

Model Question Paper

Inheritance-Part II

12th Standard

Computer Science

Reg.No. :

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I. Answer all the questions.

II. Use blue pen only.

Time : 00:45:00 Hrs

Total Marks : 35

10 x 1 = 10

Part-A

- 1) When a sub class inherits only from one base class, it is known as
(a) Hierarchical inheritance (b) Single inheritance (c) Double inheritance (d) None
- 2) The advantage of inheritance are
(a) Consistency of interface (b) Code sharing (c) Reusability of code (d) All the above
- 3) The class created from an existing base class is called
(a) New class (b) Second class (c) Derived class (d) Rich class
- 4) Which of the following class inherits all the properties of the base class?
(a) Destructor (b) Constructor (c) Derived (d) Super
- 5) Private, public and protected are called
(a) Control structures of C++ (b) Access specifiers (c) C++ variables (d) Derived class members
- 6) Code developed for one application can be used in another application is called
(a) Consistency of interface (b) Code sharing (c) Reusability of code (d) all the above
- 7) Which keyword defines a derived class?
(a) Inherits (b) Base (c) Class (d) Derived
- 8) Which of the following can be added to enhance the inheritance functionality?
(a) Methods and functions (b) Attributes and data types (c) Data type and functions (d) Attribute and methods
- 9) The methods of the base class can be shared by the derived class is known as
(a) Consistency of interface (b) Code sharing (c) Reusability of code (d) All the above
- 10) Which has to be given after the keyword class?
(a) Variable (b) Label (c) address (d) Name

Part-B

5 x 2 = 10

- 11) What are abstract classes?
- 12) What are the points to be observed while defining a derived class.
- 13) What is Base Class?
- 14) What is derived class?
- 15) What is accessibility?

Part-C

3 x 5 = 15

- 16) Define derived class. What are the points that should be observed while defining a derived class?

17) Find the Output of the following Program.

```
#include
#include
class base
{
public:
    base()
    {
        cout<<"\nConstructor of base class..";
    }
    ~base()
    {
        cout<<"\nDestructor of base class...";
    }
};
class derived :public base
{
public:
    derived ()
    {
        cout<<"\nConstructor of base derived...";
    }
    ~derived ()
    {
        cout<<"\nDestructor of derived...";
    }
};
class derived2 : public derived
{
public:
    derived2 ()
    {
        cout<<"\nConstuctor of derived2..";
    }
    ~derived2 ()
    {
        cout<<"\nDestructor of derived2...";
    }
};
void main ()
{
    derived2 x;
}
```



18) Find the Output of the following Program.

```
#include
#include
class base
{
public:
base()
{
    cout<<"\n Constructor of base class...";
}
~base()
{
    cout<<"\n Destructor of base class...";
}
};
class derived1:public base
{
public:
derived1 ()
{
    cout<<"\n Constructor of derived1";
}
~derived1()
{
    cout<<"\n Destructor of derived1";
}
};
class derived2:public base
{
public:
derived2 ()
{
    cout<<"\n Constructor of derived2...";
}
~derived2()
{
    cout<<"\n Destructor of derived2..";
}
};
void main()
{
    derived 2 x;
}
```
