C++ Access Control Job Interview Questions And Answers

Interview Questions Answers

https://interviewquestionsanswers.org/

About Interview Questions Answers

Interview Questions Answers . ORG is an interview preparation guide of thousands of Job Interview Questions And Answers, Job Interviews are always stressful even for job seekers who have gone on countless interviews. The best way to reduce the stress is to be prepared for your job interview. Take the time to review the standard interview questions you will most likely be asked. These interview questions and answers on C++ Access Control will help you strengthen your technical skills, prepare for the interviews and quickly revise the concepts.

If you find any **question or answer** is incorrect or incomplete then you can **submit your question or answer** directly with out any registration or login at our website. You just need to visit C++ Access Control Interview Questions And Answers to add your answer click on the *Submit Your Answer* links on the website; with each question to post your answer, if you want to ask any question then you will have a link *Submit Your Question*; that's will add your question in C++ Access Control category. To ensure quality, each submission is checked by our team, before it becomes live. This C++ Access Control Interview preparation PDF was generated at **Wednesday 29th November, 2023**

You can follow us on FaceBook for latest Jobs, Updates and other interviews material.
www.facebook.com/InterviewQuestionsAnswers.Org

Follow us on Twitter for latest Jobs and interview preparation guides.
https://twitter.com/InterviewQA

If you need any further assistance or have queries regarding this document or its material or any of other inquiry, please do not hesitate to contact us.

Best Of Luck.

Interview Questions Answers.ORG Team
https://InterviewQuestionsAnswers.ORG/
Support@InterviewQuestionsAnswers.ORG

C++ Access Control Interview Questions And Answers Guide.

Question - 1:

Which of the followings is/are not false about friend function ?
1. It can be called / invoked with class object
2. It has objects as arguments
3. It can have built-in types as arguments
4. It must declared only in public part of a class
5. It does not have this pointer as an argument
a. Only 2,4
b. Only 1,2,5
c. Only 2,3,5
d. All of these

Ans:

c. Only 2,3,5

View All Answers

Question - 2:

Default values for a function are need to be specified from left to right only.
a. True
b. False

Ans:

b. False
Default values need to be specified from Right to Left order.
Example:
void calculate(int amt, int years, float rate=7.8); //valid
void calculate(int amt, int years=5, float rate=7.8); //valid
void calculate(int amt=21000, int years, float rate=7.8); //Invalid
Third statement is invalid as we skipped second parameter of the function. Rule says that default values should be set from Right to Left order only. We cannot provide a default value to
specific parameter in the middle of an parameter list.

View All Answers

Question - 3:

If a program uses Inline Function, then the function is expanded inline at _____.
a. Compile time
b. Run time
c. Both a and b
d. None of these

Ans:

b. Run time

View All Answers

Question - 4:

A const object of a class can call non-const member function of the class.
a. True
b. False

Ans:

b. False

View All Answers

Question - 5:

Can we alter/modify the values of data members of a class inside const member function?
a. Yes
b. No.

Ans:

a. Yes

View All Answers

Question - 6:

Const member function does not allow to modify/alter value of any data member of the class.
a. True
b. False

Ans:

a. True

View All Answers

Question - 7:

Can member functions of one class be friend functions of another class?
a. Yes
b. No

Ans:

a. Yes

View All Answers

Question - 8:

A function can be declared as friend maximum only in two classes.
a. True
b. False

Ans:

b. False

View All Answers

Question - 9:

A friend function does not have this pointer associated with it.
a. True
b. False

Ans:

a. True

View All Answers

Question - 10:

Function overloading can also be achieved if two or more functions differ only in their return types.
a. True
b. False

Ans:

b. False

View All Answers

Question - 11:

In any ways, Non-member function cannot have access to the private data of the class.
a. True
b. False

Ans:

b. False

View All Answers

Question - 12:

If an argument to a function is declared as const, then
a. function can modify the argument
b. Function can't modify the argument
c. const argument to a function is not possible
d. None of these

Ans:

b. Function can't modify the argument

View All Answers

Question - 13:

Assigning one or more function body to the same name is called_____
a. Function Overriding
b. Function Overloading
c. Both a and b
d. None

Ans:

b. Function Overloading

View All Answers

Question - 14:

Default values for a function are specified when____
a. function is defined
b. function is declared
c. Both a and b
d. None of these

Ans:

b. function is declared

View All Answers

Question - 15:

Inline functions may not work _____.
1. If function contain static variables
2. If function contain global and register variables
3. If function returning value consists looping construct(i.e. for, while)
4. If inline functions are recursive
5. If function contains const value
a. Only 1,4,5
b. Only 2,3,5
c. Only 1,3,4
d. All of these

Ans:

c. Only 1,3,4

View All Answers

Question - 16:

By default, if a function with minimum lines of code is declared and defined inside the class becomes Inline function.
a. True
b. False

Ans:

a. True

View All Answers

Question - 17:

Default return type of functions in CPP is:
a. void
b. long
c. char
d. int

Ans:

d. int

View All Answers

Question - 18:

Do you know private, protected and public access control?

Ans:

Private
Private is the default access specifier for every declared data item in a class. Private data belongs to the same class in which it is created and can only be used by the other members of the same class.
Protected
When a data item is declared as protected it is only accessible by the derived class member.
Public
Public allows to use the declared data item used by anyone from anywhere in the program. Data items declared in public are open to all and can be accessed by anyone willing to use their values and functions they provide.

View All Answers

Question - 19:

What is Protected Inheritance?

Ans:

Public and Protected members are derived as protected members.

View All Answers

Question - 20:

What is Public Inheritance?

Ans:

All the public members and protected members are inherited as public and protected respectively.

View All Answers

Question - 21:

What is Private Inheritance?

Ans:

The Public and protected members of Base class become private members of the derived class.

View All Answers

Question - 22:

Explain different access specifiers for the class member in C++?

Ans:

Access specifiers in C++ determines the scope of the class members.
Public: If a class member is public, it can be used anywhere without the access restrictions.
Private: if a class member is private, it can be used only by the members and friends of class.
Protected: If a class member is protected, it can be used only by the members and friends of class and the members and friends of classes derived from class.

View All Answers

Question - 23:

Do you know what is the default access level?

Ans:

The access privileges in C++ are private, public and protected. The default access level assigned to members of a class is private. Private members of a class are accessible only within the class and by friends of the class. Protected members are accessible by the class itself and its sub- classes. Public members of a class can be accessed by anyone.

View All Answers

Question - 24:

Explain classes and structure?

Ans:

Class: User defined data type which contains data and methods to manipulate that data; is known as class. It is the fundamental packaging unit of OO technology. An object is a variable of a Class. Each object is associated with the data of type class with which it is created. Thus we can also say that class is a collection of objects of similar types. It is a user defined data type and behaves like built-in data type of the language. Since class has data and methods to manipulate the data, it supports one of the most important features of OO: Data Encapsulation.
Eg.

```
class Student
{
        int rollno;
        int marks1, marks2;
        public:
                void show(int r); // to print marks
                void sum(int r); // to add the marks
};
```

We can create objects of class using:

```
class Student s1, s2;
```

Structure:
A structure is a collection of variables, referenced under one name, providing a convenient means of keeping related information together. Structure declaration forms a template which can be used to create structure objects. The variables inside a structure are called members. Generally all the members of a structure are logically related. Structure declaration precedes the keyword struct.
Consider following example:

```
struct address
{
        char name[80];
        char street[80];
        char city[20];
        char state[20];
};
```

Please note the semicolon at the end of structure declaration. This is done because a structure declaration is a statement. The type name of this structure is address.
We can create structure variables using:

```
struct address ad1, ad2;
```

ad1 and ad2 are two variables of the type struct address..

View All Answers

Question - 25:

Can you please explain the difference between struct and class in terms of Access Modifier?

Ans:

Classes and structures are syntactically similar. In C++, the role of the structure was expanded, making it an nalternative way to specify a class. In C, the structures include data members, in C++ they are expanded to have function members as well. This makes structures in C++ and classes to be virtually same. The only difference between a C++ struct and a class is that, by default all the struct members are public while by default class members are private.

View All Answers

Question - 26:

Explain Structure in C++?

Ans:

A structure is a collection of variables, referenced under one name, providing a convenient means of keeping related information together. Structure declaration forms a template which can be used to create structure objects. The variables inside a structure are called members. Generally all the members of a structure are logically related. Structure declaration precedes the keyword struct.
Consider following example:

```
struct address
{
        char name[80];
        char street[80];
        char city[20];
        char state[20];
};
```

Please note the semicolon at the end of structure declaration. This is done because a structure declaration is a statement. The type name of this structure is address. We can create structure variables using:

```
struct address ad1, ad2;
```

ad1 and ad2 are two variables of the type struct address..

View All Answers

Question - 27:

Explain Class in C++?

Ans:

User defined data type which contains data and methods to manipulate that data; is known as class. It is the fundamental packaging unit of OO technology. An object is a variable of a Class. Each object is associated with the data of type class with which it is created. Thus we can also say that class is a collection of objects of similar types. It is a user defined data type and behaves like built-in data type of the language. Since class has data and methods to manipulate the data, it supports one of the most important features of OO: Data Encapsulation.
Eg.

```
class Student
{
        int rollno;
        int marks1, marks2;
        public:
                void show(int r); // to print marks
                void sum(int r); // to add the marks
};
```

We can create objects of class using:

```
class Student s1, s2;
```

View All Answers

Question - 28:

What is the importance of mutable keyword?

Ans:

Mutable keyword allows assigning values to a data member belonging to a class defined as â€œConstâ€• or constant.

View All Answers

Question - 29:

Explain access specifier Public?

Ans:

If a class member is public, it can be used anywhere without the access restrictions.

View All Answers

Question - 30:

Explain access specifier protected?

Ans:

The protected members can be access from member functions of the same class or friend classes or from the members of their immediate derived class.

View All Answers

Question - 31:

Explain access specifier private?

Ans:

It is default one and can be access from class member of the same class.

View All Answers

C++ Most Popular & Related Interview Guides

1 : **C++ Pointers & Functions Interview Questions and Answers.**

2 : C++ Operator Overloading Interview Questions and Answers.

3 : C++ Exception Handling Interview Questions and Answers.

4 : C++ Template Interview Questions and Answers.

5 : C++ Friend Interview Questions and Answers.

6 : C++ Virtual Functions Interview Questions and Answers.

7 : C++ Constructors Interview Questions and Answers.

8 : C++ Type Checking Interview Questions and Answers.

9 : C++ Inheritance Interview Questions and Answers.

10 : C++ Inline Function Interview Questions and Answers.

Follow us on FaceBook
www.facebook.com/InterviewQuestionsAnswers.Org

Follow us on Twitter
https://twitter.com/InterviewQA

For any inquiry please do not hesitate to contact us.

Interview Questions Answers.ORG Team
https://InterviewQuestionsAnswers.ORG/
support@InterviewQuestionsAnswers.ORG