Model Question Paper

Inheritance-Part III

12th Standard

Computer Science

Reg.No. : | | | | | | |

I.Answer all the questions.
II.Use blue pen only.
III.Question number 19 is compulsory.

Time : 01:00:00 Hrs

Total Marks : 40

Part-A

10 x 1 = 10

1) The type derivation of the derived class can have
   (a) protected (b) private (c) public (d) all the above
2) Access specifier is also referred to as
   (a) Accessibility (b) Visibility mode (c) Derived class (d) Both a and b
3) In real life, children acquire the features of their parents in addition to thier own unique features. Which of the following terms refer this?
   (a) Polymorphism (b) Encapsulation (c) Inheritance (d) Overloading
4) Which of the following is referred to as visibility mode?
   (a) Constructors (b) Destructors (c) Access specifier (d) Encapsulation
5) Reusability of code sharing, consistency of interface are all advantages of
   (a) Polymorphism (b) Overloading (c) Inheritance (d) Encapsulation
6) When a member of a base class can be used by the objects or the members of the derived class is known as
   (a) Derived (b) Base class (c) Visibility (d) Accessibility
7) When a base class in inheritance with private visibility mode the public and protected member of the base class become
   (a) Protected members of the derived calss (b) Private members of the derived class (c) Public members of the derived class (d) Both (a) and (c)
8) Which of the following is true?
   (a) Derived class inherits properties from base class (b) base class inherits properties from derived class (c) Derived class does not inherits any properties from base class
   (d) Both a and b are true
9) When a base class is inherited with protected visibility mode the protected and public members of the base become_____ members of the derived class.
   (a) Protected (b) Public (c) Private (d) All the above
10) Which of the following are executed first when an instance of the derived class is created?
   (a) Constructors (b) Access specifiers (c) Data members (d) Functions

Part-B

5 x 2 = 10

11) how do the members of a derived class inherit with private visibility mode?
12) How do the members of a derived class inherit with protected visibility mode?
13) How do the members of a derived class inherit with public visibility mode?
14) How the constructors and the destructors are exeuted in inheritance?
15) Write a note on multilevel inheritance

Part-C

4 x 5 = 20

16) Debug the errors the following C++ Program to get the given output:

```
#include
class A
{
  private
   int a;
 public;
   int a2;
void getdata( )
{
  a1=3;
  a2=5;
  a3=5;
}
protected
  int a3;
}
class B :: public A( )
{
public:
void func( )
{
int b1;b2;b3;
getdata( )
  b1=a1;
  b2=a2;
  a3=b3;
cout>>b1>>b2>>b3;
}
}
void main( )
{
  B.der;
  d.func( );
}
```

Output:

3

4

5

17) Debug the errors the following C++ Program:

```
#inlude
#include
class base
{
 public:
   base
{
    cout>>"\n Constructor";
}
base
{
   cout<<"\n Destructor";
}
};
class derived :: public base
{
 public:
  derived( )
{
   cout<<"\n Derived Constructor";
}
~derived ( )
{
   cout<<"\n Derived Destructor";
}
};
void main( )
{
  derived x
}
```

18) Debug the errors the following C++ Program:

```
#include
class A
(
   private;
     int a1;
   public:
     int a2;
  protect:
     int a3;
);
class A::public B
(
 public:
 void func( )
{
   int b1,b2,b3;
   b1=a1;
   b2=a2;
   b3=a3;
};
void base( )
{
  Bder;
  der:a3=0;
  a3:fun c( );
}
```

19) a) Debug the errors the following C++ Program:

```
#include
class add
{
   int sum;
  protected:
   int num1,num2;
  public:
void add( );
{
   num1=num2=sum=0;
   cout<<"add constructor;
}
void accept( );
{
  num1=12;
  num2=14;
}
void plus( );
{
  sum=num1+num2;
  cout<
}
class subtract( )
{
  int sub;
 public:
  void subtract( );
{
  sub=0;
  cout<<<"subtract constructor
void minus( );
{
  add :: accept ( );
  sub=num1-num2;
  cout<
};
void main( )
{
  subtract s;
  s.accept;
  s.plus;
  s.minus;
}
```

(OR)

b) Debug the errors the following C++ Program:

```
class add
{
   int s=0;
protected;
   intn1,n2;
public:
add()
{
  n1=n2=0;
}
accept()
{
  cin>>n1>n2;
}
plus ( )
{
  s=n1+n2
}
};
class add:private subtract
{
  sub;
  subtract ( )
{
  sub=0
  minus ( )
{
  add:: acc( );
  sub=n1-n2;
  cout<
};
}
void main ( )
{
  obj subtract;
  obj:minus( );
}
```


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