

# 12 Lecture - CS304

## Important Mcqs

### 1. What is a static data member in C++?

- a) A data member that can only be accessed by member functions
- b) A data member that can be accessed by any function or method within the class
- c) A data member that is unique to each instance of a class
- d) A data member that is declared using the const keyword

Answer: b

### How is a static data member declared in C++?

- a) Using the const keyword
- b) Using the static keyword
- c) Using the public keyword
- d) Using the friend keyword

Answer: b

### How is a static data member accessed in C++?

- a) Using the object name followed by the dot operator
- b) Using the object name followed by the arrow operator
- c) Using the class name followed by the dot operator
- d) Using the class name followed by the arrow operator

Answer: c

### Which of the following statements is true about static data members?

- a) They are unique to each instance of a class
- b) They can only be accessed by member functions
- c) They are shared among all objects of a class
- d) They are declared using the const keyword

Answer: c

### What is the default value of a static data member in C++?

- a) 0
- b) 1
- c) Null
- d) Undefined

Answer: a

### What is the scope of a static data member in C++?

- a) Global scope
- b) Local scope
- c) Class scope
- d) Namespace scope

Answer: c

### What is the lifetime of a static data member in C++?

- a) Until the end of the program

- b) Until the end of the function in which it is declared
- c) Until the object is destroyed
- d) Until it is explicitly deleted

**Answer: a**

**How many instances of a static data member are there in a class?**

- a) One for each instance of the class
- b) One for all instances of the class
- c) One for each member function
- d) None of the above

**Answer: b**

**Which keyword is used to access a static data member outside the class in C++?**

- a) private
- b) public
- c) static
- d) friend

**Answer: c**

**Can a static data member be modified by a non-static member function?**

- a) Yes
- b) No

**Answer: a**