

40 Lecture - CS201

Important Mcqs

1. **What is composition in C++?**

- A. The process of defining classes
- B. The process of defining objects as class members
- C. The process of creating pointers
- D. The process of using inheritance

Answer: B

2. **What is the purpose of defining objects as class members?**

- A. To create complex data structures
- B. To access private data members of another class
- C. To define a new data type
- D. To implement inheritance

Answer: A

3. **How are objects as class members constructed and destructed?**

- A. They are never constructed or destructed
- B. They are constructed and destructed along with the parent object
- C. They are constructed and destructed separately from the parent object
- D. They are only destructed when the parent object is destructed

Answer: B

4. **How do you access an object that is a member of a class?**

- A. Using the -> operator
- B. Using the :: operator
- C. Using the dot (.) operator
- D. Using the * operator

Answer: C

5. **Which relationship can be implemented using objects as class members?**

- A. "is-a"
- B. "has-a"
- C. "inherits-from"
- D. "contains-a"

Answer: B

6. **Can an object be a member of more than one class?**

- A. Yes, but only if both classes are derived from the same base class
- B. No, an object can only be a member of one class

- C. Yes, an object can be a member of any number of classes
- D. Yes, but only if the classes are in the same namespace

Answer: B

7. **What happens if you try to assign one object to another object that is a member of a class?**
- A. The program crashes
 - B. A compiler error is generated
 - C. The object is copied to the new object
 - D. The object is deleted and a new object is created

Answer: C

8. **Can you use objects as class members in a union?**
- A. Yes, but only if the objects are of the same type
 - B. No, objects cannot be used as class members in a union
 - C. Yes, objects can be used as class members in a union
 - D. Yes, but only if the union is in a namespace

Answer: B

9. **Can you use pointers to access objects that are members of a class?**
- A. Yes, but only if the objects are public
 - B. Yes, but only if the objects are static
 - C. No, pointers cannot be used to access objects that are members of a class
 - D. Yes, you can use pointers to access objects that are members of a class

Answer: D

10. **How do you initialize an object that is a member of a class?**
- A. Using the new operator
 - B. Using the sizeof operator
 - C. Using a constructor
 - D. Using a destructor

Answer: C