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Q)The process of initializing through a copy constructor is known as _____ initialization.--> **copy**
Q)The constructors can also be used to _____memory while creating objects.--> **allocate**
Q)A class constructor is_____ every time an object is created.--> **called**
Q)A new operator when used as a unary takes just _____operand.--> **one**
Q)Constructors cannot be _____ though a derived class --> **inherited**
Q)Advantage of dynamic initialization is that we can provide various initializations formats using _____ constructors.--> **overloaded**
Q)Automatic initialization of objects is done by--> **constructor**
Q)A constructor that accepts _____ parameter is called the default constructor--> **no**
Q)Overloaded operator follows the syntax rules of the original operator and they cannot _____.--> **overridden**
Q)The general form of an overloaded casting operator usually referred to as a _____--> **conversion function**
Q)Class member access operator is _____overload function.--> **not**
Q)In overloading operator, New operator _____ be created.--> **cannot**
Q)The overloaded operator must have at least _____operand that is of user defined type.--> **one**
Q)A function requires _____arguments.--> **two**
Q)Friend complex operator + (complex, complex) is--> **replace the memory function by the friend function declaration**
Q)Constructors are called each time when execution reaches the point where objects are--> **created**
Q)A member function has been declared as constant and modifying the object state or its data member is a--> **syntax error**
Q)Invoking non constant member function on a constant object is a _____--> **syntax error**
Q)The two keywords private and public are referred to as--> **access specifiers**
Q)Public member of a class can be accessible from _____the class--> **outside**
Q)The casting operator function will not have any _____and must not specify a _____type.--> **argument and return**
Q)C3=c1 operator +(c2) is a equivalent to--> **invocation**
Q)Copy constructor must receive its arguments by--> **only pass by reference**
Q)Which of the following are never inherited--> **constructor function**
Q)The type of value that a function sends back to the function that calls it is known as its--> **return value**
Q)A function whose purpose is to send messages to other function is known as a--> **dispather**
Q)For automatic objects ,constructor and destructor are called each time the objects--> **enter and leave scope**
Q)Which constructor function is designed to copy objects of the same class type--> **copy constructor**
Q)The destructor deallocates the space allocated for the array using the statement--> **delete [] aptr**

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Q)The delete operator returns _____to the operating system--> **memory that no longer needed**
Q)The operator overloaded in the class is called--> **overloaded operator function**
Q)The conditional operator which is the only ternary operator in the c++ language cannot be--> **overloaded**
Q)Memory _____ can affect program performance.--> **fragmentation**
Q)Postfix operator overloaded function is--> **operator ++(int)**
Q)Overloading of destructor is not--> **allowed**
Q)Operator overloading is applied for--> **both a & b**
Q)Overloading the stream insertion or operator to allow integer arrays to the i/p or o/p--> **extraction**
Q)Destructors are not allowed to _____--> **return values**
Q)the better solution for accessing a character in string would be to overload the _____ operator--> **all of the above**
Q)The constructor with ____ arguments is called when you define an instance but do not specify any initial value--> **two**
Q)Which name belongs to storage type?--> **new**
Q)Friend function allows overloading of stream operator for _____computation on user defined data type--> **stream**
Q)A _____ is an alternative name for an object--> **reference**
Q)Overloading without explicit arguments to an operator function is known as--> **unary operator overloading**
Q)Friend function provides the flexibility derived by the member function of a _____.--> **class**
Q)Inheritance a prime feature of oops that can be stated as the process of deriving classes from_____classes--> **base classes**
Q)Inheritance is to express the _____relationship among various types of objects--> **is-a**
Q)A derived class inherits data members and member functions but not the constructor or destructor from its _____--> **base class**
Q)Derivation of a class from only _____ base class is called single inheritance--> **one**
Q)The technique of building new classes from the existing _____ is called inheritance--> **classes**
Q)Inheritance is a technique of organizing information in a _____ form--> **hierarchical**
Q)Which operator is similar to the copy constructor?--> **both a and b**
Q)To overload the output operator (<<) we need a _____ member function for the class that can handle the actual output.--> **protected**
Q)Inheritance is the mechanism of certain properties of _____ one class into another--> **deriving**
Q)The c++ classes can be _____ using inheritance--> **reused**
Q)_____ Is one that is not used to create objects--> **abstract**
Q)A public member of a class can be accessed by the own objects using the _____ operator--> **dot**
Q)The visibility mode in the derivation of a new class can be either--> **private oR public**
Q)The friend function and member function of a friend class have direct access to both the-->

private & protected

Q)Derivation of a class from another derived class is--> **multilevel inheritance**

Q)The constructor for virtual class are_____before any non virtual base classes--> **Invoked**

Q)The concept of overloading operators applies also to the--> **Binary operator**

Q)Ambiguity is a problem that is faced in certain situation involving an multiple_____--> **inheritance**

Q)Object composition is an alternative to--> **class inheritance**

Q)Inheritance is also called as--> **Derivation**

Q)A class can contain objects of other classes which is known as--> **Containership**

Q)_____ can be constructed by inheriting the properties of the base class--> **sub class**

Q)_____ mode specifics whether the features of the base class are privately derived or publicly derived--> **visibility**

Q)If a class is linked after compilation then it is called as--> **late binding**

Q)When same function name is used in both the base and derived classes then function in base class is declared as _____--> **virtual**

Q)C++ supports a mechanism known as virtual function to achieve runtime--> **polymorphism**

Q)_____is a way of making object composition as powerful as inheritance for reuse--> **delegation**

Q)_____ is used to handle ambiguity caused due to the multiple inheritance--> **virtual base class**

Q)If there are constructors in the base class and all of them are of type constructors with arguments they must be _____specified in the derived class constructor.--> **explicitly**

Q)The overloaded member functions are selected for invoking by matching arguments--> **both type & number**

Q)The function call code simply indexes into this array and calls the function located at the _____ address--> **indexed**

Q)To perform dynamic binding of a member function in c++ the function is declared as--> **virtual**

Q)Virtual function cannot contain--> **static members**

Q)We cannot have virtual _____but we can have virtual destructors--> **constructors**

Q)The function inside the base class is seldom used for performing any task but it only serves as a _____--> **placeholders**

Q)A do-nothing function may be defined as follows--> **virtual void display()=0;**

Q)Regular function and friend function do not qualify as _____--> **virtual function**

Q)_____extends its features by inheriting the properties of another class called base class and adding features of its class--> **derived class**

Q)Polymorphism is dynamic type which is also called as--> **runtime dispatch**

Q)Virtual function are declared in _____ section--> **public**

Q)A derived object pointer variable cannot serve as a pointer to base _____--> **class**

Q)An abstract class becomes very powerful when it is integrated into a system and changes are required for the _____--> **interface**

Q)A frame work is a combination of class libraries with predefined--> **flow of control**

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Q)Both the dereferencing operators * and ----->* can be used to _____**--> access class members**

Q)The I/O system of c++ handles file operations which are very much similar to _____i/p and o/p operators**--> console**

Q)C++ supports a wide variety of operator but all of them cannot be _____**--> overloaded**

Q)_____ operator is used for performing output operation in the iostream library**--> insertion**

Q)An operator must be _____if it does not perform the obvious operation**--> function overloaded**

Q)The syntactic characteristics and operator hierarchy cannot be changed by**--> overloading**

Q)output pointer is also called as _____pointer**--> put**

Q)if we want to open an existing file to add more data, the file is opened in**--> append mode**

Q)Input pointer is also called as _____pointer**--> get**

Q)Each file has two associated pointers known as the _____pointers.**--> file**

Q)To create the i/p stream _____ function is used.**--> if stream**

Q)Which function _____ returns a value of zero on reaching the EOF condition.**--> fout**

Q)Ios :: by represents**--> start of the file**

Q)Only data members are written to the _____but not the members function are not**--> disk file**

Q)Infile seekg (10) points to _____ bytes in the file**--> 11**

Q)The file function moves get pointer to a specified location**--> seekg()**

Q)The following file function moves pointer to a specified location**--> seekp()**

Q)_____ File function gives the current position of the get pointer**--> tellg()**

Q)_____ to gives the current position of the put pointer**--> tellp()**

Q)The process of creating a specific class template is called**--> instantiation**

Q)_____may be overloaded either by template function or ordinary function of its name**--> template function**

Q)_____is an array of char type pointers that point to the command line arguments**--> argv**

Q)_____ is a routine task in the maintenance of any data file**--> updating**

Q)The total number of objects in a file using the is given by**--> object length**

Q)_____ represents the number of arguments in the command line**--> argc**

Q)Dynamic binding makes _____possible.**--> polymorphism**

Q)Template support generic programming which allows to develop reusable**--> software components**

Q)Template type argument is called**--> generic data type**

Q)A function object is a function that has been wrapped in a class so that it looks like an _____**--> object**

Q)_____ is to provide a means to delete and report an exceptional circumstance so that appropriate action can be taken**--> exception handling**

Q)_____may decide to re throw the exception caught without processing**--> handler**

Q)_____ specifies the type of exception that may be thrown**--> type list**

Q)The location at which the mth object is stored can be computed**--> location = m* size of(object)**

Q)_____ deals with the prevention of fault occurrence by construction**--> fault avoidance**

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Q)C++ does not support the creation of persistence_____--> **objects**
Q)A function generated internally from a function template is called--> **template function**
Q)The functions template can also be overloaded with _____declaration--> **multiple**
Q)____class can be created which can be used for storing data of type integer,real,double.--> **generic**
Q)The _____ function fail if file does not exist--> **ios :: no create**
Q)The try keyword defines a _____ within which an exception can oocur--> **boundary**
Q)_____ operation allows transfer of resource responsibilities without throwing exceptions--> **secure**
Q)The keyword throw is used to _____an exception when an error is generated in the computation--> **throw**
Q)____allows to build fault tolerant systems--> **exception handling**
Q)The exceptions caused by event or fault which is _____to the program and beyond the control of program are called asynchronous exception--> **unrelated**
Q)Function template are not suitable for handling all _____ type--> **data**
Q)The _____keyword is a signal to the compiler that the member function qualified by the keyword may have to be called through pointer--> **friend**
Q)A template can have character strings function names and constant expression in addition to_____--> **template type arguments**
Q)_____is a fault tolerant software design technique--> **recovery block**
Q)Bytes in free store is also called the--> **heap**
Q)_____ destructor are controlled in the same way as virtual functions--> **virtual**
Q)A base pointer can serve as a pointer to a derived object since it is _____--> **type name**