10 Lecture - CS304

Important Mcqs

1. **In object-oriented programming, what is the "this" pointer?**
   a) A reference to the object that is currently being operated on
   b) A reference to the parent object
   c) A reference to the child object
   d) A reference to the base class
   Answer: a) A reference to the object that is currently being operated on

   What is the main use of the "this" pointer?
   a) To access member variables or functions of the current object
   b) To access member variables or functions of another object
   c) To create a new object
   d) To destroy an object
   Answer: a) To access member variables or functions of the current object

   Can the "this" pointer be used to access member variables of other objects of the same class?
   a) Yes
   b) No
   Answer: b) No

   Can the "this" pointer be used to pass the object as an argument to another function?
   a) Yes
   b) No
   Answer: a) Yes

   Can the "this" pointer be used to return the object from a function?
   a) Yes
   b) No
   Answer: a) Yes

   What is the benefit of using the "this" pointer?
   a) It helps to differentiate between multiple objects of the same class
   b) It helps to create new objects
   c) It helps to destroy objects
   d) It helps to access variables of other classes
   Answer: a) It helps to differentiate between multiple objects of the same class

   Is the "this" pointer supported by all programming languages?
   a) Yes
   b) No
   Answer: b) No

   In C++, what is the syntax for using the "this" pointer to access a member variable?
   a) this.memberVariable

b) memberVariable.this
c) this->memberVariable
d) memberVariable->this
Answer: c) this->memberVariable

Can the "this" pointer be used outside of a member function?
a) Yes
b) No
Answer: b) No

Is the "this" pointer a constant or a variable?
a) Constant
b) Variable
Answer: a) Constant