

Question 1/10

In which case you would use the virtual function?

- A. To define function overloading
- **B. If derived class has the same name of the function as a base class**
- C. To write free function that has access to private variables
- D. None of the above

Question 2/10

What is the best definition of polymorphism in OOPs?

- **A. Concept of allowing overriding of functions**
- B. Concept of hiding data
- C. Concept of keeping things in different modules/files
- D. Concept of wrapping things into a single unit

Question 3/10

What is the output of the following C++ code?

```
#include <iostream>
#include <vector>
using namespace std;
int main ()
{
vector<int> myvector;
int sum (0);
myvector.push_back (100);
myvector.push_back (100);
myvector.push_back (100);
while (!myvector.empty())
{
sum += myvector.back();
myvector.pop_back();
}
cout << sum << '\n';
return 0;
}
```

- A. 100
- B. 200
- **C. 300**
- D. None of the above

Question 4/10

Out of the following, which is not necessarily a member of the class?

- A. Member function
- **B. Friend function**
- C. Constant function
- D. Virtual function

Question 5/10

What is the example of slicing problem?

- **A. Copying the object of derived class into the object of base class**
- B. Passing the argument in the function by value
- C. Allocating memory on the heap without deleting it
- D. None of the mentioned

Question 6/10

What are the differences between dynamics and static casting?

- A. Dynamic casting is slower than static
- B. Dynamic casting is safer than static
- C. Dynamic casting returns null if the casting fails
- **D. All of the mentioned**

Question 7/10

Evaluate `!(0||!(0&&1))`.

- A. True
- **B. False**
- C. Unevaluatable
- D. Error

Question 8/10

What is the result of the following code?

```
int x=1;

switch(x)
{
case 0: cout<<"0";
case 1: cout<<"1";
case 2: cout<<"Hello_World";
}
```

- A. 0
- B. 1
- C. Hello World
- D. 01Hello World

Question 9/10

How would you define a map?

- **A. A collection that contains pairs of key-values;**
- B. List of objects;
- C. Vector of strings;
- D. A pair of int and string;

Question 10/10

What are the main operators for handling the exceptions?

- A. New/Delete
- B. Switch/Case
- C. If/Else
- **D. Try/Catch**