## [CS304 Object Oriented Programming Final Term Examination 2010](http://www.vuzs.net/old-papers/328-papers-cs304-object-oriented-programming/1521-cs304-object-oriented-programming-final-term-examination-2010.html)

# CS304 Object Oriented Programming Final Term Examination 2010

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Time: 90 minM - 58

CS304 Question No: 1

**A template argument is preceded by the keyword \_\_\_\_\_\_\_\_.**

[**vector**](http://www.vuzs.net/)

class

template

type\*

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**](http://www.vuzs.net/)

CS304 Question No: 3

**A function template can not be overloaded by another function template.**

True

[**False**](http://www.vuzs.net/)

CS304 Question No: 4

**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**](http://www.vuzs.net/)

Data hiding

Encapsulation

CS304 Question No: 5

**Identify the correct way of declaring an object of user defined template class A for char type members?**

A obj;

A obj;

[**A obj;**](http://www.vuzs.net/)

Obj A;

CS304 Question No: 6

**The user must define the operation of the copy constructor.**

[**True**](http://www.vuzs.net/)

False

CS304 Question No: 7

**Template functions use \_\_\_\_\_\_\_\_\_ than ordinary functions.**

Greater Memory

[**Lesser Memory**](http://www.vuzs.net/)

Equal Memory

None of the given options

CS304 Question No: 8

**The find() algorithm**

finds matching sequences of elements in two containers.

finds a container that matches a specified container.

[**takes iterators as its first two arguments.**](http://www.vuzs.net/)

takes container elements as its first two arguments.

CS304 Question No: 9

**Compiler performs \_\_\_\_\_\_\_\_ type checking to diagnose type errors,**

[**Static**](http://www.vuzs.net/)

Dynamic

Bound

Unbound

CS304 Question No: 10

**Which of the following is/are advantage[s] of generic programming?**

Reusability

Writability

Maintainability

[**All of given**](http://www.vuzs.net/)

CS304 Question No: 11

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

variable

[**array**](http://www.vuzs.net/)

function

datatype

CS304 Question No: 12

**Suppose you create an uninitialized vector as follows:**

**vector evec;**

**After adding the statment,**

**evec.push\_back(21);**

**what will happen?**

[**The following statement will add an element to the start (the back) of evec and will initialize it with the value 21.**](http://www.vuzs.net/)

The following statement will add an element to the center of evec and will reinitialize it with the value 21.

The following statement will delete an element to the end (the back) of evec and will reinitialize it with the value 21.

The following statement will add an element to the end (the back) of evec and initialize it with the value 21.

CS304 Question No: 13

**In a de-queue, (chose the best option)**

data can be quickly inserted or deleted at any arbitrary location.

data can be inserted or deleted at any arbitrary location, but the process is relatively slow.

data can not be quickly inserted or deleted at either end.

[**data can be inserted or deleted at either end, but the process is relatively slow.**](http://www.vuzs.net/)

CS304 Question No: 14

**Algorithms can only be implemented using STL containers.**

True

[**False**](http://www.vuzs.net/)

CS304 Question No: 15

**What is a class?**

A class is a section of computer memory containing objects.

A class is a section of the hard disk reserved for object oriented programs

[**A class is the part of an object that contains the variables.**](http://www.vuzs.net/)

A class is a description of a kind of object.

CS304 Question No: 16

**Inheritance is a way to**

organize data.

pass arguments to objects of classes.

[**add features to existing classes without rewriting them.**](http://www.vuzs.net/)

improve data-hiding and encapsulation.

CS304 Question No: 17

**We can use "this" pointer in the constructor in the body and even in the initialization list of any class if we are careful,**

[**True**](http://www.vuzs.net/)

False

CS304 Question No: 18

**\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_ methods may not be declared abstract.**

private,static

[**private,public**](http://www.vuzs.net/)

static,public

none of given

CS304 Question No: 19

**Default constructor is such constructor which either has no ---------or if it has some parameters these have -------- values**

Parameter, temporary

Null, Parameter

**Parameter, default**

non of the given

CS304 Question No: 20

**Public methods of base class can --------- be accessed in its derived class**

[**directly**](http://www.vuzs.net/)

inderectly

simultaniously

non of the given

CS304 Question No: 21

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

default type

static type

abstract type

[**reference type**](http://www.vuzs.net/)

CS304 Question No: 22

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

[**protected**](http://www.vuzs.net/)

public

private

global

CS304 Question No: 23

**Which of these are examples of error handling techniques ?**

Abnormal Termination

Graceful Termination

Return the illegal

[**all of the given**](http://www.vuzs.net/)

CS304 Question No: 24

**----------------- follow try block to catch the object thrown.**

[**catch block**](http://www.vuzs.net/)

throw block

main block

non of the given

CS304 Question No: 25

**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**](http://www.vuzs.net/)

CS304 Question No: 26

**Destructor can be overloaded**

True

[**False**](http://www.vuzs.net/)

CS304 Question No: 27      ( M - 2 )

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

Template templatename

Class calssname

{

Friend void friend templatename (classname astric const prt classname);

}

CS304 Question No: 28      ( M - 2 )

**State any two reasons why the virtual methods can not be static?**

1-virtual method can not be static as it is dynamic

2-as virtual method is dynamic so it works automatically that is also another reason

That virtual method can not be static.

CS304 Question No: 29      ( M - 2 )

**Explain the statement below,**

**vector ivec(4, 3);**

CS304 Question No: 30      ( M - 2 )

**Explain two benefits of setter functions.**

**1-      It minimize the changes to move the objects in inconsistent states**

**2-      You can write checks in your setter functions to check the validity of data entered by the user, for example age functions to check to calculate the age from date entered.**

CS304 Question No: 31      ( M - 3 )

**Consider the code below,**

**template**

**class T1 {**

**public:**

**T i;**

**protected:**

**T j;**

**private:**

**T k;**

**friend void Test();**

**};**

This code has a template class T1 with three members i,j and k and a friend function Test(), you have to describe which member/s of T1 will be available in function Test().

public:

    T i;

    protected:

    T j;

CS304 Question No: 32      ( M - 3 )

**What do you mean by Stack unwinding?**

When we want to check what happens actually to the local variables in the try block when then an exception is thrown this concept is called stack unwinding.

CS304 Question No: 33      ( M - 3 )

G**ive the c++ code of case sensitive comparison function of string class.**

CS304 Question No: 34      ( M - 5 )

**What is random\_iterator? What is relation between random\_iterator and Vector?**

Random\_iterator: it provided both increment and decrement and also provide constant time methods for moving forward and backword in arbitrary sized steps. Ramdom iterator provide asentially all of the operations of ordinary c pointer arithmetic.

Vector class provide an stl style random access iterator for use with generic algorithm since neither the vactor nor the matrix classes are container classes in actuall. The iterator class is really an iterator of data object that is  viewed by vector or matrix.

CS304 Question No: 35      ( M - 5 )

**What would be the output of this code?**

class mother {

  public:

    mother ()

      { cout <

<

    mother (int a)

      { cout <

<

};

class daughter : public mother {

  public:

    daughter (int a)

      { cout <

<

};

class son : public mother {

  public:

    son (int a) : mother (a)

      { cout <

<

};

int main () {

  daughter rabia (0);

  son salman(0);

  return 0;

}

Output will be

Mother

Daughter: rabia

Son: salman

CS304 Question No: 36      ( M - 5 )

**The code given below has one template function as a friend of a template class,**

**1.      You have to identify any error/s in this code and describe the reason for error/s.**

**2.      Give the correct code after removing the error/s.**

**template**

void Test(U);

template

class B {

            int data;

            public:

            friend void Test( T );

};

template

void Test(U u){

    B b1;

    b1.data = 7;

    }

int main(int argc, char \*argv[])

{

    char i;

    Test(i);

    system("PAUSE");

    return 0;

}