Model Question Paper

Constructors and Destructors - Part I

12th Standard

Computer Science

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

I.Answer all the questions.

II.Use blue pen only.

Time : 00:30:00 Hrs

Total Marks : 38

Part-A

5 x 1 = 5

1) Which of the following function gets executed when an instance of a class into scope?

(a) Methods (b) Destructor (c) Constructor (d) Member

2) Which one of the following is automatically executed when an object is created?

(a) Constructor (b) Destructor (c) Friend (d) Inline

3) The constructor function----------the class object

(a) Assigns (b) Executes (c) Calls (d) Intializes

4) Which of the following is false?

(a) Constructor and member function have same name (b) Class and destructor have same name (c) Constructor and destructor have same name

(d) Class and constructor have same name

5) Which of the following function initializes the class object?

(a) Pointer (b) Constructor (c) Destructor (d) Operator overloading

Part-B

4 x 2 = 8

6) What do you mean by constructor?

7) What are the functions of a constructor?

8) What is a default constructor ?

9) Write the differences between a constructor and Destructor.

Part-C

5 x 5 = 25

10) Find the output of the following C++ program.

```
# include< iostream.h >
# include< conio.h >
class simple
{
      private :
      int a, b;
      public :
      simple ( )
       {
            a = 0;
            b = 0;
            cout<<"\n Constructor of class-simple";
       }
       ~simple( )
       {
            cout<<"\n Destructor of class-simple";
        }
       void getdata(int x, int y)
       {
           a =x;
           b =y;
       }
       void putdata( )
       {
          cout<<"\n THE TWO INTEGERS ARE"<
          cout<<"\n THESUM OF THE VARIABLES"<
  }
  };
void main( )
{
      clrscr( );
      simple s;
      s.getdata( 5,6);
      s.putdata( );
      getch( );
}
```

11) # include
include
class simple
{
int a, b,, sum;
static int count;
public :
void assign (int i, int j)
{
a =j;
b =j;
sum = a+b;
count++;
}
void display( )
{
cout<<"\n The sum of two numbers"<
cout<<"\ncount"<
}
};
int simple : :count=0;
void main ( )
{
simple p1,p2,p3;
p1. assign(10,20);
p1.display ( );
p2. assign(20,30);
p2.display ( );
p3. assign(30,40);
p3.display ( );
}

12) Explain constructor overloading with an example

13) Debug the following C++ program to get the given output (Any 10 errors)

```
#include
class simple
{
   Private;
   int a, b;
   publc:
simplet( )
{
   a = 0;
   b = 0;
   cout<<"\n constructor of class - simple"
}
!simple( )
{
   cout<<"\n Destructor of class - simple";
}
void get( )
{
   cout<<"\n Enter the values for a and b..";
   cin<
void data( )
 {
   cout<<"\n The two integers..."<
   cout<<"\n The sum of the variables..."<
 }
};
 void main( )
  {
    simple s;
    s.getdata( );
    s.putdata( );
  }
}
```

14) Why does the following throw error?

(1) class simple
```
private :
int x;
simple( )
 {
  x=5;
 };
```
(2) class simple
```
{
  created
  private :
  int x;
  public :
  simple (int y)
  {
    x=y;
  }
 };
 void main( )
  {
   simple s;
  }
```
(3) class simple
```
{
  private :
  int x;
  public :
  simple (int y)
  {
     x = y;
  }
  simple (int 2 = 5)
  {
     x = 2;
  }
 };
  void main( )
  {
     simple s(6);
  }
```

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