

CS201-INTRODUCTION TO PROGRAMMING

FINAL TERM MCQS PREPARATION

MOST IMPORTANT & REPEATED MCQS

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Question 1:

What is the sequence of event(s) when allocating memory to an object using new operator?

- Memory is allocated first before calling constructor
- Constructor is called first before allocating memory
- Only block of memory is allocated for object
- Only constructor is called for object

Question 2:

In overloading the assignment (=) operator, which object will be passed as an argument(s) in the operator function?

- Both objects will be passed
- No objects will be passed
- Right object of the assignment operator
- Left object of the assignment operator

Question 3:

Overloaded member operator function is always called by _____?

- Compiler
- Class
- Primitive data type
- Object

Question 4:

Which of the following is normally a source for cin stream?

- Printer
- Keyboard
- Variable
- Constant

Question 5:

What is the sequence of event(s) when deallocating memory of an object using delete Operator?

- Only block of memory is deallocated for object
- Destructor is called first before deallocating memory
- Only destructor is called for object
- Memory is deallocated first before calling destructor

Question 6:

Which one of the following is the declaration of overloaded pre-increment operator Implemented as member function?

- Class-name operator ++();
- Class-name operator +() ;
- Class-name operator +(int) ;
- Class-name operator ++(int) ;

Question 7:

The only operator that the compiler overloads for user define data type by default is

- Equal (==) operator
- Minus (-) operator
- Assignment (=) operator
- Plus (+) operator

Question 8:

What is the function of the following statement to delete an array of 5 objects named 'arr' Allocated using new operator?

Delete arr;

- Do not delete any object
- Results into syntax error
- Deletes only one object of array
- Deletes all the objects of array

Question 9:

Let suppose

Int a, b, c, d, e;

A = b = c = d = e = 42;

This can be interpreted by the compiler as

- a = b = (c = (d = (e = 42)));
- (a = b) = (c = d) = (e = 42);
- a = (b = (c = (d = (e = 42))));
- (a = b = (c = (d = (e = 42))));

Question 10:

If operator function is non-member function then object on left side of operator cannot Be_____?

- Object of different class
- Object of operator class
- Built-in data type
- Object of member function

Question 11:

When an operator function is defined as a member function for a Unary operator, then the number of Extra arguments it takes is/are:

- N arguments
- One ✓
- Zero
- Two

Question 12:

Identify the correct method of adding two strings, s1 and s2.

- s1, s2+
- strcat(s1, s2);
- s1+s2 ✓
- s1+s2 and strcat(s1,s2)

Question 13:

*this is a pointer that always points to

- A Value of data member
- Current pointer of the class
- Current object of the class ✓
- Current function of the class

Question 14

When the compiler overloads the assignment (=) operator by default, then:

- Compiler does member wise assignment. ✓
- Compiler does not do member wise assignment.
- Compiler does not allow default assignment operator
- Class members are not assigned properly

Question 15:

What is the function of the following statement to delete an array of 5 objects named 'arr' allocated Using the new operator?

Delete arr;

- Results in syntax error ✓
- Deletes only one object of array
- Deletes all the objects of array
- Do not delete any objec

Question 16:

The only operator that the compiler overloads for user-defined data types by default is:

- Plus (+) operator
- Equal (==) operator
- Assignment (=) operator ✓
- Minus (-) operator

Question 17:

Which one of the following is the declaration of the overloaded pre-increment operator implemented as a member function?

- Class-name operator +(int);
- Class-name operator ++(int);
- Class-name operator +();
- **Class name operator ++();**

Question 18:

What is the meaning of a bad bit in I/O operation:

- Lost data
- Wrong data
- Bad data
- **Error in data**

Question 19:

Overloaded member operator function is always called by _____.

- Primitive data type
- **Object**
- Compiler
- Class

20. Overloaded assignment operator must be:

- Friend function of class
- Global function
- **Member function of class**
- Non-member function of class

Question 21:

Which of the following concept is NOT associated with stream?

- Destination
- Statement
- **Template**
- Source

Question 22:

Which of the following is the correct definition of streams?

- It is an ordered sequence of bits
- **It is an ordered sequence of bytes**
- It is an unordered sequence of bits
- It is an unordered sequence of bytes

Question 23:

What will be the output of following statement?

```
Cout << setfill('0') << setw(7) << 128;
```

- 1280000
- **0000128**
- 0012800
- 0128128

Question 24:

What is the purpose of endl stream manipulator?

- **Insert a new line and flush the stream**
- Terminate a string with NULL
- Flush the stream
- Insert a new line

Question 25:

What is the difference between cout and cerr?

- Cout is not a standard output and cerr is standard output
- Cout is unbuffered output and cerr is buffered output
- Cout is standard output and cerr is not a standard output
- **Cout is buffered output and cerr is unbuffered output**

Question 7:

The ws manipulator can be used with _____ stream(s).

- Input/Output
- **Input**
- Output
- None of the given options

Question 27:

*this is a pointer that always points to:

- Current pointer of the class
- A Value of data member
- **Current object of the class**
- Current function of the class

Question 28:

_____ operators are the ones that require only one operand to work.

- **Unary**
- Binary
- Unit
- Single

Question 29:

Ternary operator is shown as _____.

- |||
- ?: ✓
- &&

Question 30:

If we use cin stream to read some value and store it in some integer variable and Press some alphabet key instead of numeric keys, then what will happen?

- Some error will occur and cin stream will detect this error.
- Its ASCII code will be stored inside the computer ✓
- Its binary representation will be ignored and the character will be stored
- Its binary representation will be ignored and the value will be stored

Question 31:

What is meant by the following statement?

```
String str[5] = {String("Programming"), String("CS201")};
```

- Default constructor will be called for all objects of array
- Parameterized constructor will be called for all objects of array
- Default constructor will call for first 2 objects and parameterized constructor for remaining objects
- Parameterized constructor will call for first 2 objects and default constructor for remaining objects ✓

Question 32:

What is the sequence of event(s) when allocating memory to an object using new operator?

- Memory is allocated first before calling constructor ✓
- Only constructor is called for object
- Only block of memory is allocated for object
- Constructor is called first before allocating memory

Question 33:

In overloading the assignment (=) operator, which object(s) will call the operator function?

- Left object of the assignment operator ✓
- No object will call the operator function
- Both objects will call the operator function
- Right object of the assignment operator

Question 34:

If text is a pointer of type String, then what will be the functionality of the following Statement?

```
Text = new String [5];
```

➤ **Creates array of 5 objects dynamically** ✓

- Creates array of pointers to string
- Creates array of 5 objects statically
- Creates a string Object

Question 35:

A _____ function of a class is defined outside that class scope, but it can access all Private and protected members of the class.

- Protected
- Global
- **Friend** ✓
- Private

Question 36:

With user data type variables (Objects), self-assignment can produce:

- Run time error
- **Logical error** ✓
- Link error
- Syntax error

Question 37:

Consider the following code segment. Which of the following will be called while executing Code at line 2?

String s1, s2

S1 = s2;

- Default constructor
- **Assignment operator** ✓
- Copy constructor
- Parameterized constructor

Question 38:

Which of the following syntax is best used to delete an array of 5 objects named 'string' Allocated using new operator?

- Delete string ;
- Delete string[5] ;
- Delete string[] ;
- **Delete []string ;** ✓

Question 39;

What will be the output of the following code segment?

Cpp

Int n=8;

Cout<<oct<<n;

- 1000
- 8

➤ 11

➤ Variable

Question 40:

Which of the following is normally a destination for cin stream?

Printer

➤ Variable

Keyboard

Mouse

Question 41:

i+=2 is equivalent to _____.

i=1+|;

i=i++;

➤ i=i+2;

➤ 2+=i;

Question 42:

Overloaded assignment operator must be

➤ Non-member function of class

➤ Friend function of class

➤ Member function of class

➤ Global function

Question 43:

Which of the following is a destination of cout stream?

➤ Variable

➤ Printer

➤ Constant

➤ Data type

Question 44

Which of the following syntax is best used to delete an array of 5 objects named 'string' allocated using new operator.

➤ delete []string ;

delete string ;

delete string[5] ;

delete string[] ;

Question 45:

Operator overloading is to allow the same operator to be bound to more than one Implementation, depending on the types of the _____.

- Applications
- Operands
- Compilers
- Function names

Question 46

Ternary operator is shown as _____.

- ===
- ? :
- &&
- |||

Question 47:

What will be the output of the following statement?

Cpp

```
Cout << setfill('0') << setw(7) << 128 ;
```

- 1280000
- 0000128
- 0012800
- 0128128

Question 48:

Which of the following concept is NOT associated with stream?

- Template
- State
- Destination
- Source

49. The function calloc takes two arguments, first argument is the

- size of space, number of bytes
- size of array , number of bytes
- required space in terms of numbers , size of space
- space in terms of string character, size of list

50. is the increment Operator in C++.



*+

51. A friend function of a class is a function defined

- inside that class and that has no access to the members of the class
- outside that class and that has the right to access all members of the class.
- outside that class and that has the right to access protected members of the class only.
- outside that class and that has the right to access public members of the class only.

52. NULL has been defined in header file.

- String.h
- <string.h>
- Stdio.h
- lostream.h

53. The friend functions are

- inline functions
- not member of a class

Member of a class

54. A class can be declared as a _____ of another class.

- member
- member function
- friend

55. We cannot use pointer for storing and reading data from it.

- double
- NULL
- integer
- zero

56. Windows operating system may itself take memory from

- lists
- stack
- array
- heap

57. _____ is a special type of pointer we have to cast it before we use it.

- float
- double
- integer
- void

57. The concept of friend function negates the concept of

- Encapsulation
- persistence
- inheritance
- polymorphism

58. A pointer with value NULL is defined in the header files

- process.h, stdi.h
- conio.h, iostream.h
- stdlib.h, stddef.h
- conio.c, getch.c

59. If class A is a friend of class B, and class B is a friend of class C. If class A wants class C to be a Friend,

- it has to declare, class A as a friend
- it has to declare, class C as a friend
- it has to declare, class B and class A as friend classes
- it has to declare, class B as a friend

60. The is the increment Operator in c++.

- ++
- +

61. The malloc function takes argument(s).

- one
- three
- Two
- four

62. The heap memory structure

- is just like stack
- contains no space
- remains constant

constantly changes in size

63. _____ will return the number of bytes reserved for a variable or data type.

- sizeof operator

- void pointer
- new operator
- free operator

64. Once an object is declared as a friend,

- it has access to protected data members only
- it has no access to data members of the class
- it has access to all non-public members as if they were public
- it has access to public members only

65. Header files provide _____ so the program running on one operating system can run without An error on the other system.

- accessibility
- portability
- accuracy
- reliability

66. If we have a program that writes the output data(numbers) to the disc, and if we collect the output Data and write it on the disc in one write operation instead of writing the numbers one by one. In the Above situation the area where we will gather the number is called

- Heap
- Cache
- Stack
- Buffer

67. We can delete an array of objects without specifying [] brackets if a class is not doing dynamic Memory allocation internally.

- True
- False

68. A class can be declared as a _____ of other class.

- Member
- Friend
- member function

69. C++ was developed by _____.

- Von Nuemann
- Charles Babbage
- Graham Bell
- Bjarne Stroustrup

70. The memory allocation in C++ is carried out with the help of _____.

- dot operator
- operator
- new operator
- NULL pointer

71. The main advantage of function overloading is that

- The program becomes complex
- The program becomes more readable
- The function becomes inline
- The program becomes portable

72. Care must be taken about the correct _____ of operator while overloading. (Choose the most Appropriate).

- Both Semantic and Complexity
- Complexity
- Semantic
- None of the given options

73. The default visibility for the data members of the class is

- private
- Protected
- accessible outside the class
- public

74. Constructor is a special function, called whenever we

- create a function
- Create a class
- destroy an object
- instantiate an object of a class

75. Windows operating system may itself take memory from

- heap
- lists
- stack
- array

76. In _____, we have different data members and all of these have their own memory space.

- None of the given
- structures
- union
- Construct

77. Look at the program code and identify the error.

```

#include<iostream>

Using namespace std;

#define PI 31415926;

Main() {

Int radius = 5;

Cout << "Area of circle with radius" << radius << " = " << PI * radius * radius;

}

```

➤ Error exists in line number 2. Semi colon is not allowed with define directive

- It will be compiled successfully and will not generate error
- It will be compiled and returns nothing
- The value of PI cannot be defined in the beginning

78. When accessing a structure member, the identifier to the left of the dot operator is the name of

- Structure data
- Structure tag
- Structure member

➤ Structure variable

79. A pointer with value NULL is defined in the header files

- conio.h, iostream.h
- stdlib.h, stddef.h
- conio.c, getche()
- process.h, stdi.h

80. The heap memory structure

- remains constant
- contains no space
- constantly changes in size
- is just like stack

81. The function calloc takes two arguments, the first argument is the _____ and the second Argument is the _____.

- size of space, number of bytes
- size of array, number of bytes
- required space in terms of numbers, size of space
- Space in terms of string character, size of list

82. What is the use of ios::trunc mode?

- To truncate an existing file to zero
- To open a file in output mode
- To truncate an existing file to half
- To open a file in input mode

83. What can the resultant number be when you AND two numbers 12 & 8 bit-wise using & operator?

➤ 12

➤ 8

➤ 4

➤ 0

84. #undef is used for

➤ defining a header file

➤ making a symbol undefined

➤ defining a symbol

➤ defining a macro

85. The function overloading requires _____.

- A. The arguments of integer type only
- B. The argument list to be different.
- C. No arguments
- D. The argument list to be the same

Correct Option: b) the argument list to be different.

86. The data, contained in the structure, is defined in the _____.

- A. Parenthesis
- B. Curly braces
- C. None

Correct Option: c) curly braces

87. _____ operator uses the sign ^.

- A. Bit-wise OR
- B. Exclusive OR
- C. AND Operator
- D. NOT operator

Correct Option: b) Exclusive OR

88. The exclusive OR operator returns 1 if _____.

- A. Both inputs are 1
- B. One input is 1 and the other is zero
- C. Both inputs are 0
- D. None of the given

Correct Option: b) One input is 1 and the other is zero

89. We cannot use _____ pointer for storing and reading data from it.

- A. Double
- B. Zero
- C. NULL
- D. Integer

Correct Option: c) NULL pointer

90. The function will return a reference to the global variable that exists throughout the program and thus There will be no danger of _____.

- A. Garbage collection
- B. Wastage of memory
- C. System crash
- D. Dangling reference

Correct Option: d) dangling reference

91. A class is _____.

- A. A built-in function
- B. A user-defined data type
- C. An array
- D. A member function

Correct Option: b) a user-defined data type

92. Which is not true regarding structures?

- A. We can declare arrays of structure
- B. We can't declare pointers to structure
- C. We can take the size of structure
- D. Both b & c

Correct Option: b) We can't declare pointers to structure

93. _____ is used for input file or for reading from the file.

- A. Seekg()
- B. Seekp()
- C. Tellg()
- D. Tellp()

Correct Option: a) seekg()

94. Friend classes are used in cases where one class is _____ to another class.

- A. Tightly coupled
- B. Encapsulated
- C. Independent
- D. Loosely coupled

Correct Option: a) tightly coupled

95. How many bits form a byte?

- A. 2
- B. 4
- C. 6
- D. 8

Correct Option: d) 8

96. When we include the header file in the angle brackets, the compiler searches for it in _____.

- A. specific directory
- B. current directory
- C. all the drives
- D. current folder

Correct Option: c) all the drives

97. Initializing the data member within the class is _____.

- A. a syntax error – b) a logical error
- B. not an error
- C. a run-time error

Correct Option: c) not an error

98. A structure is a collection of _____ under a single name.

- A. values
- B. variables
- C. data
- D. None of the given

Correct Option: b) variable

99. The malloc function returns _____ to the _____.

- A. Integer pointer, middle of the chunk of memory allocated from the heap
- B. void pointer, starting of the chunk of memory allocated from the heap
- C. NULL pointer, end of the chunk of memory allocated from the stack
- D. void pointer, starting of the chunk of memory allocated from the array

Correct Option: b) void pointer, starting of the chunk of memory allocated from the heap

100. Which one of the following is used to perform bit-wise exclusive OR operation?

- A) ^
- B) |
- C) ~

Correct Option: a)

101. The friend keyword provides access _____.

- A. In two directions
- B. to the data members of the friend class only
- C. to all classes in one direction only

Correct Option: a) in two directions

102. If class A is a friend of class B, and class B is a friend of class C. If class A wants class C to be a friend, _____.

- A. it has to declare class B and class A as friend classes
- B.)lit has to declare class A as a friend
- C. it has to declare class C as a friend
- D. it has to declare class B as a friend

Correct Option: a) it has to declare class B and class A as friend classes

103. The free function is available in _____ header file.

- i. Stdlib.h
- B. iostream.h
- C. conio.h
- D. string.h

Correct Option: a) stdlib.h

104. In C++, a variable can be declared anywhere in the program, this will increase _____.

- A. portability
- B. efficiency
- C. readability

Correct Option: c) readability

105. _____ data isn't accessible by non-member functions or outside classes

Options:

- i. Private [Correct Option]
- ii. Static
- iii. Globally declared
- iv. Public

106. The function will return a reference to the global variable that exists throughout the program and thus There will be no danger of _____.

Options:

- a) Dangling reference [Correct Option]
- b) System crash
- c) Wastage of memory
- d) Garbage collection

107. Once we have defined a symbolic constant value using #define, that value _____ during program Execution.

Options:

- a) Cannot be changed [Correct Option]
- b) Becomes zero
- c) Varies
- d) Can be changed

108. Which one is the correct example of a unary operator?

Options:

- A. ~ [Correct Option]
- B. ==
- C. &
- D.

109. We should not use such variable names that are starting with _____ because in C++, there are Lots of internal constants and symbolic names that start with it.

Options:

a) Double Underscore (Correct Option)

- b) None of the given options
- c) Upper case alphabets
- d) Lower case alphabets

110. Encapsulation means _____.

Options:

- A. That the data can be accessible anywhere within a main program
- B. That the data of a class cannot be accessed from outside (Correct Option)
- C. That data becomes public
- D. That the data of a class can be accessed from outside

111. The friend function of a class can have access _____.

Options:

- A. To the protected data members
- B. To the public data members only
- C. To the private data members (Correct Option)
- D. To public, private, and protected data members

112. Friend functions are _____.

Options:

- A. Unidirectional
- B. Bidirectional (Correct Option)
- C. Private
- D. Public

113. The friend keyword provides access _____.

Options:

- A. In two directions (Correct Option)
- B. To all classes in one direction only
- C. To the data members of the friend class only

114. In C++, a derived class can inherit _____ from a base class.

Options:

- A. Properties
- B. Members
- C. Both properties and members
- D. Properties, members, and access control (Correct Option)

115. In functions that return a reference, use _____.

- A. global or local variables
- B. global or static variables
- C. array
- D. ordinary variables

Correct Option: b) global or static variables

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