

QB365 Question Bank Software Study Materials

Polymorphism 50 Important 1 Marks Questions With Answers (Book Back and Creative)

11th Standard

Computer Science

Total Marks : 50

Multiple Choice Question

50 x 1 = 50

- 1) Which of the following refers to a function having more than one distinct meaning?
(a) Function Overloading (b) Member overloading (c) Operator overloading (d) Operations overloading
- 2) Which of the following reduces the number of comparisons in a program?
(a) Operator overloading **(b) Operations overloading** (c) Function Overloading (d) Member overloading
- 3)

```
void dispchar(char ch='$';int size=10)
{
for(int i=1;i <= size;i++)
cout << ch
}
```

How will you invoke the function dispchar() for the following input?
To print \$ for 10 times
(a) dispchar (); (b) dispchar(ch,size); **(c) dispchar(\$,10);** (d) dispchar('\$',10 times);
- 4) Which of the following is not true with respect to function overloading?
(a) The overloaded functions must differ in their signature
(b) The return type is also considered for overloading a function
(c) The default arguments of overladed functions are not considered for Overloading
(d) Destructor function cannot be overloaded
- 5) Which of the following is invalid prototype for function overloading
(a) void fun (intx); (b) void fun (intx); (c) void fun (double d); (d) void fun (double d);
void fun (char ch); void fun (inty); void fun (char ch); void fun (inty);
- 6) Which of the following function(s) combination cannot be considered as overloaded function(s) in the given snippet?

```
void print(char A, int B); //F1
void printprint(int A; float B); //F2
void Print(int P=10); //F3
void prtntt); //F4
```


(a) F1,F2,F3,F4 (b) F1,F2,F3 (c) F1,F2,F4 **(d) F1,F3,F4**
- 7) Which of the following operator is by default overloaded by the compiler?
(a) * (b) + (c) += **(d) ==**
- 8)

```
#include< iostream >
using namespace std;
class Point {
private:
int x, y;
public:
point(int x1,int y1)
```

```

{
x=x1;y=y1;
}
void operator+(Point&pt3);
void showO {cout << "x=" << x << " ,y=" << y;}
};
void Point::operator+(point &pt3)
{
x +=pt3.x;
y+=pt3.y;
}
int main ()
{
point pt1(3,2),pt2(5,4);
pt1+pt2;
pt1.show ();
return 0;
}

```

Which of the following statement invoke operator overloading?

(a) pt1+pt2 (b) Pointpt1(3,2),pt2(5,4) (c) pt1.showt); (d) return 0;

9) #include< iostream >
using namespace std;
class Point {
private:
int x, y;
public:
point(int x1,int y1)
{
x=x1;y=y1;
}
void operator+(Point & pt3);
void showO {cout << "x=" << x << " ,y=" << y;}
};
void Point::operator+(point & pt3)
{
x +=pt3.x;
y+=pt3.y;
}
int main ()
{
point pt1(3,2),pt2(5,4);
pt1+pt2;
pt1.show ();
return 0;
}

What is the output for the above program?

(a) x=8,y=6 (b) x=14,y=:14 (c) x = 8, y =6 (d) = x =5, y = 9

- 10) The word polymorphism means _____.
(a) different shapes **(b) many shapes** (c) used shapes (d) unused shapes
- 11) Which of the following is the ability of a message to be displayed in more than one form?
(a) Polymorphism (b) Encapsulation (c) Abstraction (d) Inheritance
- 12) How many type OS overloading are there in C++?

(a) 3 (b) 4 (c) only one (d) 2

13) Which of the following means a name having two or more distinct meanings?

(a) Abstraction (b) Overriding (c) **Overloading** (d) data binding

14) In which of the following functions in the same scope that share the same name but their parameters are different?

(a) **function overloading** (b) operator overloading (c) data overloading (d) Data hiding

15) Which of the following statement is true or false?

(i) Overloading function refers to a functions having more than one distinct meaning
(ii) The number and types of a function parameters are called overloaded signature

(a) i-true, ii-true (b) **i-true, ii-false** (c) i-false, ii-false (d) i-false, ii-true

16) Which of the following statement is true or false?

(i) Polymorphism means many shapes
(ii) Polymorphism is acheived through overloading
(iii) Overloading means a name having only one distinct meaning
(iv) Overload resolution means not selecting appropriate overloaded function

(a) **i-true, ii-true, iii-false, iv-false** (b) i-true, ii-false, iii-true, iv-false (c) i-false, ii-false, iii-true, iv-true
(d) i-false, ii-true, iii-true, iv-false

17) Which of the following makes the program to execute faster?

(a) Encapsulation (b) Inheritance (c) **Function overloading** (d) Object overloading

18) Which of the following not considered in overloading?

(a) **Default argument** (b) return type (c) constructor (d) furictions (e) a and b.

19) Which of the following statement is true or false?

(i) Function overloading cannot be applied. for constructors
(ii) Function overloading cannot be applied for destructor
(iii) Constructor argument should also be passed while creating an object
(iv) Overloaded operators can have default arguments

(a) i-false, ii-false, iii-true, iv-true (b) i-true, ii-false, iii-true, iv-false (c) **i-false, ii-true, iii-true, iv-false**
(d) i-true, ii-false, iii-false, iv-true

20) Which of the following can have more than one constructor with different signature?

(a) Methods (b) **class** (c) object (d) Attribute

21) Which of the following provides flexibility of creating multiple type of objects for a class?

(a) function overloading (b) operator overloading (c) **constructor overloading** (d) object overloading

22) Which of the following identifies a given member function is a constructor?

(a) **compiler** (b) class (c) object (d) method

23) Which of the following operator cannot be overloaded?

(a) ?: (b) :: (c) . (d) **==**

24) Which of the following operator cannot be overloaded?

(a) **::** (b) ?: (c) size of () (d) . (e) all of these

25) Match the following

(i)	::	(1)	Ternary operator
(ii)	?:	(2)	member pointer selector
(iii)	.	(3)	Scope resolution

(iv).	*	(4)	member selector
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(a)	(b)	(c)	(d)
i)ii)iii)iv)	i)ii)iii)iv)	i)ii)iii)iv)	i)ii)iii)iv)
43 2 1	3 1 4 2	3 1 2 4	3 4 1 2

- 26) _____ cannot have default arguments
(a) Operator overloading **(b) Overloaded operators** (c) Function overloading (d) prototype
- 27) The mechanism of giving special meaning to an operator is known as _____.
(a) operator overloading (b) parameter (c) function overloading (d) polymorphism
- 28) Operator overloading provides new definitions for most of the _____ operators.
(a) * (b) += (c) + **(d) C++**
- 29) the overloaded operator is given using the keyword _____ followed by an operator symbol
(a) operator (b) data type (c) object (d) function
- 30) A constructor that accepts _____ parameter is called default constructor.
(a) one (b) two **(c) no** (d) three
- 31) Destructor has the same name as the constructor and it is preceded by _____.
(a) ! (b) ? (c) ~ (d) \$
- 32) A function with the same name as the class, but prefixed with a tilde character (-) is called of that class _____.
(a) constructor **(b) destructor** (c) function (d) object
- 33) Which of the following gets called when an object goes out of scope?
(a) Constructor **(b) Destructor** (c) Main (d) Virtual function
- 34) Which of the following statement is correct?
(a) Destructor destroys only integer data member of the object (b) Destructor destroys only float data member of the object
(c) Destructor destroys only pointer data, member of the object **(d) Destructor destroys the complete object**
- 35) Which of the following statement is correct?
(a) destructor has the same name as the class in which it is present
(b) A destructor has a different name than the class in which it is present (c) A destructor always returns an integer.
(d) A destructor can be overloaded.
- 36) Which of the following statement is correct?
(a) A constructor has the same name as the class in which it is present
(b) A constructor has a different name than the class in which it is present (c) A constructor always returns an integer
(d) A constructor cannot be overloaded
- 37) Destructors _____ for automatic objects if the program terminates with a call to function exit or function abort.
(a) are called (b) are inherited **(c) are not called** (d) are created
- 38) Which of the following gets called when an object is being created?
(a) constructor (b) virtual function (c) destructor (d) main
- 39) Which of the following statement is correct?
(a) A constructor has a return type (b) A constructor cannot contain a function call
(c) A constructor has no return type (d) A constructor has a void return type

- 40) Assigning one or more function body to the same name is called _____.
- (a) Function overloading** (b) Function overriding (c) Both A and B (d) None of these
- 41) In case of operator overloading, operator function must be _____.
- (a) Static member function **(b) Non-Static member function** (c) Constant member function (d) None of these
- 42) Function overloading is also similar to which of the following?
- (a) Operator overloading **(b) Constructor overloading** (c) Destructer overloading (d) None of these
- 43) Overloaded functions are _____.
- (a) very long functions that can hardly run (b) One function containing another one or more functions inside it.
- (c) Two or more functions with the same name but different number of parameter or type** (d) none of these

- 44) What is the output of this program?

```
#include < iostream >
using namespace std;
void print (int i)
{
cout < < i;
}
void print (double f)
{
cout < < f;
}
int main (void)
{
print (5)
print (500.263)
return ( );
}
```

- (a) 5500.263** (b) 500.2635 (c) 500.263 (d) None of these

- 45) Operator overloading is done with the help of a special function called _____ which describes the special task of an operator.
- (a) overloading function (b) special task function (c) detail function **(d) operator function**
- 46) Operator overloading provide a flexible option for the creation of new _____ for most of the C++ operations.
- (a) class (b) function (c) object **(d) definitions**
- 47) Operators such as _____ cannot be overloaded.
- (a) + (b) ++ **(c) ::** (d) ==
- 48) To overload an operator _____ keyword must be used along with the operator to be overloaded
- (a) over (b) overload (c) void **(d) operator**

- 49) Match the following

A	B
1 constructor	+
2 destructor	not overloaded
3 Binary operator	++
4 unary operator	objects created
5 size of	objects destroyed

- (a)

i)	ii)	iii)	iv)	v)
3	5	4	2	1
- (b)**

i)	ii)	iii)	iv)	v)
4	5	1	3	2
- (c)

i)	ii)	iii)	iv)	v)
3	4	5	1	2
- (d)

i)	ii)	iii)	iv)	v)
3	5	4	2	1

50) **Assertion:** Destructors destroyed objects created by constructors.

Reason: It has no arguments.

- (a) **Both A and R are true, R is not correct explanation of A** (b) Both A and K are true, R is the correct explanation of A
(c) Both A and B are false (d) A is false but B is true A