

Name:

Roll No:

Class: Section:

Date:

OOP CONCEPTS

Chapter-7

A. Write 'T' for true and 'F' for false.

1. Function overloading is a way through which polymorphism is implemented in C++.
2. Inheritance is a process of binding data and function together into a single unit like a capsule.
3. C++ is a programming paradigm that focuses on objects instead of routines or functions.
4. Only private members of a class can be accessed in the class in which they are declared.
5. Access specifiers does not specify the accessibility level of the data members of a class.

B. What will be the output of the following code:

```
#include <iostream.h>
class Student
{
public:
    int rollNo;
    float p;
};
int main()
{
    Student std1, std2;
    std1.rollNo = 1;
    std1.p= 98.20;
    std2.rollNo = 2;
    std2.p= 99.99;
    cout << "student 1..."
        << "\n";
    cout << "Student's Roll No.: " << std1.rollNo << "\n";
    cout << "Student's Percentage: " << std1.p << "\n";
    cout << "student 2..."
        << "\n";
    cout << "Student's Roll No.: " << std2.rollNo << "\n";
    cout << "Student's Percentage: " << std2.p << "\n";
    return 0;
}
```

Grade: ☆ ☆ ☆ ☆ ☆

Teacher's Signature: