

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