

NETB151 Object-Oriented Programming (C++)

Test No. 2319

1. We have the following variable definitions:

```
int p = 2;
int* ptr1;
int* ptr2 = new int(1);
```

Mark the correct/incorrect assignment statements.

- *p = NULL;
- *p = *ptr2;
- *ptr1 = 20;
- *ptr1 = p;

2. Mark the correct/incorrect pointer definitions and initialization.

- Time* = new Time();
- int* pd = new double;
- double* px = new double;
- pointer* ptr = new;

3. Mark the correct/incorrect definitions and initializations of character pointers and arrays.

- char car[10] = "Jaguar";
- char one[1] = "1";
- char just[5] = "just";
- char* p = "point";

4. We have the following classes:

```
class Point {
... };
class Circle : public Point {
... };
```

Mark the correct/incorrect assertions about the classes `Point` and `Circle`.

- The member functions of the class `Circle` have access to any public member function of the class `Point`.
- The data members of the class `Circle` are present in each object of the class `Point`.
- The class `Circle` is the base class and the class `Point` is the derived class.
- The data members of the class `Point` are present in each object of the class `Circle`.

5. We have the following variable definitions:

```
int a[3] = {10, 20, 30};
int* pa = a;
```

Mark with "yes" expressions which have value 30.

- *a + *(a + 1)
- a[0] + a[1]
- (pa + 1)[1]
- (pa + 2)[0]

6. Mark the correct/incorrect assertions about pointers.

- You can obtain values of any type from the heap with the `new` operator.
- It is an error to dereference the `NULL` pointer.
- When passing an array to a function, only the starting address is passed.
- Finding the value to which a pointer points is called dereferencing.

7. We have the following classes definitions:

```
class A {
public:
    void af();
... };
class B : public A {
public:
    void bf();
... };
```

and objects `oa` from the class `A` and `ob` from the class `B`. Mark the (syntax) correct/incorrect statements in the body of the `main` function.

- b->bf();
- a->af();
- oa.bf();
- B::af();

8. Mark the correct/incorrect assertions about stream classes, objects and member functions.

- The object `cin` belongs to the class `istream`.
- The `close` member-function is defined for `fstream` objects.
- An object of `ostream` class is a destination for bytes.
- The `>>` operator is defined for `istream` objects.

9. Mark the correct/incorrect assertions about virtual functions and polymorphism.

- When a member function is invoked through an object, it is always statically bound.
- When a function is virtual in the base class, it cannot be made nonvirtual in a derived class.
- Whenever a virtual function is called, the compiler determines the type of the implicit parameter in the particular call at run time.
- Calling a virtual function is slower than calling a non-virtual function.

10. Mark the correct/incorrect assertions about inheritance hierarchy of stream classes.

- The `fstream` class derives from `ofstream`.
- The `istringstream` class derives from `istream`.
- The `iostream` class derives from `istream` and `ostream`.
- The `ostreamstream` class derives from `ostream`.

11. We have the following file variables:

```
ifstream fin;
ofstream fout;
fstream f;
and variables:
int k = 2;
double x = 2.1;
char ch = 'Y';
string s = "MyString";
```

Mark the syntax correct/incorrect statements.

- fin.put(s);
- fout << "123\n";
- fin.open(ch);
- fout << x << " " << s;