

62 Operator System falls under the category of _____ types of software.
System software

63 We can change the number of operands through operators overloading.
False

64 A friend function of a class has access to all data member and function of the **class**.

65 Setprecision is a parameter less manipulator.
False

66 Only operator compiler loads for users is **Assignment operator**.

67 Cerr and clog are the objects of stream class.
True

68 Loader loads the executable code from main memory to hard disk.
False

69 Pre processor directive functions before _____ phase.
Compiler

70 The operator overloaded for an assignment operator (=) must be **non-member function of class**.

79 Which of the following function cannot be overloaded?

Destructor

80 Static variable which is defined in a function is initialized **only once during its life time**

81 Static memory allocation is also known as _____?

Compile time allocation

82 In Flow chart, flow of controls is represented by _____.

Arrow

83 The operators ++ and - are used to increment the value of a variable to _____.

1

84 to assigned a value to a character type variable _____ are used around the value.

Single quotes''

85 In year _____ C was approved as a standard language worldwide.

1989

86 The C language was developed in late 60's and early 70's in _____

Bell laboratories

39 Header files `fstream.h` includes the definition of the stream classes

`ifstream, ofstream, fstream`

40 Flush and endl are manipulators?

True

41 The return type of operator function must always be void.

`Friend function of the class`

42 The statement `cin.get()` is used to.

`read a character from keyboard`

43 Overloaded new operators function takes parameter of type `size_t`.

`void pointer`

44 To include code from the library in the program such as `iostream` a directive would be called up using this command.

`#include <iostream.h>`

45 C++ is a case sensitive language.

True

46 Templates class can not have static variables.

False

an object.

True

8 Break statement can be used outside a loop or switch statement

True

9 keyword `return` is used to return some value from a function.

return

10 Symbolic constant has been defined, it will be an error to define it again >

True

11 Every class contains _____

Constructor

12 Assignment operator is _____ associative.

Binary

13 Can not define a variable of user defined data type in the class.

False

14 class is a user defined _____

Data type

15 Which of the following is the correct C++ syntax to allocate space dynamically for an array of 10 int?

new int [10];

54 With new keyword, data types and class members are initialized with meaningful values instead of garbage.

True

55 Class is a user defined _____.

Data type.

56 ~~Deal~~ Dealing with structures and function passing by reference is the most economical method?

True

57 A pointer is a special variable that contain _____.

Memory Address

58 The return type of a function that do not return any value.

void

59 Like member function _____ can also access the private data members of a class?

friend function

60 eof(), bad(), good(), clear() all are manipulator?

True

61 Constructors can not be overloaded like ordinary function

True

87 Is a friend function outside the class declares itself of the class. This may violate the concept of **Encapsulation and data hiding**

88 a structure brings together a group of **Different Data type**

89 This static data members of a class are initialized **Within class definition**

90 The static data members of a class can be accessed by **both class and objects**

91 The static data members of a class are initialized **within class definition**

92 When a call to a user defined functions finishes, the variable defined inside the function **will not exist further**

93 What does STL stand for? **Standard template Library**

94 The code is written to implement the **implement** program.

71 The static data members of a class are initialized

Within class definition

72 We can do condition compilation with Pre Processor directives.

False

73 A template function must have at least — or more arguments

one

74 Stream insertion (<<) and extraction (>>) are always implemented.

Non member

75 Over loaded members operator function is always called by —

objects

76 Declaring structure does not mean that memory is allocated.

True

77 Identifier is a name that can be given to variable, #labels and functions

True

78 When memory of a program is allocated at run time then it is called —

Dynamic memory allocation

CS 201

Objective Part

1 Access the Data Members of Structure _____ is used.

Dot Operator

2 When an operator Function is define as member for a unary operator then the number of argument it take are.

One

3 Friend Function of a class is

Non - Member Function

4 Can also create a array with user Define Data type.

False

5 Deleting an array of objects without specifying {} brackets may lead to memory leak.

False

6 Which of the following data type can operate on modulus operator % ?

int

7 When an operator function is defined as member function then operand on the left side of operator must be

31 Every class contains —
Constructor

32 New and delete are — whereas malloc and free are —
Operators, Functions

33 Stream insertion and stream extraction operators are already overloaded for —
Built in Data type

34 Assignment operators are — Associative
Right

35 if we define an identifier with the statement `#define PI 3.1415` then during the execution of the program the value of PI are ?
Remain Constant

36 Which of the following function do not initialize the chunk of memory to all zero?
Malloc function

37 Templates are not type safe?
False

38 In if structure the block of statement is executed when ?
coding condition are true

24 Overloaded delete operator function takes the same parameter as an argument returned by new operator function.

True

25 When an array of objects is used created dynamically then there is no way to provide parameterized constructors for array of objects.

True

26 C is widely known as development language of operating system.

Unix

27 Computer can understand only machine language code?

True

28 We can not define a function as a friend of a template class.

False

29 What will be the value of 'a' and 'b' after executing the program

A = 3;

b = a++

3, 4

30 is used to trace the logic of the program and correct the logical errors.

Debugger

16 A pointer is a special variable that contain

Memory Address

17 Operator overloading can be performed through

Function

18 Which of the function is used to increase the size of already allocated memory chunk?

Realloc

19 Which of the following is not a preprocessor directive?

#ifndef

20 The stream objects cin and cout are included in which header file?

iostream.h

21 How many bytes will the pointer ptr of type int move in the
 $ptr += 3$

12 bytes

22 Reference value type data the code is written to _____ the program

Implement

23 When a value is referred by a normal variable then it is known as

Direct Reference

95 The appropriate data type to store the number of rows and columns of the matrix is —
int

96 A class whose objects is contained as const objects, must have —

Parameterized constructor

97 — data members of a contained objects can be accessed from inside of the class.

- Private
- Public
- Protected

All

98 The normal source of cin objects is —

key board

99 A macro when takes arguments is called —

Parameterized macro

100 Which is not a protection level provided by classes in C++ is

Midden

101 What should be the return type of the constructor?

Constructor do not return any thing

47 Which of the following data type classes can operate on modulus operator %?
int

48 We can do conditional compilation with preprocessor directives
True

49 If most significant bit of un-signed number is 1 then it represents a positive number.
False

50 The default value of a parameter can be provided inside the
both (function prototype + function definition)

51 Symbolic constant has been defined, it will be an error to define it again.
True

52 Classes defined inside other classes are called
nested

53 What purpose do classes serve?
• Data encapsulation
• Simplifying code reuse
• Provided a convenient way of modeling real world objects.
All of the given