation

       ► Static typing

       ► Dynamic binding

       ► Dynamic allocation

**CS304 Question No: 2**

 Which of the following causes run time binding?

       ► Declaring object of abstract class

       ► Declaring pointer of abstract class

       ► Declaring overridden methods as non-virtual

       ► None of the given

**CS304 Question No: 3**

 Which of the following is the best approach if it is required to have more than one functions having exactly same functionality and implemented on different data types?

       ► Templates

       ► Overloading

       ► Data hiding

       ► Encapsulation

**CS304 Question No: 4**

 Which of the following is the best approach to implement generic algorithms with minimum number of coding lines?

       ► Templates

       ► Overloading

       ► Overriding

       ► Friend function/class

**CS304 Question No: 5**

 Like template functions, a class template may not handle all the types successfully.

       ► True

       ► False

**CS304 Question No: 6**

 A class template may inherit from another class template.

       ► True

       ► False

**CS304 Question No: 7**

 Assume a class Derv that is privately derived from class Base. An object of class Derv located in main() can access

       ► public members of Derv.

       ► protected members of Derv.

       ► private members of Derv.

       ► protected members of Base.

**CS304 Question No: 8**

 A copy constructor is invoked when

       ► a function do not returns by value.

       ► an argument is passed by value.

       ► a function returns by reference.

       ► an argument is passed by reference.

**CS304 Question No: 9**

 Each try block can have \_\_\_\_\_\_ no. of catch blocks.

       ► 1

       ► 2

       ► 3

       ► As many as necessary.

**CS304 Question No: 10**

 class DocElement

{

public:

      virtual void Print() { cout <

<

};

class Heading : public DocElement

{

public:

      void Print() { cout <

<

};

class Paragraph : public DocElement

{

public:

      void Print() { cout <

<

};

void main()

{

      DocElement \* p = new Paragraph();

      p->Print();

}

When you run this program, it will print out a single line to the console output.

What will be in that line?

Select one correct answer from the following list:

       ► Generic element

       ► Heading element

       ► Paragraph element

       ► Nothing will be printed.

**CS304 Question No: 11**

 Suppose we have two derived classes from a single class, can we write a method with same name in both these derived classes ? Choose the best option.

       ► No

       ► Only if the two classes have the same name

       ► Only if the main program does not declare both kinds

       ► Yes

**CS304 Question No: 12**

 When a virtual function is called by referencing a specific object by name and using the dot member selection operator (e.g., squareObject.draw()), the reference is resolved at compile time.

       ► True

       ► False

**CS304 Question No: 13**

 Considering the resolution order in which compiler search for functions in a program; the first priority is given to,

       ► general template

       ► partial specialization

       ► complete specialization

       ► ordinary function

**CS304 Question No: 14**

 Vectors contain contiguous elements stored as a[an] \_\_\_.

       ► variable

       ► array

       ► function

       ► datatype

**CS304 Question No: 15**

 By default the vector data items are initialized to \_\_\_\_

       ► 0

       ► 0.0

       ► 1

       ► null

**CS304 Question No: 16**

 One purpose of an iterator in the STL is to connect algorithms and containers.

       ► True

       ► False

**CS304 Question No: 17**

 Algorithms can only be implemented using STL containers.

       ► True

       ► False

**CS304 Question No: 18**

 In \_\_\_\_\_\_\_\_, a base class can be replaced by its derived class,

       ► Sub-typing

       ► Super-typing

       ► Multiple-typing

       ► Restricted-typing

**CS304 Question No: 19**

**this** pointer does not point to current object of any class,

       ► True

       ► False

**CS304 Question No: 20**

 Which of the following operator(s) take(s) one or no argument if overloaded?

       ► ++

       ► -

       ► +

       ► All of the given

**CS304 Question No: 21**

 Which of the following operators can not be overloaded?

       ► Scope resolution  operator ( :: )

       ► Insertion operator ( <

<

       ► Extraction operator ( >> )

       ► The relation operator ( > )

**CS304 Question No: 22**

 The type that is used to declare a reference or pointer is called its ---------

       ► default type

       ► static type

       ► abstract type

       ► reference type

**CS304 Question No: 23**

 ------------- members are somewhere between public and private members. They are used in inheritance

       ► protected

       ► public

       ► private

       ► global

**CS304 Question No: 24**

 Which of these are examples of error handling techniques ?

       noitanimreTlamronbA►

       ► Graceful Termination

       ► Return the illegal

       ► all of the given

**CS304 Question No: 25**

 \_\_\_\_\_\_\_ is a relationship

       ► Inheritance

       ► Polymarphism

       ► abstraction

       ► encapsulation

**CS304 Question No: 26**

 Graphical representation of the classes and objects is called object model it shows -------

       ► Class Name only

       ► Class Name and attributes

       ► Relationships of the objects and classes

       ► all of the given

**CS304 Question No: 27    ( M - 2 )**

 Describe the way to declare a template function as a friend of any class.

**CS304 Question No: 28    ( M - 2 )**

 Give the names of any two types of template.

**CS304 Question No: 29    ( M - 2 )**

 Explain the statement below,

vector ivec(4, 3);

**CS304 Question No: 30    ( M - 2 )**

 Q. Enlist the kinds of association w.r.t Cardinality (3)

**CS304 Question No: 31    ( M - 3 )**

 Give three advantages that Iterators provide over Cursors.

**CS304 Question No: 32    ( M - 3 )**

 Give the differences between virtual inheritance and multiple inheritance.

**CS304 Question No: 33    ( M - 3 )**

 If we declare a function as friend of a template class will it be a friend for a particular data type or for all data types of that class.

**CS304 Question No: 34    ( M - 5 )**

 See the 5 code snippets below and tell whether these are correct or incorrect also justify your answers in the table given at the end.

Snippet No.1

template

class A {

} ;

template

class B : public A

{ … }

Snippet No.2

template

            class B : public A

            { … }

Snippet No.3

class B : public A

            { … }

Snippet No.4

          template

            class B : public A

            { … };

Snippet No.5

template

class B : public A

{ … }

Table:

|  |  |  |
| --- | --- | --- |
| Snippet No. | Is it correct or not (Correct/ Incorrect) | Justification of your answer |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |

**CS304 Question No: 35    ( M - 5 )**

 What is the output produced by the following program?

#include

void sample\_function(double test) throw (int);

int main()

{

            try

            {

                        cout <<”trying.\n”;

<<”trying.\n”;

                        sample\_function(98.6);

                        cout <

<

            }

            catch(int)

            {

                        cout <

<

            }

            cout <

<

            return 0;

}

void sample\_function(double test) throw (int)

{

            cout <

<

            if(test < 100)

               throw 42;

}

**CS304 Question No: 36    ( M - 5 )**

 Suppose the base class and the derived class each have a member function with the same signature. When you have a pointer to a base class object and call a function member through the pointer, discuss what determines which function is actually called, the base class member function or the derived-class function.