

# C++ TEST-18 (FUNCTION OVERLOADING & OVERRIDING)

Total points 50/50 

**STUDENT NAME \***

Mayank

✓ 1. Function overloading is an example of: \*

1/1

- A) Compile-time polymorphism
- B) Run-time polymorphism
- C) Dynamic binding
- D) Late binding

✓

✓ 2. Function overriding is an example of: \*

1/1

- A) Compile-time polymorphism
- B) Run-time polymorphism
- C) Static binding
- D) Function hiding

✓



✓ 3. Which of the following is required for function overriding? \*

1/1

- A) Same function name and different parameters
- B) Same function name and same parameters in base and derived class
- C) Different function name
- D) Different return type only

✓

✓ 4. Function overloading occurs in: \*

1/1

- A) Inheritance
- B) Same scope
- C) Friend function
- D) Constructor only

✓

✓ 5. Function overriding occurs between: \*

1/1

- A) Functions in same class
- B) Base class and derived class
- C) Constructors
- D) Global and local functions

✓

✓ 6. Overloaded functions must differ in: \*

1/1

- A) Return type
- B) Number or type of parameters
- C) Function name
- D) Access specifier



✓ 7. Can we overload a function based on return type only? \*

1/1

- A) Yes
- B) No
- C) Only if it's a constructor
- D) Only in templates



✓ 8. Which keyword is used to override a base class function in C++11? \*

1/1

- A) virtual
- B) override
- C) reimplement
- D) redefine



✓ 9. Which keyword is used to prevent overriding a function? \*

1/1

- A) stop
- B) final
- C) const
- D) prevent

✓

✓ 10. Which of the following allows dynamic binding? \*

1/1

- A) Overloading
- B) Overriding
- C) Inline functions
- D) Constructor overloading

✓

✓ 11. What is the main advantage of function overloading? \*

1/1

- A) Saves memory
- B) Improves code readability
- C) Increases runtime
- D) Reduces inheritance

✓

✓ 12. Which of these must be declared as virtual for overriding? \*

1/1

- A) Constructors
- B) Destructors
- C) Member functions
- D) Static functions

✓

✓ 13. Can a constructor be overloaded in C++? \*

1/1

- A) Yes
- B) No

✓

✓ 14. Can a destructor be overloaded in C++? \*

1/1

- A) Yes
- B) No

✓

✓ 15. Function overriding provides: \*

1/1

- A) Compile-time polymorphism
- B) Run-time polymorphism

✓

✓ 16. Overloaded functions have the same: \*

1/1

- A) Name
- B) Parameters
- C) Return type
- D) Both A and C



✓ 17. Can static functions be overridden? \*

1/1

- A) Yes
- B) No



✓ 18. Which of these cannot be overloaded? \*

1/1

- A) Constructors
- B) Destructors
- C) Operators
- D) Normal functions



✓ 19. Which of the following cannot be overloaded in C++? \*

1/1

- A) sizeof
- B) +
- C) []
- D) ()



✓ 20. In function overriding, base class function must be declared as: \* 1/1

- A) static
- B) inline
- C) virtual
- D) public

✓

✓ 21. When an overloaded function is called, which version executes? \* 1/1

- A) The first one declared
- B) The most specific match
- C) The last one declared
- D) None

✓

✓ 22. Function overriding can only happen with: \* 1/1

- A) Static functions
- B) Virtual functions
- C) Inline functions
- D) None of these

✓

✓ 23. What happens if a base class and derived class have functions with the same name but different parameters? \*1/1

- A) Overriding
- B) Overloading
- C) Function hiding
- D) Virtual call

✓

✓ 24. Can overloaded functions be defined in different scopes? \* 1/1

- A) Yes
- B) No

✓

✓ 25. Which of the following cannot be overloaded? \* 1/1

- A) Function call operator
- B) Comma operator
- C) Scope resolution operator ()::
- D) Subscript operator

✓

✓ 26. Which of these functions can be overloaded? \* 1/1

- A) main()
- B) operator new
- C) sizeof
- D) ?:

✓

✓ 27. Function overriding happens when a derived class function has: \* 1/1

- A) Different name
- B) Same name, same parameters
- C) Same name, different return type

✓

✓ 28. Virtual functions enable: \* 1/1

- A) Static binding
- B) Dynamic binding

✓

✓ 29. Which one among the following can be overloaded? \* 1/1

- A) ->
- B) .
- C) ::

✓

✓ 30. Function overloading helps in: \* 1/1

- A) Reducing function names
- B) Reducing code size
- C) Reducing redundancy
- D) All of the above

✓

✓ 31. Can constructors be virtual? \*

1/1

- A) Yes
- B) No

✓

✓ 32. Can destructors be virtual? \*

1/1

- A) Yes
- B) No

✓

✓ 33. What will happen if we call a base class function without virtual keyword? \*

1/1

- A) Base function always called
- B) Derived function called

✓

✓ 34. In function overriding, which function is executed? \*

1/1

- A) Base class function
- B) Derived class function

✓

✓ 35. Can overloaded functions have default arguments? \*

1/1

- A) Yes
- B) No

✓

✓ 36. Function overriding requires: \*

1/1

- A) Inheritance
- B) Function overloading
- C) Default parameters

✓

✓ 37. Function overloading is resolved during: \*

1/1

- A) Compile-time
- B) Run-time

✓

✓ 38. Function overriding is resolved during: \*

1/1

- A) Compile-time
- B) Run-time

✓

✓ 39. What is used to achieve dynamic binding? \*

1/1

- A) Virtual function
- B) Inline function
- C) Template

✓

✓ 40. Which of these can be overloaded in C++? \*

1/1

- A) new operator
- B) delete operator
- C) Both

✓

✓ 41. If both base and derived class have constructors, which runs first? \* 1/1

- A) Base class
- B) Derived class

✓

✓ 42. If both base and derived class have destructors, which runs first? \* 1/1

- A) Base class
- B) Derived class

✓

✓ 43. Function overloading is also known as: \* 1/1

- A) Static polymorphism
- B) Dynamic polymorphism

✓

✓ 44. Function overriding is also known as: \* 1/1

- A) Early binding
- B) Late binding

✓

✓ 45. In C++, overloaded functions are distinguished by: \*

1/1

- A) Return type
- B) Number and type of arguments

✓

✓ 46. Can a virtual function be overloaded? \*

1/1

- A) Yes
- B) No

✓

✓ 47. Which of the following statements is true? \*

1/1

- A) Overriding happens within the same class
- B) Overloading happens across base and derived
- C) Overriding happens across inheritance hierarchy

✓

✓ 48. Overloaded functions are linked using: \*

1/1

- A) Static linkage
- B) Dynamic linkage

✓

✓ 49. Overridden functions are linked using: \*

1/1

- A) Static linkage
- B) Dynamic linkage

✓

✓ 50. Which feature of OOP allows defining multiple functions with the same name but different parameters? \*1/1

- A) Inheritance
- B) Overloading
- C) Encapsulation

✓

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