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CS201p

Final Term (Live Quiz)

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Question #1:

Complex cadd (Complex c1, Complex c2);

Which statement is true for the above code?

- It accepts two complex numbers as parameters and returns back the resultant complex number. ✓
- Define the function named Complex.
- Class with name of Complex has been created.
- Creating object of class Complex with name cadd with parameters.

Question #2:

The data members that are visible only from inside the class and hidden from the outside are known as:

- Friend
- Public
- Private ✓
- Private and Public

Question #3:

In C++, which operator is used for memory allocation?



- Allocate_memory
 - Calloc
 - Allocate
 - New ✓
-

Question #4:

How many objects are created for the class Date?

Date myDates[10];

- 5
 - 10 ✓
 - 1
 - 0
-

Question #5:

An entry in an online encyclopedia that refers to another entry whose title has been changed is an example of _____.

- Reference pointer
 - This pointer
 - NULL Pointer
 - Dangling pointer ✓
-

Question #6:

The correct syntax of the stream insertion operator is:

- istream& istream::operator >> (char *text);
- ostream& ostream::operator << (char *text); ✓



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- `istream* istream::operator >> ();`
- `ostream* ostream::operator << ();`

Question #7:

For overloading the minus (-) operator, which member operator function will be correct?

- Complex operator – (Complex c) ✓
- Complex (-) operator (Complex c)
- Complex operator (complex c1 - complex c2)
- Complex – operator (Complex c)

Question #8:

Bool data type takes _____ values.

- 1
- 0
- 3
- 2 ✓

Question #9:

Which one is the correct syntax for the declaration of a function that can return a reference?

- `datatype& function_name (parameter list)` ✓
- `&datatype function_name (parameter list)`
- `&function_name datatype (parameter list)`
- `datatype (parameter list) &function_name`

Question #10:



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Which one is the correct syntax to declare the friend function?

- FRIEND friend_function_name(int, char);
- Friend return_type (int, char);
- FRIEND return_type friend_function_name(int, char);
- friend return_type friend_function_name(int, char); ✓

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Question 1:

What is the right syntax of the buf for calling object by using this pointer?

this*buf

*this.(buf)

(**this).buf ✓

*this.buf

Question 2:

What is the correct prototype of overloading of delete operator?

void * operator delete (size_t size);

new operator delete (void * ptr);

void operator delete (void * ptr); ✓

void * operator delete (size_t, size);

Question 3:

What will be output of the following code?

cpp

Copy code



```
#include <iostream>
#include <iomanip>
using namespace std;
main () {
    int num=7;
    cout << setfill('*') << setw(4) << num << endl;
}
```

****7 ✓

***7

7***

7****

Question 4:

Which of the following operator can be overloaded?

?

delete[] ✓

.

.*

Question 5:

Which one is not the member function of input stream?

cin.get();

cin.getline();

cin.read();

get(); ✓



Question 6:

Bool data type takes _____ values.

3

0

1

2 ✓

Question 7:

Which one is the correct syntax to declare the friend function?

Friend return_type (int, char);

FRIEND friend_function_name(int, char);

FRIEND return_type friend_function_name(int, char);

friend return_type friend_function_name(int, char); ✓

Question 8:

Which one is correct syntax for declaration of a function which can return a reference?

&function_name datatype (parameter list)

datatype& function_name (parameter list) ✓

datatype (parameter list) &function_name

&datatype function_name (parameter list)

Question 9:

In the syntax of the overloaded operator function given below:

cpp



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Copy code

Complex operator + (Complex &);

What is 'operator'?

Operand

Class

Keyword ✓

Object

Question 10:

Which of the following is the assignment operator?

^

= ✓

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Question 1:

The bit manipulation operator _____ is used to check whether a specific bit is set or not.

Options:

- AND ✓

- OR

- XOR

- NOT

Question 2:

In bit manipulation of binary system, if we shift a bit towards right, then it means we are _____, and every binary bit with 0.



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Options:

- Dividing ✓
- Adding
- Subtracting
- Multiplying

Question 3:

_____ is a useful statement when at a certain stage you do not want to execute the remaining statements inside the loop and want to go to the first statement of loop.

Options:

- Break ✓
- Continue
- Goto
- Default

Question 4:

Representing a logical depiction of the solution to the problem is known as _____.

Options:

- Flowchart ✓
- Sequence
- Loop
- Structure

Question 5:

In C++, which of the following function causes the full definition of the function to be inserted in each place when f() is called?



Options:

- Inline function ✓
- Library function
- Recursive function
- Normal function

Question 6:

Which term is automatically called, if C++ does not define it in a class?

Options:

- Inline function
- Default Constructor ✓
- Parameterized Constructor
- Default and Parameterized Constructor

Question 7:

Trying to use a function "func1" without including "func1.h" header in the program is a _____ error.

Options:

- Run-time
- Arithmetic
- Compilation ✓
- Logical

Question 8:

To understand programming concepts, _____ programming language is being used as a vehicle in CS201P "Introduction to Programming" course.



Options:

- Java
- C/C++ ✓
- C#
- C

Question 9:

Macro is defined by _____ preprocessor directive.

Options:

- #false
- #include
- #define ✓
- #endif

Question 10:

Which of the following is not a true about Destructor?

Options:

- Destructors don't return a value.
- Destructors take no arguments.
- Destructors cannot be used for memory manipulation. ✓
- Destructors cannot be overloaded.

Question #1: Data encapsulation can be achieved through _____.

- Structures



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- **Classes** ✓
- Arrays
- Pointers

Question #2: calloc() function allocates multiple blocks of memory and each block have _____ ?

- Same length
- Different size
- **Same size** ✓
- Different length

Question #3: Which one is correct syntax for declaration of a function which can return a reference?

- **datatype & function_name (parameter list)** ✓
- datatype (parameter list) &function_name
- &datatype function_name (parameter list)
- &function_name datatype (parameter list)

Question #4: An entry in an online encyclopedia that refers to another entry whose title has been changed is an example of _____.

- NULL Pointer
- This pointer
- Reference pointer
- **Dangling pointer** ✓

Question #5: If the memory in the free store is not sufficient enough to fulfill the request, malloc() function returns _____.

- 0



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- NULL ✓
- -1
- 1

1. Which is not a preprocessor directive of C-language?

- #if
- #startif ✓
- #endif
- #else

2. In C++, `_` function is used to write a character into a file while `_` is used to get a character from a file.

- `gete()`, `putc()`
- `pute()`, `getc()`
- `tellg()`, `seekg()`
- `seekg()`, `telig()`
- `putc()`, `getc()` ✓

3. The bit manipulation operator `_____` is used to check whether a specific bit is set or not.

- `&`
- `^`
- `~`
- `o`
- `|` ✓

4. In C++, the default constructor takes



- No arguments ✓
 - Only one argument
 - Only two arguments
 - More than two arguments
-

5. Which function is automatically called when an object of a class is initiated?

- Destructor
 - Utility function
 - Constructor ✓
 - Friend function
-

6. Macro is defined by _____ preprocessor directive.

- #define ✓
 - #endif
 - #if
 - #else
-

7. A constructor with arguments is known as.

- Destructor
 - Parameterized Constructor ✓
 - Default Constructor
 - Virtual Constructor
-

8. In C++, which operator is used while accessing through the pointer to structure?

- ->



- &
- ^
-
-

9. What will be the output of the following code?

cpp

Copy code

```
int num = 2;
```

```
int count=0;
```

```
while(num != 0)
```

```
{
```

```
    if ( num & 01)
```

```
        count++;
```

```
    num >>= 1;
```

```
}
```

```
cout << count;
```

```
return 0;
```

- 4
- 2 ✓
- 3
- 1

10. To understand programming concepts, programming language is being used as a vehicle in CS201- "Introduction to Programming" course.

- Java



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- C/C++ ✓
- CH

1. Which function is automatically called in C++ if we do not define it in a class?

- Default and Parametrized Constructor
- Inline function
- Parametrized Constructor
- **Default Constructor ✓**

2. In C++, the default constructor takes:

- More than two arguments
- Only two arguments
- **No arguments ✓**
- Only one argument

3. A constructor with arguments is known as:

- **Parameterized Constructor ✓**
- Destructor
- Virtual Constructor
- Default Constructor

4. In C++, the name of the ___ is the same as that of a class with a preceding tilde (~) sign.

- Constructor
- Friend function
- Utility function
- **Destructor ✓**

5. ___ is a user-defined data type.

- **Class ✓**



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- Pointer
 - Constructor
 - Function
1. Macro is defined by preprocessor directive.
 - #define ✓
 - #else
 - #endif
 - #if
 2. Representing logical depiction of the solution to the problem is known as a:
 - Loop
 - Sequence
 - Flowchart ✓
 - Structure
 3. What would be the output of the following statement? `c=13%2;`
 - 1 ✓
 - 0
 - O
 - 0
 4. ___ is a useful statement when at a certain stage you do not want to execute the remaining statements inside the loop and want to go to the first statement of the loop.
 - Continue ✓
 - Default
 - Break
 - Goto



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5. To understand programming concepts, programming language is being used as a vehicle in CS201- "Introduction to Programming" course.

- C#
- C/C++ ✓
- Java

To understand programming concepts, _____ programming language is being used as a vehicle in CS201- "Introduction to Programming" course.

- C#
- O
- Java ✓
- C/C++
- O O O

☐ Macro is defined by .__-...- preprocessor directive.

- #endif
- O
- O
- #define ✓
- #if
- O O O

☐ eee is a useful statement when at a certain stage you do not want to execute the remaining statements inside the loop and want to go to the first statement of loop.

- Goto
- O
- Default
- Continue ✓



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- Break
- O O O

☐ Representing logical depiction of the solution to the problem is known as a

- Sequence
- O
- Loop
- **Flowchart** ✓
- Structure
- O O O

☐ The statement `char arr [10];` is an example of a type of ___ memory allocation.

- Built-in
- O
- Dynamic
- Null Value
- **Static** ✓

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