

1. Object Oriented Concepts Using C++

C++

1. _____ operates on a set of known input data items.
a. Language b. Computer c. Computer program d. None of these
2. _____ is a group of related functions and data that serves those functions.
a. Class b. Object c. Polymorphism d. Inheritance
3. _____ is a template for entities that have common behavior.
a. Class b. Object c. Polymorphism d. Inheritance
4. _____ reduces the software complexity.
a. Class b. Object c. Polymorphism d. Inheritance
5. The solutions to the problems are in the form of _____.
a. Computer programs b. Application software c. System software d. a or b
6. _____ statements provided a way of instructing the computer on the operations that need to be performed on the data items.
a. Conditional b. Control c. Assignment d. a or c
7. The function _____ is defined to draw a rectangle.
a. Draw(side) b. Draw(length, breadth)
c. Draw(radius) d. Draw(radius, start-angle, end-angle)
8. A _____ is a tool to solve a wide range of problems.
a. CPU b. Software c. Computer d. Hardware
9. A computer program operates on a set of known _____ data items.
a. Output b. Input c. Integer d. Float
10. In the early programming languages the input and output data items were represented as _____.
a. Constants b. Variables c. Data d. Character
10. The set of expected data items must be the _____ of the computer programs.
a. Data b. Input c. Output d. Information
11. In the following which one is the object oriented programming language?
a. PASCAL b. Basic c. C d. C++
12. The group of data and operation are termed as _____.
a. Function b. Behaviour c. Object d. Operations
13. The solutions to the problems are in the form of computer programs or _____.
a. Hardware b. Application software c. System software d. None
14. The operations represent the _____ of the object.
a. Function b. Variable c. Behaviour d. Data
15. An _____ is a kind of a self-sufficient sub program with a specific functional area.

- a. Data b. Object c. Polymorphism d. Encapsulation
16. The process of grouping data and its related functions in to units called _____.
- a. Object b. Polymorphism c. Encapsulation d. Class
17. The mechanism by which the data and functions are bound together with in an object definition is called as _____.
- a. Object b. Polymorphism c. Encapsulation d. Inheritance
18. The ability of an object to respond differently to different message is called as ____.
- a. Class b. Polymorphism c. Encapsulation d. Inheritance
19. _____ is a template for entities that have common behavior.
- a. Object b. Encapsulation c. Class d. Inheritance
20. The process of acquiring the base class properties is called _____.
- a. Class b. Polymorphism c. Encapsulation d. Inheritance
21. The _____ classes are power packed, as they include the functionality of the base class along with their own unique features.
- a. Sub b. Derived c. Class b. Base
22. ____ increases the functionality of derived class and also promotes reusability of code.
- a. Object b. class c. Polymorphism d. Inheritance
23. _____ allows a class to be derived from an existing class.
- a. Class b. Polymorphism c. Encapsulation d. Inheritance
24. _____ behavior is the key factor of object oriented programming.
- a. Class b. Object c. Data d. Polymorphism
25. _____ is the key feature of object oriented programming.
- a. Class b. Data hiding c. Data abstraction d. None
26. In calculator, _____ refers to its physical features.
- a. Behavior b. State c. Function d. Object
27. In a calculator, _____ refers to the kind of functions.
- a. Object b. State c. Behaviour d. function
28. Data hiding or Abstraction of data provides _____ to data.
- a. Lock b. Security c. Application d. Usage
29. Same function name given to more than one function is called _____.
- a. Class b. Object c. Data d. Polymorphism
30. Object oriented programming languages normally deal with the _____ aspects.
- a. Simple b. Complex c. complicated d. Easy
31. Software are written in _____ language.
- a. Selected b. Optional c. Any d. free

32. Which one of the following was realized that viewing the solution of a problem?

- a. Data b. Data and operations c. Operations d. Program and operation

33. Which one of the following attempts to capture a real world object in a program?

- a. Data b. Operations c. Expressions d. Object

34. Which one of the following communicate with one another by sending data as inputs?

- a. Class b. Objects c. Operations d. Data

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