



**CS-201 Introduction To Programming
Update MCQS For Final Term
Solve By Vu Topper RM**



85 To 100% Marks



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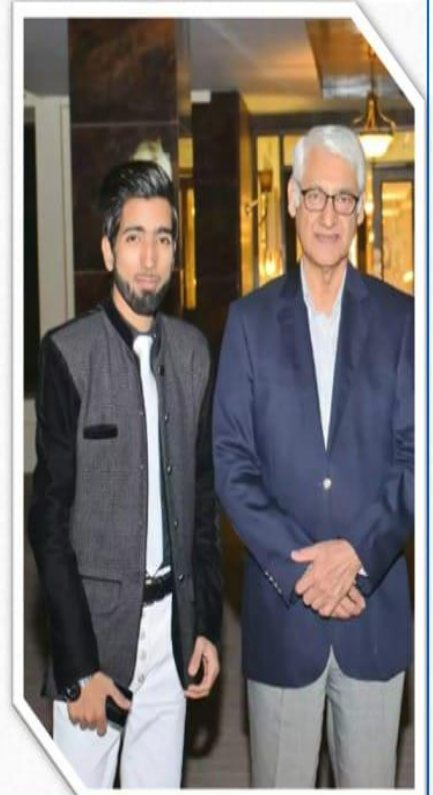
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Question No:1

(Marks:1)

Vu-Topper RM

The statement `cin.get ();` is used to _____.

- A. Read a string from file
- B. Read a character from file
- C. Read a string from keyboard

D. Read a character from keyboard

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Question No:2

(Marks:1)

Vu-Topper RM

Ostream is a _____ operator.

- A. None
- B. Member
- C. Dependent

D. Standalone

Question No:3

(Marks:1)

Vu-Topper RM

Overloaded member operator function is always called by ____

- A. Class
- B. **Object**
- C. Compiler
- D. Primitive data types

Question No:4

(Marks:1)

Vu-Topper RM

The second parameter of operator function for `>>` operator must always be passed

- A. By value
- B. **By reference**
- C. None of the given option
- D. Function takes no argument

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Question No:5

(Marks:1)

Vu-Topper RM

If text is a pointer of type String, then what will be the functionality of following statement? `text = new string [5];`

- A. Creates a string object
- B. Creates array of of pointer to string
- C. Creates array of 5 objects statistically
- D. Creates array of 5 objects dynamically**

Question No:6

(Marks:1)

Vu-Topper RM

When operator function is implemented as member function then return type of function _____.

- A. Can be any data type**
- B. Must be built – in data type
- C. Must be user defined data type
- D. Must be an object of same class

Question No:7

(Marks:1)

Vu-Topper RM

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

- A. Delete string;
- B. Delete [] string;
- C. Delete string [1];
- D. Delete string [5];**

Question No:8

(Marks:1)

Vu-Topper RM

What is the difference between cout and cerr?

- A. Cout is unbuffered output and cerr is a buffered output
- B. Cout is not standard output and cerr is a standard output
- C. Cout is buffered output and cerr is not a unbuffered output

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D. Cout is standard output and cerr is not a standard output

Question No:9

(Marks:1)

Vu-Topper RM

We cannot define friends for the _____ that are already written and not in our control.

A. Classes

B. Functions

C. Destructor

D. Constructors

Question No:10

(Marks:1)

Vu-Topper RM

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

A. Link error

B. Syntax error

C. Logical error

D. Run time error

Question No:11

(Marks:1)

Vu-Topper RM

When an operator function is defined as member function for a binary Plus (+) operator then the number of extra arguments it takes is/are.

A. One

B. Five

C. Zero

D. N arguments

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Question No:12

(Marks:1)

Vu-Topper RM

The get member function, when passed no arguments, inputs an entire stream and returns it as the value of the function call.?

False

True

Question No:13

(Marks:1)

Vu-Topper RM

What will be the output of the following code segment?

```
Float pi=32.3996;
```

```
Cout<<fixed;
```

```
Cout<<setprecision(2)<<pi;
```

A. 32.00

B. 32.39

C. 32.40

D. 32.310

Question No:14

(Marks:1)

Vu-Topper RM

C++ provides member functions, which control the formatting to be performed during stream I/O operations.

True

False

Question No:15

(Marks:1)

Vu-Topper RM

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

A. Right object of the assignment operator

B. No object will call the operator function

C. Left object of the assignment operator

D. Both objects will call the operator function

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Question No:16

(Marks:1)

Vu-Topper RM

The was manipulator can be used with __ stream(s).

None of the given option

A. Input

B. Output

C. Both of these

D. None of the these

Question No:17

(Marks:1)

Vu-Topper RM

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

A. Plus (+) operator

B. Minus (-) operator

C. Equal (==) operator

D. Assignment (=) operator

Question No:18

(Marks:1)

Vu-Topper RM

When we use cin stream to read some number from the keyboard and store it in the integer variable, then what will happen?

A. Its to ASCII code will be stored inside the computer

B. Some error will occure and cin stream will detect this error

C. Its binary representation will be ignored and the character will be stored

D. Its binary representation will be ignored and the value will be stored

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Question No:19

(Marks:1)

Vu-Topper RM

*This is a pointer that always points to

- A. A value of data member
- B. Current object of the class
- C. Current function of the class
- D. Current pointer of the class**

Question No:20

(Marks:1)

Vu-Topper RM

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

- A. Built-in data type
- B. Object of operator class
- C. Object of different class
- D. Object of member function**

Question No:21

(Marks:1)

Vu-Topper RM

What is the purpose of endl stream manipulator?

- A. Insert a new line
- B. Flush the stream
- C. Terminate a string with null
- D. Insert a new line and flush the stream**

Question No:22

(Marks:1)

Vu-Topper RM

Overloaded assignment operator must be

- A. Global function
- B. Friend function of class
- C. Member function of class**
- D. Non-member function of class

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Question No:23

(Marks:1)

Vu-Topper RM

C++ offers type-safe I/O. The << and >> operators are overloaded to accept data items of specific types.\

False

True

Question No:24

(Marks:1)

Vu-Topper RM

For the joining of two strings in string class, we may use “+” operator, can we use “-” operator the same way for subtracting strings?

A. Yes

B. No

C. Yes along “?” operator only

D. Yes along “+” operator only

Question No:25

(Marks:1)

Vu-Topper RM

:: is called _____.

A. Bitwise OR

B. Condition operator

C. One’s complement operator

D. Scope resolution operator

Question No:26

(Marks:1)

Vu-Topper RM

The stream insertion and extraction operators are not already overloaded for ____

A. User- defined data types

B. Built-in data types

C. None of the given option

D. Both built –in and user – defined types

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Question No:27

(Marks:1)

Vu-Topper RM

In C++ operators, which of the following operator cannot be overloaded

_____.

- A. -
- B. ?**
- C. +
- D. <<

Question No:28

(Marks:1)

Vu-Topper RM

Automatic variable are created on _____.

- A. Heap
- B. Stack**
- C. Free store
- D. Static storage

Question No:29

(Marks:1)

Vu-Topper RM

When we used eof (end of file) with the file reading than which of the following is a true statement?

- A. This is a way to check type of the stream
- B. This is a way to check source of the stream
- C. This is a way to check state of the stream**
- D. This is a way to check destination of the stream

Question No:30

(Marks:1)

Vu-Topper RM

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

- A. Class –name operator +();
- B. Class –name operator +(int);
- C. Class –name operator ++();**

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D. Class –name operator ++(int);

Question No:31

(Marks:1)

Vu-Topper RM

The first parameter of operator function for << operator _____.

- A. Must be object class
- B. Must be passed by value
- C. Must be passed by reference**
- D. Can be passed by value or reference

Question No:32

(Marks:1)

Vu-Topper RM

Ostream class is _____ and not under our control.

- A. User-defined
- B. Built-in**
- C. Both
- D. None

Question No:33

(Marks:1)

Vu-Topper RM

Which of the following functionality can be achieved through overloading?

- A. We can change associativity of all operator
- B. We can change the precedence of same operator
- C. We can change the associativity of some operator
- D. New operator cannot be defined through operator overloading**

Question No:34

(Marks:1)

Vu-Topper RM

The operator function for << (stream insertion) >> and stream extraction must be

- A. None of given option
- B. Member function of class

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C. Non –member function of class

D. Both member and non-member function

Question No:35

(Marks:1)

Vu-Topper RM

Static variable which is defined in a function is initialized _____.

- A. None of the above
- B. Compile time of program
- C. Every time the function call

D. Only once during its life time

Question No:36

(Marks:1)

Vu-Topper RM

Overloaded delete operator function takes parameter of void pointer and returns.

- A. **Void**
- B. Int pointer
- C. Void pointer
- D. Object pointer

Question No:37

(Marks:1)

Vu-Topper RM

_____ must be included to use stream manipulator in your code.

- A. Conio.h
- B. Stdlib.h
- C. Iomanip
- D. **Iostream**

Question No:38

(Marks:1)

Vu-Topper RM

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

```
String s1,s2;S1=s2;
```

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- A. Default operator
- B. Copy constructor
- C. Assignment operator**
- D. Parameterized constructor

Question No:39

(Marks:1)

Vu-Topper RM

Consider the following code, the printed value will be converted into:

```
int n = 10;
```

```
cout<<oct<<n;
```

- A. base 2
- B. base 8**
- C. base 10
- D. decimal number system

Question No:40

(Marks:1)

Vu-Topper RM

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

- A. Mouse
- B. Printer
- C. Variable**
- D. Keyboard

Question No:41

(Marks:1)

Vu-Topper RM

Which of the following is a destination of cout stream?

- A. Printer
- B. Constant
- C. Variable
- D. Data type**

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Question No:42

(Marks:1)

Vu-Topper RM

The return type of the operator function for << operator is ____.

- A. Void
- B. Class which we overload operator**
- C. Reference of ostream class(ostream&)
- D. Reference of ostream class(ostream&)

Question No:43

(Marks:1)

Vu-Topper RM

Static data members of a class can be ____.

- A. Public
- B. Private
- C. Both**
- D. None

Question No:44

(Marks:1)

Vu-Topper RM

If we do not write our own assignment operator then which of the following problem may occur?

- A. Null pointer
- B. Memory leak
- C. Dangling pointer**
- D. Unreferenced memory

Question No:45

(Marks:1)

Vu-Topper RM

Memory allocated from heap or free store _____.

- A. Can be allocated to classes only
- B. Can be returned back to the system automatically
- C. Cannot be returned back unless freed explicitly using malloc and realloc

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D. Cannot be returned back unless freed explicitly using free and delete operators

Question No:46

(Marks:1)

Vu-Topper RM

Once the _____ are created, they exist for the life time of the program

- A. Local variables
- B. Static variables**
- C. Automatic variables
- D. non static variables

Question No:47

(Marks:1)

Vu-Topper RM

The members of a class declared with the keyword struct are _____ by default.

- A. Static
- B. Public**
- C. Private
- D. Protected

Question No:48

(Marks:1)

Vu-Topper RM

If the memory in the free store is not sufficient _____.

- A. Malloc function returns 0
- B. Malloc function returns 1
- C. Malloc function returns free space
- D. Malloc functions returns NULL pointer**

Question No:49

(Marks:1)

Vu-Topper RM

This reference to a variable can be obtained by preceding the identifier of a variable with _____.

- A. ^ sign
- B. Operator
- C. Dot operator
- D. Ampersand sign &**

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Question No:50

(Marks:1)

Vu-Topper RM

Once an object is declared as a friend, _____.

- A. It has access to public members only
- B. It has to protected data members only
- C. It has no access to data members of the class
- D. It has access to all non-public members as if they were public**

Question No:51

(Marks:1)

Vu-Topper RM

Reference variables must _____.

- A. Contain zero value
- B. Contain integer value
- C. Be initialized after they are declared**
- D. Not be initialized after they are declared

Question No:52

(Marks:1)

Vu-Topper RM

The syntax of declaration of a function that returns the reference to an integer is _____.

- A. Int myfunc();
- B. Int myfunc() &;
- C. Int &myfunc() ;**
- D. Integer &myfunc();

Question No:53

(Marks:1)

Vu-Topper RM

Reference is not really an address it is _____.

- A. A value
- B. A number
- C. A synonym**
- D. An antonym

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Question No:54

(Marks:1)

Vu-Topper RM

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

- A. Only destructor is called for object
- B. Only block of memory is deallocated for object
- C. Destructor is called first before deallocating memory
- D. Memory is allocated first before calling constructor**

Question No:55

(Marks:1)

Vu-Topper RM

The endl and flush are _____

Manipulators

Question No:56

(Marks:1)

Vu-Topper RM

Deleting an array of objects without specifying [] brackets may lead to memory leak.

False

True

Question No:57

(Marks:1)

Vu-Topper RM

A variable which is defined inside a function is called

Automatic variable

Question No:58

(Marks:1)

Vu-Topper RM

The stream-insertion operator is >> and the stream-extraction operator is <<.

True

False

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Question No:59

(Marks:1)

Vu-Topper RM

_____ variables are defined in the main.

Local

Question No:60

(Marks:1)

Vu-Topper RM

Assignment operator is used to initialize a newly declared object from existing object.

True

False

Question No:61

(Marks:1)

Vu-Topper RM

When a variable is defined as static in a class then _____.

Only one copy is created for all objects of this class

Question No:62

(Marks:1)

Vu-Topper RM

Within the statement `obj1=obj2`; `obj1` will call the assignment operator function and `obj2` will be passed as an argument to function.

True

False

Question No:63

(Marks:1)

Vu-Topper RM

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

Keyboard

Question No:64

(Marks:1)

Vu-Topper RM

Let suppose `a = b = c` In such situation, it is necessary to return a reference of an object from assignment operator function.

True

False

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Question No:65

(Marks:1)

Vu-Topper RM

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

True

False

Question No:66

(Marks:1)

Vu-Topper RM

When new operator is overloaded at global level then corresponding built-in new operator will also be visible to whole of the program.

True

False

Question No:67

(Marks:1)

Vu-Topper RM

It is possible to return an object from function using this pointer.

True

False

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