## 23 Lecture - CS304

## **Important Mcqs**

- 1. In object-oriented programming, a derived class can access base class member functions using:
  - a) The dot operator (.)
  - b) The arrow operator (->)
  - c) The scope resolution operator (::)
  - d) None of the above

Answer: c) The scope resolution operator (::)

If a base class member function is declared as private, it can be accessed directly by the derived class.

- a) True
- b) False

Answer: b) False

In C++, if a base class member function is declared as protected, it can be accessed by:

- a) The derived class and any other class
- b) The derived class only
- c) Any class within the same namespace
- d) None of the above

Answer: b) The derived class only

When accessing a base class member function from a derived class, the derived class can modify the base class member function.

- a) True
- b) False

Answer: b) False

When a derived class defines a member function with the same name as a member function in the base class, it is called:

- a) Method overloading
- b) Method overriding
- c) Method shadowing
- d) None of the above

Answer: b) Method overriding

In C++, if a base class member function is virtual, it can be overridden by a member function in the derived class.

- a) True
- b) False

Answer: a) True

If a derived class inherits from multiple base classes, and both base classes have member functions with the same name, the derived class can access both functions using the scope resolution operator.

- a) True
- b) False

Answer: a) True

A derived class can access the private member variables of the base class using the scope resolution operator.

- a) True
- b) False

Answer: b) False

If a base class has a constructor with arguments, the derived class must call the base class constructor explicitly in its own constructor.

- a) True
- b) False

Answer: a) True

In C++, the order in which base classes are specified in a derived class declaration affects the order in which their constructors are called.

- a) True
- b) False

Answer: a) True