

**1. How many times the following loop will execute?**

```
int j = 3; while(j > 0) { cout << "Statements" << endl; j  
-= 2; }
```

1. 0
2. 1
3. 2
4. 3

**2. In C++, a variable can be declared anywhere in the program this will increase \_\_\_\_\_.**

1. writability
2. readability
3. portability
4. efficiency

**3. In Flow Chart, flow of control is represented by \_\_\_\_\_.**

1. Rectangle
2. Circle
3. Diamond
4. Arrow

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

1. Plus (+) operator
2. Minus (-) operator
3. Assignment (=) operator
4. Equal (==) operator

**5. Once we have defined a symbolic constant value using #define, that value \_\_\_\_\_ during program execution**

1. can be changed
2. cannot be changed
3. varies
4. becomes zero

**6. The function write() takes \_\_\_\_\_ as parameter(s).**

1. String of pointer type
2. String of variable lengths, no. of bytes to be read and flags
3. Pointer array of characters and a delimiter
4. String and no. of bytes to be written

**7. \_\_\_\_\_ will be used for enclosing function statements into a block.**

1. " "
2. ( )
3. [ ]
4. { }

**8. What will be the result of the expression  $k = ++m$ ; if initially  $k = 0$  and  $m = 4$ ?**

1. 0
2. 5
3. 6
4. 4

**9. What will be the correct syntax for initialization of a pointer ptr with string "programming"?**

1. `char ptr = 'programming';`
2. `char *ptr = "programming";`
3. `char *ptr = 'programming';`
4. `*ptr = "programming";`

**10. < and > both are \_\_\_\_\_ operators.**

1. Arithmetic
2. Relational
3. Logical
4. Mathematical

**11. \_\_\_\_\_ are not available in C language.**

1. User defined functions
2. Built in functions
3. Library functions
4. Inline functions

**12. How many bytes an integer type pointer intPtr will jump in memory if the statement below is executed?  
intPtr += 2 ;**

1. 2
2. 4
3. 8
4. 12

**13. ostream is a \_\_\_\_\_ operator.**

1. dependent
2. member
3. standalone
4. None of the given

**14. \_\_\_\_\_ variables are those that are defined outside of main.**

1. Local
2. Dynamic
3. Global
4. Static

**15. \_\_\_\_\_ will return the number of bytes reserved for a variable or data type.**

1. sizeof operator
2. free operator
3. void pointer
4. new operator

**16. What will be the output of the following c++ code?  
#include<iostream.h>  
#define max 100  
main()**

```
{  
#ifdef max  
Cout<<"Hellow;  
}
```

1. Hello
2. "Hellow"
3. Max is 100
4. Error

**17. What will be the result of the expression  $k = ++m$ ; if initially  $k = 0$  and  $m = 5$ ?**

1. 0
2. 5
3. 6
4. 4

**18. The memory address of the first element of an array is called \_\_\_\_\_.**

1. floor address
2. foundation address
3. first address
4. base address

**19. Symbolic constant PI can be defined as:**

1. #define PI 3.14 ;
2. #define PI 3.14
3. #define PI=3.14
4. # include pi= 3.14

**20. Body of any function is enclosed within \_\_\_\_\_.**

1. { }
2. ( )
3. [ ]
4. " "

**21. How many nested loops would be required to manipulate n-dimensional array?**

1. n
2. n + 1
3. n - 1
4. 2n

**22. The loop which is most suitable to be used when the number of iterations is known is called \_\_\_\_\_.**

1. for
2. while
3. do-while
4. all looping processes require that the iterations be known.

**23. A pointer is \_\_\_\_\_.**

1. the address of a variable
2. an indication of the variable to be accessed next
3. a variable for storing address
4. the data type of an address variable

**24. \_\_\_\_\_ will explain the function of a program.**

1. Comments
2. Debugger
3. Compiler
4. Linker

**25. In C/C++, the default command line arguments passed to the main function are \_\_\_\_\_.**

1. float argc, char \*\*argv
2. int argc, char \*\*argv
3. int \*argc, char \*argv
4. int argc, float \*\*argv

**26. The memory allocation functions return a chunk of memory with a pointer of type \_\_\_\_\_.**

1. integer
2. float
3. ptr
4. void

**27. Encapsulation means \_\_\_\_\_.**

1. that the data of a class cannot be accessed from outside
2. that the data of a class can be accessed from outside
3. the data becomes public
4. that the data can be accessible anywhere within a main program

**28. A function is a block of statements that can be defined once and used \_\_\_\_\_ in the program.**

1. One time
2. Two times
3. Three times
4. As many times as user wants

**29. The malloc function takes \_\_\_\_\_ argument(s).**

1. two
2. three
3. four
4. one

**30. Return type of a function that does not return any value must be \_\_\_\_\_.**

1. char
2. int
3. void
4. double

**31. The parameter passed to isdigit() function is \_\_\_\_\_.**

1. a character variable
2. a boolean variable

3. an integer variable
4. a character string

**32. Operating System is a type of a/an \_\_\_\_\_.**

1. application software
2. system software
3. computer language
4. interpreter

**33. Array is a data structure that stores \_\_\_\_\_.**

1. Memory addresses
2. Variables
3. Data type
4. Data

**34. What will be the result of arithmetic expression  $6+48/4*3$ ?**

1. 10
2. 40.5
3. 42
4. 41

**35. In computer systems there are mainly \_\_\_\_\_ type of softwares.**

1. 1
2. 2
3. 3
4. 4

**36. The members of a class declared with the keyword struct are \_\_\_\_\_ by default.**

1. static
2. Private
3. protected
4. public

**37. NULL has been defined in \_\_\_\_\_ header file.**

1. Iostream.h
2. Stdlib.h
3. Stdio.h
4. String.h

**38. Which of the function call is call by value for the following function prototype?  
float add(float);**

1. add(&x);
2. add(x);
3. add(float x);
4. add(\*x);

**39. To access rand(), which library is required to be included in program?**

1. conio.h
2. stdio.h
3. stdlib.h
4. iostream.h

**40. \_\_\_\_\_ is used as a dereferencing operator.**

1. \*
2. +
3. -
4. None of the above

**41. The name of the destructor is the same as that of a class proceeding with a \_\_\_\_\_.**

1. & sign
2. # sign
3. @ sign
4. ~ sign

**42. \_\_\_\_\_ of a function is also known as signature of a function.**

1. Definition

2. Declaration

3. Calling

4. Invoking

43. **C++ is a \_\_\_\_\_ language.**

1. High level

2. Low level

3. Machine

4. Assembly language

44. **Which of the function call is "call by value" for the following function prototype?  
float add(int);**

1. add(&x);

2. add(x);

3. add(int x);

4. add(\*x);

45. **Function prototype is written,**

1. Within main function

2. After the return statement in main

3. Before the return statement in main

4. Before call of that function

46. **The members of a class declared without any keyword are \_\_\_\_\_ by default.**

1. protected

2. private

3. public

4. constant

47. **\_\_\_\_\_ operator is used to pass the address of a variable in call by reference method.**

1. %

2. +

3. @

4. &

48. **Transpose of a matrix means that when we interchange rows and columns \_\_\_\_\_.**

1. the first row becomes the Last column
2. the first row becomes the first column
3. the Last row becomes the first column
4. the first column becomes the first row

49. **A 2D array multi[5][10] can be accessed using the array name as \*\*multi, this technique is called \_\_\_\_\_.**

1. Single referencing
2. Single dereferencing
3. Double referencing
4. Double dereferencing

50. **What is the highest legal index for the following array?  
int arr[4]**

1. 4
2. 3
3. 2
4. 1

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

1. True
2. False

52. **The function seekg() takes \_\_\_\_\_ parameter(s).**

1. 0
2. 1
3. 2

4. 3

**53. The default mode for writing into a file using ofstream object is \_\_\_\_\_.**

1. out

2. bin

3. app

4. ate

**54. Which of the following operators is used to access the value of variable pointed by a pointer?**

1. \* operator

2. -> operator

3. && operator

4. & operator

**55. What will be the output of the given code?**

```
#include #define MAX( A, B ) ((A) > (B) ? (A) : (B))
void main() {
int i, x, y;
x = 23;
y = 45;
i = MAX( x++, y++ );
// Side-effect: // larger value incremented twice
cout << "x = " << x << " y = " << y << '\n';
}
```

1. x=23 y=45

2. x=24 y=46

3. x=24 y=47

4. x=22 y=47

**56. An instance of a class is called \_\_\_\_\_.**

1. structure

2. data type

3. object

4. member function

**57. Constructor is a special function, called whenever we \_\_\_\_\_.**

1. create a function
2. instantiate an object of a class
3. destroy an object
4. create a class

**58. Which of the following is not a reserved word in C/C++?**

1. int
2. float
3. double
4. sum

**59. Once the \_\_\_\_\_ are created, they exist for the life time of the program.**

1. local variables
2. non static variables
3. static variables
4. automatic variables

**60. \_\_\_\_\_ executes all the lines before error and stops at the line which contains the error.**

1. Interpreter
2. Compiler
3. Linker
4. Debugger

**61. 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**

1. Heap
2. Stack

3. Buffer

4. Cache

62. What will be the output of following statement?

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

1. 0128128

2. 0000128

3. 1280000

4. 0012800

63. What will be the output of following code segment?

```
for (int i = 2; i<10; i++) {  
if ( i == 5) continue;  
cout << i << ", " ;  
}
```

1. 2,3,7,8,9

2. 2,3,4,6,7,8,9

3. 2,3,4

4. 4,6,7,8,9

64. Which of the following function call is "call by reference" for the following function prototype?

1. func(int &num);

2. func(&num);

3. func(\*num);

4. func(num);

65. C is widely known as development language of \_\_\_\_\_ operating system.





1. Windows

2. Unix

3. Mac OS

4. Linux

66. Which one of the symbol is used to represent a decision in a flow chart?

1. 
2. 
3. 
4. 

For binary member operators, operands on the

67. Automatic variables are located on \_\_\_\_\_.

1. Heap
2. Free store
3. Static storage
4. stack

68. \_\_\_\_\_ statement is used to terminate the processing of a particular case and exit from switch structure.

1. if
2. goto
3. break
4. continue

69. Let suppose

`int a, b, c, d, e;`

`a = b = c = d = e = 42;`

This can be interpreted by the compiler as

1. `(a = b = (c = (d = (e = 42))));`
2. `a = (b = (c = (d = (e = 42))));`
3. `a = b = (c = (d = (e = 42)));`
4. `(a = b) = (c = d) = (e = 42);`

70. Word processor is a type of a/an \_\_\_\_\_.

1. operating system
2. application software

3. device driver
4. utility software

**71. What is the output of the following code if the 3rd case is true**

```
switch (var) {  
case 'a':cout<<"apple"<<endl;  
case 'b':cout<<"banana"<<endl;  
case 'm':cout<<"mango"<<endl;  
default: cout<<"any fruit"<<endl;  
}
```

1. mango
2. mango  
any fruit
3. apple
4. None of the given

**72. How many dimensions does n-dimensional array has?**

1. n dimensions
2. 2n dimensions
3. (n+1) dimensions
4. (n-1) dimensions

**73. dec, hex, oct are all \_\_\_\_\_.**

1. Member functions
2. Objects of input/output streams
3. Parameterized manipulators
4. Non-parameterized manipulators

**74. What is the output of the following code if the 2nd case is true**

```
switch (var) {  
case 'a': cout<<"apple"<<endl;  
case 'b':cout<<"banana"<<endl;  
case 'm':cout<<"mango"<<endl;
```

```
default: cout<<"any fruit"<<endl;
}
```

1. banana
2. banana  
any fruit
3. banana  
mango  
any fruit
4. None of the given

**75. Syntax of a union is identical to \_\_\_\_\_.**

1. structure
2. class
3. function
4. loop

**76. In order to get the right most digit of a number, we divide this number by 10 and take \_\_\_\_\_.**

1. Its remainder
2. Its quotient
3. Its divisor
4. The number

**77. Given a two dimensional array of integers, what would be the correct way of assigning the value 6 to the element at third row and fourth column?**

1. array[3][4] = 6 ;
2. array[2][4] = 6 ;
3. array[4][3] = 6 ;
4. array[2][3] = 6 ;

**78. Select the correct way to assign the address of first element of array to pointer?**

1. int \*ptr = &data[1];
2. int \*ptr = &data;

- 3. `int *ptr = data;`
- 4. `int *ptr = data[0];`

**79. In the given expression which operator will be evaluated first?  $10 + (6 / 2) - 2 * 3$ ?**

- 1. +
- 2. -
- 3. /
- 4. \*

**80. Whenever we use a library function or a predefined object or macro, we need to use a \_\_\_\_\_.**

- 1. source file
- 2. object file
- 3. header file
- 4. exe file

**81. C++ was developed by \_\_\_\_\_.**

- 1. Charles Babbage
- 2. Graham Bell
- 3. Bejarne Stroustrup
- 4. Von Nuemann

**82. A record is a group of related \_\_\_\_\_.**

- 1. Data
- 2. Fields
- 3. Bytes
- 4. Files

**83.  $!(x > 3)$  means in C++ that**

- 1. x is greater than 3
- 2. x is less than or equal to 3
- 3. x is less than 3
- 4. x is equal to 3

**84. What will be the result of the expression `j = i++`; if initially `j = 0` and `i = 5`?**

1. 0

2. 5

3. 6

4. 4

**85. A hierarchy of classes which are used to deal with console and disk files are called \_\_\_\_\_.**

1. Stream classes

2. Simple classes

3. Binary classes

4. IO classes

**86. getch() is a \_\_\_\_\_ function and defined in \_\_\_\_\_ header file.**

1. user-define function , conio.h

2. built-in function , conio.h

3. built-in function, stlib.h

4. built -in function, iostream.h

**87. \_\_\_\_\_ operators are the ones that require two operands on both sides of the operator.**

1. Double

2. Tow sided

3. Binary

4. None of the given

**88. How many elements are stored in the following?  
int matrix [4][5];**

1. 9

2. 20

3. 25

4. 10

**89. The constructor contains \_\_\_\_\_.**

1. return type

2. no return type

- 3. objects
- 4. classes

**90. \_\_\_\_\_ is a substitute of multiple if statement.**

- 1. if. .elseif statement
- 2. Continue statement
- 3. Break statement
- 4. Default statement

**91. Constructor is itself a \_\_\_\_\_ of C++ and \_\_\_\_\_.**

- 1. class, can be overloaded
- 2. function, cannot be overloaded
- 3. function, can be overloaded
- 4. object, can not be initialized

**92. Which of the following is not an example of int data type?**

- 1. 0
- 2. -32
- 3. 65531
- 4. -4

**93. Overloaded assignment operator must be**

- 1. Member function of class
- 2. Non-member function of class
- 3. Friend function of class
- 4. Global function

**94. To read command-line arguments, the main() function itself must be given \_\_\_\_\_ arguments.**

- 1. 1
- 2. 2
- 3. 3
- 4. 4

**95. How many bytes of memory are occupied by array 'str'?**

```
char str[] = "programming";
```

1. 10
2. 11
3. 12
4. 13

**96. How many times the following do-while loop will execute?**

```
int k = 10; do { cout << "Statements" << endl; k -= 2; } while(k>0);
```

1. 4
2. 5
3. 6
4. 7

**97. if (a>b && a>c) then the condition will be true only if**

1. Both a>b and a>c are true
2. a>b is false and a>c is true
3. a>b is true and a>c is false
4. Both a>b and a>c are false

**98. Which function is used to locate the first occurrence of a character in any string?**

1. strchr()
2. strstr()
3. strtok()
4. strlen()

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

1. True
2. False

**100. The \_\_\_\_\_ is called automatically when an object destroys**

1. destructor
2. constructor
3. main program
4. default constructor

**101. TWAIN stands for \_\_\_\_\_.**

1. Technology With An Interesting Name
2. Technology Without An Informative Name
3. Technology Without An Interesting Name
4. Technology With An Informative Name

**102. Which one of the below functions is not included in ctype.h header file?**

1. isdigit(int c)
2. isxdigit(int c)
3. tolower(int c)
4. getdigit(int c)

**103. It is the job of \_\_\_\_\_ to transfer the executable code from hard disk to main memory.**

1. interpreter
2. Debugger
3. Linker
4. Loader

**104. Which of the following is the starting index of an array in C++?**

1. 0
2. 1
3. -1
4. 2

**105. cout << i << " ";  
cout << d <<" ";**

```
cout << f;
```

**Above statements can be written within statement of one line as:**

1. `cout << i << " " << d " " << f << ;`
2. `cout << i << << d << << f <<;`
3. `cout << i << " " << d << " " << f;`
4. `cout << i << " " << d << " " f <<;`

**106. What will be the value of variable "input" if the initial value of input is 67?**

```
if(input >= 50)
input = input + 1;
if(input <= 75)
input = input + 2;
else
input = input - 1;
```

1. 68
2. 69
3. 70
4. 66

**107. The default visibility for the data members of the class is**

1. private
2. protected
3. public
4. accessible outside the class

**108. While programming, it is good to provide an easy to understand and easy to use interface; this programming skill is called \_\_\_\_\_.**

1. scalability
2. usability
3. reliability

4. sustainability

**109. For binary member operators, operands on the \_\_\_\_\_ drives (calls) the operation.**

1. Left
2. Right
3. Both left and right
4. None of the given

**110. Suppose `int i = 10`; then what is the output of `cout<<oct<<i`;**

1. 10
2. 11
3. 12
4. 13

**111. The operators `++` and `--` are used to increment or decrement the value of a variable by \_\_\_\_\_.**

1. 3
2. 2
3. 1
4. 4

**112. The destructor is used to \_\_\_\_\_.**

1. allocate memory
2. deallocate memory
3. create objects
4. allocate static memory

**113. `!( x < 3)` means in C++ that**

1. x is less than 3
2. x is greater than or equal to 3
3. x is greater than 3
4. x is equal to 3

**114. A variable of character data type occupies \_\_\_\_\_ byte(s) in memory.**

1. 1

2. 2

3. 4

4. 8

**115. The \_\_\_\_\_ is called automatically when an object destroys.**

1. destructor

2. constructor

3. main program

4. default constructor

**116. \_\_\_\_\_ data isn't accessible by non-member functions or outside classes.**

1. Public

2. private

3. Static

4. Globally declared

**117. The statement `cout << yptr` will show the \_\_\_\_\_ the yptr points to.**

1. Value

2. memory address

3. variable

4. None of the given

**118. To avoid dangling reference, don't return \_\_\_\_\_.**

1. the reference of a local variable from the function

2. the reference of a global variable from the function

3. the reference of a static variable from the function

4. the reference of a private data member from the function

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

1. By reference
2. Function takes no argument
3. By value
4. None of the given

**120. What will be the output of following code?**

```
int x = 10;  
cout<<"x="<<x;
```

1. 10
2. "x=10"
3. x=10
4. 10=x

**121. We cannot increment \_\_\_\_\_.**

1. pointers
2. arrays
3. references
4. variables

**122. Consider the following code segment. What will be the output of following code?**

```
int addValue (int *a){  
int b = (*a) + 2;  
return b;  
}  
main() {  
int x = 6;  
cout<<addValue(&x)<<" ,";  
cout<<x;  
}
```

1. 6,8,6
2. 6,6,8
3. 6,8,8
4. 6,6,6

**123. Object code is machine code but it is not \_\_\_\_\_ and \_\_\_\_\_.**

1. relocatable, executable
2. faster, efficient
3. compiled, debugged
4. tested, compiled

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

```
int n=10;  
cout <<oct<<n;
```

1. Base 8
2. Base 2
3. Base 10
4. Decimal number system

**125. 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.**

1. upper case alphabets
2. lower case alphabets
3. double underscore
4. None of the given

**126. C++ views each file as a sequential stream of \_\_\_\_\_.**

1. Bits
2. Bytes
3. Numbers
4. Words

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

1. delete string;
2. delete []string;
3. delete string[];

4. delete string[5];

**128. Suppose that an integer type pointer contains a memory address 0x22f220. What will be the new memory address if we increment this pointer by one?**

1. 0x22f221
2. 0x22f222
3. 0x22f223
4. 0x22f224

**129. An address is a \_\_\_\_\_, while a pointer is a \_\_\_\_\_.**

1. constant, variable
2. variable, constant
3. global, variable
4. non static variable, constant

**130. Overloading means :**

1. Using the same name to perform multiple tasks or different tasks depending on the situation.
2. Using the different name to perform multiple tasks or different tasks depending on the situation
3. Using the same name to perform multiple tasks or same tasks depending on the situation
4. Using the same name to perform difficult tasks or complex tasks and it does not depend on the situation

**131. When the logical operator && combines two expressions then the result will be true only when the both expressions are \_\_\_\_\_.**

1. Logical
2. Arithmetic
3. true
4. false

**132. We can \_\_\_\_\_ pointer.**

1. increment
2. decrement
3. reassign
4. all of the given

**133. If a function has been declared but not defined before its function call then it is termed as \_\_\_\_\_.**

1. logical error
2. syntax error
3. run time error
4. program time error

**134. If B is designated as friend of A, B can access A's non-public members.**

1. B cannot access private member of A
2. B cannot access protected member of A
3. A can access non-public members of B
4. A cannot access B

**135. The condition in loop should be a(n) \_\_\_\_\_.**

1. Constant Expression
2. Boolean Expression
3. Primary Expression
4. Arithmetic Expression

**136. Which one of the following is mandatory preprocessor directive for c++?**

1. #undef
2. #include
3. #undef
4. All of the given

**137. We can \_\_\_\_\_ references.**

1. increment
2. decrement
3. reassign

4. None of the given

**138. The keyword \_\_\_\_\_ is used to get some value back from a function.**

1. return

2. break

3. continue

4. goto

**139. Which of the following function call is "call by reference" for the following function prototype?  
float add (float \*);**

1. add(&x);

2. add(float x);

3. add(x);

4. add(\*x);

**140. Switch statement deals with \_\_\_\_\_ type of data.**

1. Integer

2. Float

3. Character

4. Both Integer and Character

**141. We must include the header file \_\_\_\_\_ to convert the value of one type into another type using built-in functions.**

1. conio.h

2. stdlib.h

3. string.h

4. iostream.h

**142. The most suitable data type for number 325.25 is \_\_\_\_\_.**

1. char

2. int

3. short

4. float

**143. The first parameter of operator function for << operator \_\_\_\_\_.**

1. Must be passed by value

2. Must be passed by reference

3. Can be passed by value or reference

4. Must be object of class

**144. Individual characters in a string stored in an array can be accessed directly using array \_\_\_\_\_.**

1. superscript

2. script

3. subscript

4. value

**145. NULL character is used to indicate the \_\_\_\_\_ of string.**

1. Start

2. End

3. Begin

4. Middle

**146. The friend keyword provides access \_\_\_\_\_.**

1. in one direction only

2. in two directions

3. to all classes

4. to the data members of the friend class only

**147. To access the data members of structure, \_\_\_\_\_ is used.**

1. Logical operator

2. Dereference operator

3. Dot operator

4. Address operator

**148. \_\_\_\_\_ are very good tools for code reuse.**

1. operators
2. loops
3. functions
4. variables

**149. \_\_\_\_\_ must be included to use stream manipulation in your code.**

1. conio.h
2. iostream
3. stdlib.h
4. iomanip

**150. Here the code is given below. You have to identify the problem in the code.**

**while(i < 10) && (i > 24))**

1. the logical operator && cannot be used in test condition
2. the while loop is an exit-condition loop
3. the test condition is always true
4. the test condition is always false

**151. For console input and output we use \_\_\_\_\_.**

1. conio.h header file
2. stdlib.h header file
3. process.h header file
4. getch.h header file

**152. The endl and flush are \_\_\_\_\_.**

1. Functions
2. Operators
3. Manipulators
4. Objects

**153. Matrix is defined as \_\_\_\_\_.**

1. Single dimensional array
2. Multi-dimensional array
3. Vector product
4. Scalar product

**154. A class can be declared as a \_\_\_\_\_ of other class.**

1. member
2. member function
3. friend
4. part

**155. Constructor is special type of function :**

1. which has no return type
2. which returns NULL pointer
3. which returns zero
4. which returns integer type data

**156. We can define a matrix as \_\_\_\_\_ array.**

1. Sorted
2. Unsorted
3. Single dimensional
4. Multi dimensional

**157. What will be the size of the following character array?**

**char name[] = "Adeel";**

1. 5
2. 6
3. 4
4. 7

**158. Which of the following will be the most appropriate data type to store the value 63.547?**

1. Integer
2. Character

3. Short

4. Float

**159. Which of the following values are used in C/C++ to represent true and false?**

1. 1 and 0

2. 1 and -1

3. 11 and 00

4. any numerical value

**160. The memory allocation in C++ is carried out with the help of \_\_\_\_\_.**

1. NULL pointer

2. new operator

3. dot operator

4. + operator

**161. A \_\_\_\_\_ is an array of characters that can store number of character specified.**

1. Char

2. String

3. Multidimensional array

4. Data type

**162. We want to access array in random order which of the following approach is better?**

1. Pointer

2. Array index

3. Both pointers and array index are better

4. Matrix

**163. A program statement that invokes a function is called \_\_\_\_\_.**

1. function declaration

2. function call

3. function definition

4. function prototype

**164. There can be \_\_\_\_\_ 'default' statement(s) in any switch structure.**

1. 1
2. 2
3. 3
4. n

**165. When an array element is passed to a function, it is passed by \_\_\_\_\_.**

1. reference
2. data type
3. value
4. data

**166. Which of the following loops checks the test condition at the end of the loop?**

1. While
2. Do-While
3. For
4. Nested Loop

**167. ostream class is \_\_\_\_\_ and not under our control.**

1. user-defined
2. built-in
3. both user-defined and built-in
4. None of the given

**168. What will be the correct syntax for declaration of the following statement?**

**"ptr is a constant pointer to an integer"**

1. `const * int myptr;`
2. `const int *myptr;`
3. `int const *ptr;`

4. `int *const ptr;`

**169. Identify the correct option which is used for calling the function `float area (int)`.**

1. `area(&num);`
2. `area(num);`
3. `area(int num);`
4. `area(*num);`

**170. Which of the following if missing would result in infinite recursion in case of recursive function?**

1. Recursive call
2. Base case
3. Function parameters
4. Local variables

**171. `char **argv` can be read as \_\_\_\_\_.**

1. pointer to pointer
2. pointer to char
3. pointer to pointer to char
4. None of the given

**172. The main advantage of function overloading is \_\_\_\_\_.**

1. The program becomes portable
2. The program becomes complex
3. The function becomes inline
4. The program becomes more readable

**173. Memory allocated from heap or free store \_\_\_\_\_.**

1. can be returned back to the system automatically
2. can be allocated to classes only
3. cannot be returned back unless freed explicitly using `malloc` and `realloc`

4. cannot be returned back unless freed explicitly using free and delete operators

**174. What will be the value of the variable output in the given piece of code?**

```
double output = 0;  
output = (2 + 2) * 4 + 2 / (4 - 2);
```

1. 15
2. 17
3. 12
4. 11

**175. From the options given, you need to choose the option which is true for the given code.**

```
for (int i = 1; i>0; i++) {  
/*loop code*/  
}
```

1. the logical operator && cannot be used in a test condition
2. the while loop is an exit-condition loop
3. the test condition is always false
4. the test condition is always true

**176. \_\_\_\_\_ of a variable means the locations within a program from where it can be accessed.**

1. Data type
2. Visibility
3. Value
4. Reference

**177. The syntax of declaration of a function that returns the reference to an integer is \_\_\_\_\_.**

1. int & myfunc();
2. int myfunc();
3. int myfunc() &;

4. integer & myfunc());

**178. You cannot overload the \_\_\_\_\_ operator.**

1. ? :

2. \*

3. /

4. ++

**179. In C/C++, the string constant is enclosed in \_\_\_\_\_.**

1. curly braces { }

2. parentheses( )

3. single quotes ' '

4. double quotes " "

**180. When a variable is defined as static in a class then \_\_\_\_\_.**

1. Separate copy of this variable is created for each object

2. Only one copy is created for all objects of this class

3. A copy of this variable is created for only static objects

4. None of the given

**181. The friend function of a class can have access \_\_\_\_\_.**

1. to the public data members only

2. to the private data members

3. to the protected data members

4. to the main program

**182. A reference cannot be NULL it has to point a data type.**

1. True

2. False

**183. The statement  $x += y$  can be interpreted as \_\_\_\_\_.**

1. Adding the value of the x to the value of the y and storing the result in x
2. Adding the value of the y to the value of x, store the result in y
3. Adding the value of the x to the value of x, store the result in x
4. Adding the value of the y to the value of y, store the result in x

**184. A \_\_\_\_\_ structure specifies that an action is to be repeated while some condition remains true.**

1. Control
2. Logical
3. Repetition
4. Relational

**185. Symbolic constant PI can be defined as:**

1. #define PI 3.14;
2. #define PI 3.14
3. #define PI=3.14
4. # include pi=3.14

**186. C is a/an \_\_\_\_\_ language.**

1. low level
2. object based
3. object oriented
4. function oriented

**187. Structure use \_\_\_\_\_ allocation.**

1. Queue
2. Heap
3. Cache
4. Stack

**188. In the following nested For Loop, which loop will run most number of times?**

**for( int i = 0; i < 5; i++)**

```

{
for(int k = 0; k < 5; k++)
{
.....
}
}

```

1. Outer loop
2. Inner loop
3. Both loops run equal number of times
4. Depends upon the statements in the inner loop's body

**189. \_\_\_\_\_ is the pointer which determines the position in a file from where the next read operation occurs.**

1. put
2. seek
3. get
4. tell

**190. When the if statement consists more than one statement then enclosing these statement in curly braces is,**

1. Not required
2. Good programming
3. Relevant
4. Must

**191. The dynamic memory allocation uses \_\_\_\_\_ whereas static memory allocation uses \_\_\_\_\_.**

1. heap , stack
2. stack , lists
3. array , stack
4. classes , array

**192. When the compiler overload the assignment (=) operator by default then**

1. Class members are not assigned properly
2. Compiler does not allow default assignment operator
3. Compiler does member wise assignment.
4. None of the given

**193. \_\_\_\_\_ function give the position of the next character to be read from that file.**

1. tellp()
2. tellg()
3. seekg()
4. seekp()

**194. In statement a+b+c, at first**

1. a+b is executed first
2. b+c is executed first
3. All executed at the same time
4. None of the given

**195. Which of the following is the correct syntax to access the value of first element of an array using pointer ptr?**

1. ptr[0]
2. \*(ptr+1)
3. ptr[1]
4. \*ptr[0]

**196. In case of single dereferencing, the value of the \_\_\_\_\_ is the address of the \_\_\_\_\_.**

1. pointer, variable
2. pointer, constant
3. variable, pointer
4. constant, pointer

**197. Given a 2D array of integers, what would be the correct way of assigning the value 5 to the element at second row and third column?**

1. `m[2][3] = 5;`
2. `m[3][2] = 5;`
3. `m[1][2] = 5;`
4. `m[2][3] = '5';`

**198. Which one of the given option is not a mode for reading/writing the data from a file?**

1. in
2. out
3. trunc
4. get

**199. In programming, comments are used to explain the functioning of the \_\_\_\_\_.**

1. Debugger
2. Editor
3. Program
4. Linker

**200. The compiler of C language is written in \_\_\_\_\_ language.**

1. JAVA
2. BASIC
3. FORTRAN
4. C

**201. \_\_\_\_\_ operators are the ones that require only one operator to work.**

1. Unit
2. Unary
3. Single
4. None of the given

**202. Both compiler and \_\_\_\_\_ are used to translate program into machine language code.**

1. debugger

2. linker
3. loader
4. interpreter

**203. The parameter passed to isdigit() function is \_\_\_\_\_ variable.**

1. Character
2. Boolean
3. Integer
4. Float

**204. Whenever some number is added in an array name, it will jump as many \_\_\_\_\_ as the added number.**

1. rows
2. value
3. column
4. bytes

**205. What is the output of the following code, if the first case is true**

```
switch (var) {  
case 'a':cout<<"apple"<<endl;  
case 'b':cout<<"banana"<<endl;  
case 'm':cout<<"mango"<<endl;  
default: cout<<"any fruit"<<endl;  
}
```

1. apple
2. apple  
any fruit
3. apple  
banana  
mango  
any fruit
4. none of above

**206. Suppose that an integer type pointer contains a memory address 0x22f230. What will be the new memory address if we increment this pointer by one?**

1. 0x22f231
2. 0x22f234
3. 0x22f226
4. 0x22f238

**207. != operator is used to check whether the operand on the left-hand-side is \_\_\_\_\_ to the operand on the right-hand-side.**

1. Less than or equal
2. Greater than or equal
3. Not equal
4. Approximately equal to

**208. The correct syntax of do-while loop is \_\_\_\_\_.**

1. (condition) while; do {statements;};
2. {statements;} do-while();
3. while(condition); do {statements;};
4. do {statements;} while (condition);

**209. 'While' loop may execute \_\_\_\_\_ or more times.**

1. three
2. zero
3. two
4. one

**210. \_\_\_\_\_ variables are defined in the main.**

1. Global
2. Dynamic
3. Local
4. All

**211. When the break statement is encountered in a loop's body, it transfers the control \_\_\_\_\_ from the current loop.**

1. Inside
2. Outside
3. To break statement
4. To continue statement

**212. The \_\_\_\_\_ structure is a multiple-selection construct which makes the code more efficient and easy to read and understand.**

1. multiple-if
2. switch
3. if-else
4. else-if

**213. We should use \_\_\_\_\_ for clarity and to force the order of evaluation in an expression.**

1. brackets []
2. parenthesis ()
3. curly braces {}
4. quotation marks " "

**214. The \_\_\_\_\_ statement allows us to select from multiple choices based on a set of fixed values for a given expression.**

1. switch
2. break
3. continue
4. goto

**215. The remainder (%) operator is a \_\_\_\_\_ operator.**

1. Logical
2. Arithmetic
3. Relational

4. Conditional

**216. Which one of the following languages has been used to write the compiler of "C" language?**

1. Java
2. Fortran
3. Basic
4. C

**217. if**

**int sum = 54;**

**Then the value of the following statement is**

**sum = sum - 3;**

1. 52
2. 50
3. 51
4. 57

**218. We cannot use \_\_\_\_\_ pointer for storing and reading data from it.**

1. 'NULL'
2. integer
3. double
4. zero

**219. Which of the following function call is "call by reference" for the following function prototype?**

**int add (int \*);**

1. add(&x);
2. add(int x);
3. add(x);
4. add(\*x);

**220. The microsoft word document (.doc) is a kind of \_\_\_\_\_.**

1. Sequential File

2. Random Access File

3. Binary Access File

4. Executable File

**221. \_\_\_\_\_ stops execution at the line that contains error(s) in the code.**

1. Compiler

2. Debugger

3. Interpreter

4. Linker

**222. To convert the value of one type into another type using built-in functions, we include \_\_\_\_\_ header file.**

1. conio.h

2. stdlib.h

3. iostream.h

4. string.h

**223. When the logical operator AND (&&) combines two expressions exp1 and exp2 then the result will be true only \_\_\_\_\_.**

1. When both exp1 and exp2 are true

2. When both exp1 and exp2 are false

3. When exp1 is true and exp2 is false

4. When exp1 is false and exp2 is true

**224. The purpose of using cout<< is to \_\_\_\_\_.**

1. Display information on the screen

2. Read the data from keyboard

3. Read the data from a file

4. Write into a file

**225. What is the correct syntax to declare an array of size 10 of int data type?**

1. int [10] name;

2. name[10] int;
3. int name[10];
4. int name[];

**226. Member functions of the class \_\_\_\_\_ main program.**

1. are not accessible
2. are accessible from
3. are defined within the
4. are private to

**227. \_\_\_\_\_ data type can operate on modulus operator.**

1. int
2. float
3. char
4. double

**228. The increment of a pointer depends on its \_\_\_\_\_.**

1. variable
2. value
3. data type
4. None of the given

**229. If any break statement is missed in switch statement then \_\_\_\_\_.**

1. compiler will give error
2. this may cause a logical error
3. no effect on program
4. program stops its execution

**230. What will be the correct syntax for the following function call?  
float add (int &);**

1. add(int x);

2. add(&x);

3. add(x);

4. add(\*x);

**231. When operator function is implemented as member function then return type of function \_\_\_\_\_.**

1. Must be an object of same class

2. Must be user-defined data type

3. Must be built-in data type

4. Can be any data type

**232. Structure is a collection of \_\_\_\_\_ under a single name.**

1. only functions

2. only variables

3. both functions and variables

4. only data types

**233. If the request of new operator is not fulfilled due to insufficient memory in the heap \_\_\_\_\_.**

1. the new operator returns 2

2. the new operator returns 1

3. the operator returns 0

4. free operator returns nothing

**234. Which of the following data types will be assumed if no data type is specified with constant?**

1. short

2. float

3. int

4. double