

18 Lecture - CS304

Important Mcqs

1. What is self-assignment?

- a) Assigning a pointer to a different object
- b) Assigning an object to itself
- c) Assigning a value to a constant variable
- d) Assigning a value to a variable of a different data type

Answer: b

What can happen if self-assignment is not handled properly?

- a) Memory leaks
- b) Undefined behavior
- c) Corruption of the object's data
- d) All of the above

Answer: d

Which operator is commonly affected by the self-assignment problem?

- a) Comparison operator
- b) Unary operator
- c) Binary operator
- d) Assignment operator

Answer: d

What is a common technique for handling self-assignment in the assignment operator?

- a) Copying the object to a temporary object before performing the copy
- b) Checking if the object being assigned is the same as the original object before performing the copy
- c) Swapping the object with a copy of itself
- d) None of the above

Answer: b

What is the purpose of handling self-assignment in the assignment operator?

- a) To avoid memory leaks
- b) To prevent undefined behavior
- c) To ensure proper functioning of the program
- d) All of the above

Answer: d

Which of the following is a potential issue that can arise from self-assignment?

- a) Data corruption
- b) Memory leaks
- c) Undefined behavior
- d) All of the above

Answer: d

Why is it important to properly handle self-assignment in the assignment operator?

- a) To prevent crashes

- b) To avoid undefined behavior
- c) To optimize program performance
- d) All of the above

Answer: b

How can self-assignment be checked in the assignment operator?

- a) Using a try-catch block
- b) Using a conditional statement
- c) Using a loop
- d) None of the above

Answer: b

Which of the following is an example of self-assignment?

- a) $a = b$
- b) $a = a$
- c) $a = \&b$
- d) $a = *b$

Answer: b

What can happen if self-assignment is not handled properly in a program?

- a) The program may crash
- b) The program may behave unpredictably
- c) The program may run slower than expected
- d) All of the above

Answer: d