# 34 Lecture - CS201

## **Important Mcqs**

- 1. What is an array of objects in programming?
  - A. An array that stores integers
  - B. An array that stores characters
  - C. An array that stores multiple objects of the same class
  - D. An array that stores multiple functions

## Answer: C

- How do you declare an array of objects in C++?
  - A. int arr[];
  - B. char arr[];
  - C. ClassName arr[];
  - D. Object arr[];

### Answer: C

- 3. How do you initialize an array of objects in C++?
  - A. Using a loop
  - B. Using a function
  - C. Using a constructor
  - D. Using an if statement

#### Answer: C

- 4. Can you access individual elements of an array of objects using array index notation?
  - A. Yes
  - B. No

#### Answer: A

- 5. How do you access a member function of an object in an array of objects?
  - A. objectName.memberFunction()
  - B. arrayName[index].memberFunction()
  - C. objectName[index].memberFunction()
  - D. arrayName.memberFunction()

#### Answer: B

- 6. How do you access a data member of an object in an array of objects?
  - A. objectName.dataMember
  - B. arrayName[index].dataMember
  - C. objectName[index].dataMember

#### D. arrayName.dataMember

### Answer: B

## 7. What is the size of an array of objects?

- A. It depends on the type of objects stored in the array
- B. It depends on the number of elements in the array
- C. It depends on the memory allocated for the array
- D. It depends on the size of the objects stored in the array

### Answer: B

## 8. Can you sort an array of objects in C++ using the sort() function?

- A. Yes
- B. No

#### Answer: A

## 9. How do you delete an object from an array of objects?

- A. Using the delete operator
- B. Using the remove() function
- C. Using the pop() function
- D. It is not possible to delete an object from an array of objects

#### **Answer: D**

## 10. What is the benefit of using an array of objects in programming?

- A. It allows for the manipulation of multiple objects at once
- B. It reduces the size of the program
- C. It increases the speed of the program
- D. It makes the code more complex

#### Answer: A