

**BHARATIYA VIDYA BHAVAN'S V M PUBLIC SCHOOL,
VADODARA**

QUESTION BANK

SUB: COMPUTER SCIENCE(083)

CHAPTER 3. CONSTRUCTORS AND DESTRUCTORS

4 MARKS QUESTION

Q1. Answer the questions (i) and (ii) after going through the following class:

```
class Seminar {int Time; public:
Seminar() //Function 1
{Time=30;cout<<"Seminar starts now"<<endl;} void
Lecture() //Function 2
{cout<<"Lectures in the seminar on"<<endl;}
Seminar(int Duration) //Function 3
{Time=Duration;cout<<"Seminar starts now"<<endl;}
~Seminar()//Function 4
{cout<<"Vote of thanks"<<endl;}
};
```

i) In Object Oriented Programming, what is Function 4 referred as and when does it get invoked/called? ii) In Object Oriented Programming, which concept is illustrated by Function 1 and Function 3 together? Write an example illustrating the calls for these functions.

2. Answer the questions (i) and (ii) after going through the following program

```
#include<iostream.h>
#include<string.h>
class Bazar { char
Type[20]; char
Product[20];
int Qty;
float Price;
Bazar() //Function 1 { strcpy
(Type,"Electronic"); strcpy
(Product,"Calculator");
Qty = 10;
Price=225;} public:
void Disp( ) //Function 2
{cout<<Type<<"-"<<Product<<":"<<Qty<<"@"<<Price<<endl;}
};
void main( )
{ Bazar B; //Statement 1
B.Disp(); //Statement 2}
```

(i) Will Statement 1 initialize all the data members for object B with the values given in the Function 1? (Yes OR No). Justify your answers suggesting the correction(s) to be made in the above code.

(ii) What shall be the possible output when the program gets executed?

(Assuming, if required – the suggested correction(s) are made in the program)

3. Given a class as follows:

```
class Match
{int Time; int
Points;
public:
Match(int y, int p) //Constructor1
{Time=y;
Points =p;}
Match(Match &M); // Constructor 2};
```

(i) Create an object, such that it invokes Constructor 1.

(ii) Write complete definition for Constructor 2.

(iii) Call Constructor 3 in main().

4. Answer the questions (i) and (ii) after going through the following class:

```
class player { int health; int age; public:
player() { health=7; age=17 } //Constructor1 player(int
h, int a) {health =h; age = a ; } //Constructor2 player(
player &p) { } //Constructor3
~player() { cout<<"Memory Free"; } //Destructor};
void main(){ player p1(9,26); //Statement1
player p3 = p1; //Statement3}
```

(i) When p3 object created specify which constructor invoked and why?

(ii) Write complete definition for Constructor3?

5 Consider the following class and answer the questions given below:

```
class sample
{ int a;
char b[20];
float c;
public:
sample( );// to initialize data members
sample(char b1[20], float c1);//function 1 – to initialize
sample(sample&o); //function2 };
```

i) Define function 1 & function 2 outside the class.

ii) Write

the call statement for function 2.

iii) what is

the significance of function 1.