

1	Which of the following statement on <i>structure</i> and <i>class</i> in C++ is false:	
	(A)	A <i>structure</i> can have member functions
	(B)	Members of a <i>structure</i> have <i>private</i> access by default
	(C)	A <i>class</i> can have member functions
	(D)	Members of a <i>class</i> have <i>private</i> access by default

2	<p>Consider the following class inheritance:</p> <pre>class B { public: void printB(){cout &lt;&lt;"base class";} }; class A : public B { public: void printA(){cout &lt;&lt;"derived class";} };</pre> <p>Which of the following assignments in C++ is/are invalid:</p> <p>(a) A* obj = new class B();  (b) B* obj = new class A();  (c) A* obj = new class A();  (d) B* obj = new class B();</p>	
	(A)	III and IV
	(B)	I and II
	(C)	I only
	(D)	II only

3	A class constructor should have which <i>type of access</i> so that objects of the class can be created from any function in the program?	
	(A)	Public
	(B)	Private
	(C)	Protected
	(D)	Any of the above

4	For initializing data members of an object, which one of the following is an advantage of initializing with a class <i>constructor</i> over initializing with a class member function such as <i>init()</i> ?	
	(A)	A programmer may forgot to call <i>init()</i> leading to the use of uninitialized data. On the other-hand, since objects must be created via constructors, initialization is never missed.
	(B)	A programmer may call <i>init()</i> more than once which may cause data loss. On the other-hand, an object can only be initialized once using the constructor.
	(C)	A programmer may call <i>init()</i> after using some of the object's data in the program leading to erroneous results. This situation is impossible when initializing with constructors.
	(D)	All of the above

5	<pre>class A{ int *p,*q; public: A(){ p = new int[10]; q = new int();} ~A(){...}; };</pre> <p>The implementation of class A's destructor is not shown above. Which one of the following is the correct implementation of the destructor?</p>	
	(A)	{}
	(B)	{delete [] p; delete q;}
	(C)	{delete p; delete [] q;}
	(D)	{delete p; delete q;}