



Test for Polymorphism

This Test will cover Function in Function Overriding, Virtual Functions, Abstract class, Pure Virtual Functions and Virtual Destructors etc.

Q Run time type identification comes at a cost of performance penalty.

A. True

B. False

Correct Answer : OPTION A, true

Q. Which of the following statement is not correct about function overriding?

A. Function overriding cannot be done within a class.

B. Overriden function must have same return type and same parameter list.

C. A function can be overridden only once.

D. Static function cannot be overridden.

Correct Answer : OPTION C, A function can be overridden only once, is not correct

Q. What will be the output of following code?

```
#include <iostream>
using namespace std;

class Base
{
public:
void show()
{
cout << "Base";
}
};

class Derived:public Base
{
public:
void show()
{
cout << "Derived";
}
};

int main()
{
Base* b;
Derived d;
b = &d;
b->show();
return 0;
}
```

- A. Base
- B. Derived
- C. Base Derived
- D. error

Correct Answer : OPTION A, Base

Q. Virtual Keyword is used to make a member function of the _____ class Virtual?

A. Base

B. Derived

Correct Answer : OPTION A, Base

Q. Choose the correct statement?

A. Abstract class can be instantiated.

B. Abstract class cannot have normal functions.

C. Abstract class is a class which contains atleast one Pure Virtual function in it.

D. Abstract class cannot be inherited

Correct Answer : OPTION C, Abstract class is a class which contains atleast one Pure Virtual function in it. Is the only correct statement.

Q. Which of the following is a correct way to declare Pure Virtual function?

A. `virtual void show();`

B. `virtual void show() = 0;`

C. `virtual void show(){};`

D. `virtual void show() = pure;`

Correct Answer : OPTION B, `virtual void show() = 0;`

Q What will be the output of following code?

```
#include <iostream>
using namespace std;

class Base
{
public:
    ~Base() {cout << "Base Destructor"; }
};

class Derived:public Base
{
public:
    ~Derived() { cout<< "Derived Destructor"; }
};

int main()
{
    Base* b = new Derived;
    delete b;
    return 0;
}
```

- A. Error
- B. Base Destructor
- C. Derived Destructor Base Destructor
- D. Derived Destructor

Correct Answer : OPTION B, Base Destructor

Q. Pure Virtual Destructors also exist in C++?

- A. true
- B. false

Correct Answer : OPTION A, true

Q. The address of the virtual Function is placed in the _____ .

- A. Heap
- B. Memory
- C. VTable
- D. Register

Correct Answer : OPTION C, Vtable

Q. Constructors can also be Virtual. True or False?

- A. True
- B. False

Correct Answer : OPTION B, False

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