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CS201-Introduction To Programming Update MCQ'S Final Term

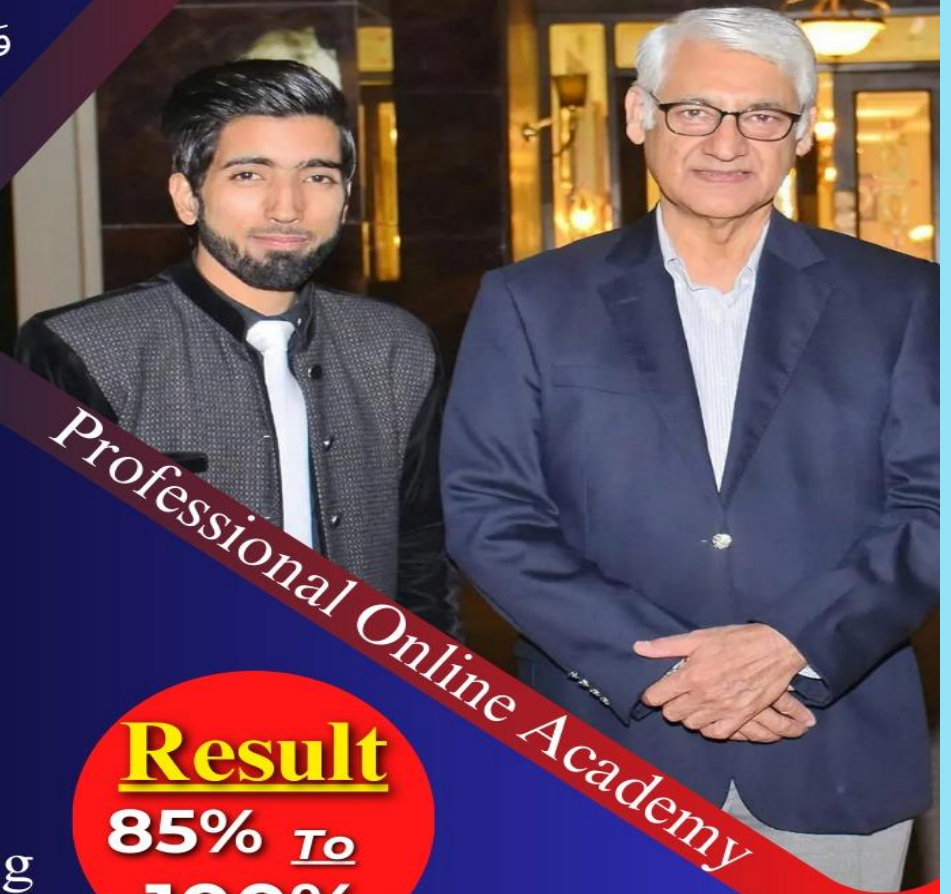


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Question No:1

(Marks:1)

Vu-Topper RM

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

- A. Left object of the assignment operator
- B. No objects will be passed
- C. Both objects will be passed

D. Right object of the assignment operator

Question No:2

(Marks:1)

Vu-Topper RM

Below is given a code snippet

```
char name[50];
```

```
cin>>name;
```

```
cout<<name;
```

Now if user enters the name, for example "Sohail Aslam" than what will be the output of the code ?

- A. Sohail Aslam
- B. Sohail**
- C. Aslam
- D. Aslam Sohail

Question No:3

(Marks:1)

Vu-Topper RM

Friend functions are _____.

- A. private
- B. unidirectional
- C. public**
- D. bidirectional

Question No:4

(Marks:1)

Vu-Topper RM

We can _____ pointer.

- A. increment
- B. decrement
- C. all of the given**
- D. reassign

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Question No:5

(Marks:1)

Vu-Topper RM

For binary member operators, operands on the _____ drives (calls) the operation.

A. Left

B. Right

C. None of the given options.

D. Both left and right

Question No:6

(Marks:1)

Vu-Topper RM

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

True

False

Question No:7

(Marks:1)

Vu-Topper RM

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

A. Compilers

B. Function names

C. Operands

D. Applications

Question No:8

(Marks:1)

Vu-Topper RM

The read and write member functions input or output some number of bytes to or from a character array in memory.

True

False

Question No:9

(Marks:1)

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The original value remains unchanged in _____.

A. Call by value

B. Call by reference

C. Dynamic Variables

D. Pointers

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Question No:10

(Marks:1)

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malloc function returns _____ to the _____ from the available memory.

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

Question No:11

(Marks:1)

Vu-Topper RM

Which of the following permits function overloading in C++.

- A. Both types and arguments**
- B. Type only
- C. Number of arguments only
- D. Number of function names

Question No:12

(Marks:1)

Vu-Topper RM

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

- A. float
- B. integer
- C. void**
- D. double

Question No:13

(Marks:1)

Vu-Topper RM

Sometimes after allocating memory we need additional space, for this purpose we use _____.

- A. reallocation function
- B. realloc function**
- C. void pointer

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D. calloc function

Question No:14

(Marks:1)

Vu-Topper RM

What is the use of function call operator?

- A. overloading the parameters
- B. overloading the string
- C. overloading the methods
- D. overloading the objects**

Question No:15

(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 array of pointers to string
- B. Creates array of 5 objects dynamically**
- C. Creates a string Object
- D. Creates array of 5 objects statically

Question No:16

(Marks:1)

Vu-Topper RM

Which of the following concept is NOT associated with stream?

- A. Source
- B. Template**
- C. Destination
- D. State

Question No:17

(Marks:1)

Vu-Topper RM

What will happen when the function call operator is overloaded?

- A. It will modify the operator to be interpreted
- B. It will modify the object**
- C. It will modify the functions
- D. It will not modify the functions

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Question No:18

(Marks:1)

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What will be the output of following statement?
`cout << setfill('0') << setw(7) << 128 ;`

A. 0128128

B. 0000128

C. 0012800

D. 1280000

Question No:19

(Marks:1)

Vu-Topper RM

The life time of the static data member of a class is the life time of the _____.

A. function

B. program

C. destructor

D. constructor

Question No:20

(Marks:1)

Vu-Topper RM

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

A. s1+s2

B. s1, s2+

C. s1+s2 and strcat(s1,s2)

D. strcat(s1, s2);

Question No:21

(Marks:1)

Vu-Topper RM

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

True

False

Question No:22

(Marks:1)

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Class is a user defined _____.

A. memory reference

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- B. none of the given options.
- C. value
- D. data type**

Question No:23 (Marks:1) **Vu-Topper RM**
Header files provide _____ so the program running on one operating system can run without an error on the other system.

- A. Accuracy
- B. Reliability
- C. Portability**
- D. Accessibility

Question No:24 (Marks:1) **Vu-Topper RM**
The malloc function takes _____ argument(s).

- A. One** **Page 282**
- B. Two
- C. Four
- D. Three

Question No:25 (Marks:1) **Vu-Topper RM**
_____ is used for input file or for reading from the file.

- A. tellp()
- B. tellg()
- C. seekg()** **Page 220**
- D. seekp()

Question No:26 (Marks:1) **Vu-Topper RM**
To avoid dangling reference, don't return _____.

- A. the reference of a static variable from the function
- B. the reference of a global variable from the function
- C. the reference of a local variable from the function** **Page 369**

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

Question No:27

(Marks:1)

Vu-Topper RM

Which is the correct syntax to define a structure named 'student'?

- A. structure student{//variables};
- B. struct student{//variables};**
- C. struct student{//variables};
- D. structure student{//variables};

Question No:28

(Marks:1)

Vu-Topper RM

For converting a void type pointer ptr into integer type, the correct syntax is:

- A. *int ptr
- B. ptr * int
- C. int * ptr
- D. (int *) ptr**

Question No:29

(Marks:1)

Vu-Topper RM

To access the data members of structure, _____ is used.

- A. Dot operator**
- B. Logical operator
- C. Address operator
- D. Dereference operator

Question No:30

(Marks:1)

Vu-Topper RM

_____ for parameters is also done for inline functions.

- A. Testing
- B. Value checking
- C. Syntax checking
- D. Automatic type checking**

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Question No:31

(Marks:1)

Vu-Topper RM

What is the other name for a variable?

- A. Identifier**
- B. Visual
- C. Static
- D. Constant

Question No:32

(Marks:1)

Vu-Topper RM

With the use of dynamic allocation of memory, the system resources can be _____.

- A. used carelessly
- B. used efficiently**
- C. wasted
- D. all of the given options

Question No:33

(Marks:1)

Vu-Topper RM

The object code of our program is combined with the _____.

- A. source program
- B. with header files
- C. object code of the library functions**
- D. machine code of the operating system

Page 269

Question No:34

(Marks:1)

Vu-Topper RM

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

- A. ||
- B. |
- C. ^**
- D. ~

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Question No:35

(Marks:1)

Vu-Topper RM

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

- A. 4
- B. 12
- C. 8**
- D. 6

Question No:36

(Marks:1)

Vu-Topper RM

Which one is the correct example of a unary operator?

- A. %
- B. /
- C. -**
- D. ==

Question No:37

(Marks:1)

Vu-Topper RM

Object code is machine code but it is not _____ and _____.

- A. faster , efficient
- B. tested , compiled
- C. compiled ,debugged
- D. relocatable , executable**

Question No:38

(Marks:1)

Vu-Topper RM

The concept of friend function negates the concept of _____.

- A. Inheritance
- B. Persistence
- C. Polymorphism
- D. Encapsulation**

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Question No:39

(Marks:1)

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Constructor is itself a _____ of C++ and _____.

- A. class , can be overloaded
- B. object, can not be initialized
- C. function, can be overloaded**
- D. function , cannot be overloaded

Page 315

Question No:40

(Marks:1)

Vu-Topper RM

public or private keywords can be _____

- A. written outside the class
- B. written only twice in the class declaration
- C. written only for once in the class or structure declaration
- D. written multiple times in the class or structure declaration**

Question No:41

(Marks:1)

Vu-Topper RM

Windows operating system may itself takes memory from _____.

- A. Stack
- B. Heap** **Google**
- C. List
- D. Array

Question No:42

(Marks:1)

Vu-Topper RM

The friend keyword provides access _____.

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

Question No:43

(Marks:1)

Vu-Topper RM

The function overloading requires _____.

- A. the argument list to be different.** **Page 322**
- B. no arguments

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- C. the argument list to be the same
- D. the arguments of integer type only

Question No:44 (Marks:1) **Vu-Topper RM**

Initializing the data member within the class is _____.

- A. not an error
- B. a run time error
- C. a syntax error**
- D. a logical error

Question No:45 (Marks:1) **Vu-Topper RM**

By writing aFile.seekg(15L, ios::cur) we are moving _____.

- A. 15 bytes in the forward direction starting from the current position**
- B. 15 bits in the backward direction starting from the current position
- C. 15 bytes in the backward direction starting from the current position
- D. 15 bits in the backward direction starting from the previous position

Question No:46 (Marks:1) **Vu-Topper RM**

Which is not true regarding structures?

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

Question No:47 (Marks:1) **Vu-Topper RM**

We use dot operator to access the data members of both _____ and _____.

- A. arrays, structures
- B. none of them**
- C. unions,

arrays

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D. unions, structures

Question No:48

(Marks:1)

Vu-Topper RM

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

- _____.
- A. NULL pointer
 - B. + operator
 - C. new operator**
 - D. dot operator

Page 64

Question No:49

(Marks:1)

Vu-Topper RM

$a = a + 1;$ can be written as _____.

- A. $a + 1;$
- B. $a + a + 1;$
- C. $a += 1;$**
- D. $1 + a = a;$

Page 14

Question No:50

(Marks:1)

Vu-Topper RM

C++ was developed by _____.

- A. Graham Bell
- B. Von Nuemann
- C. Charles Babbage

D. Bejarne Stroustrup

Google

Question No:51

(Marks:1)

Vu-Topper RM

How many bits form a byte?

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

Google

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Question No:52

(Marks:1)

Vu-Topper RM

The difference between pointers and references is that

_____.

- A. we can assign references
- B. we cannot reassign pointers
- C. we can do arithmetic with pointers
- D. we cannot do arithmetic with pointers**

Question No:53

(Marks:1)

Vu-Topper RM

The _____ is the increment Operator in c++.

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

Question No:54

(Marks:1)

Vu-Topper RM

Constructor has _____.

- A. no name
- B. return type
- C. the same name as of class**
- D. the same name as data member

Page 50

Question No:55

(Marks:1)

Vu-Topper RM

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

- A. Null**
- B. Zero
- C. Integer
- D. Double

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Question No:56

(Marks:1)

Vu-Topper RM

The new operator automatically determines the size of memory required to store that object , so it does not need _____.

- A. free operator
- B. dot operator
- C. sizeof operator**
- D. size off operator

Question No:57

(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 &**

Question No:58

(Marks:1)

Vu-Topper RM

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

- A. Part
- B. Friend**
- C. Member
- D. member function

Question No:59

(Marks:1)

Vu-Topper RM

The members of a class declared without any keyword are _____ by default

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

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Question No:60

(Marks:1)

Vu-Topper RM

Look at the statement given below int & a; and tell what will happen ?

A. Compiler will generate an error: 'a' declared as reference but not initialized

B. Compiler will compile successfully

C. Compiler will show a warning to you

D. Null value will be assigned to a

Question No:61

(Marks:1)

Vu-Topper RM

getche() is a _____ function and defined in _____ header file.

A. built-in function , conio.h

B. user-define function , conio.h

C. built -in function, iostream.h

D. built-in function, stlib.h

Question No:62

(Marks:1)

Vu-Topper RM

The main advantage of function overloading is that _____.

A. The program becomes more readable

B. The function becomes inline

C. The program becomes portable

D. The program becomes complex

Question No:63

(Marks:1)

Vu-Topper RM

If the request of new operator is not fulfilled due to insufficient memory in the heap _____.

A. free operator returns nothing

B. the new operator returns 1

C. the operator returns 0

D. the new operator returns 2

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Question No:64

(Marks:1)

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For console input and output we use _____.

- A. process.h header file
- B. stdlib.h header file
- C. conio.h header file**
- D. getch.h header file

Question No:65

(Marks:1)

Vu-Topper RM

The operator to free the allocated memory using new operator is _____.

- A. free
- B. delete**
- C. del
- D. remove

Question No:66

(Marks:1)

Vu-Topper RM

_____ allow us to have a memory location and use it as int or char interchangeably

- A. construct
- B. None of the given
- C. structures
- D. union**

Question No:67

(Marks:1)

Vu-Topper RM

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

- A. Array
- B. Pointer
- C. Datatype
- D. Variables**

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Question No:68

(Marks:1)

Vu-Topper RM

The memory allocation functions return a chunk of memory with a pointer of type _____.

- A. Ptr
- B. Void**
- C. Float
- D. Integer

Page 281

Question No:69

(Marks:1)

Vu-Topper RM

A file opened with the help of _____ can be used for both input and output.

- A. Fstream**
- B. Ofstream
- C. Iostream
- D. Ifstream

Page 220

Question No:70

(Marks:1)

Vu-Topper RM

Macros are categorized into _____ type(s).

- A. One
- B. Two**
- C. Five
- D. Three

Page 275

Question No:71

(Marks:1)

Vu-Topper RM

All the preprocessors directives starts with _____.

- A. -
- B. &
- C. #**

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D. \$

Question No:72

(Marks:1)

Vu-Topper RM

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

A. All the drives

B. Current folder

C. Current directory

Page 269

D. Specific directory

Question No:73

(Marks:1)

Vu-Topper RM

For accessing data members we use _____ operator

A. Dot.

B. Plus+

C. Division /

D. multiplication *

Question No:74

(Marks:1)

Vu-Topper RM

The dynamic memory allocation uses _____ whereas static memory allocation uses _____.

A. stack , lists

B. array , stack

C. Heap,stack

D. classes , array

Question No:75

(Marks:1)

Vu-Topper RM

A file opened with _____ is used for input and cannot be used for output.

A. Ifstream

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- B. Ostream
- C. Istream
- D. Fstream

Question No:76

(Marks:1)

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

- A. None
- B. Parenthesis
- C. Curly braces**
- D. Inverted commas

Page 229

Question No:77

(Marks:1)

Vu-Topper RM

student s[100]; means that 's' is an array of hundred students of type 'student' structure. What will be the correct statement to access the 'name' data element of the fifty sixth student from the array?

- A. s.name[56];
- B. s[55].name;
- C. s.name[55];**
- D. s[56].name;

Question No:78

(Marks:1)

Vu-Topper RM

Which of the following code segment represents a left shift operator?

- A. cout<<1;
- B. cin >> number ;
- C. result = number >> 1 ;
- D. result = number << 1 ;**

Google

Question No:79

(Marks:1)

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Array indexes start from _____.

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A. 1

B. 0 **Page 266**

C. 2

D. 3

Question No:80

(Marks:1)

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An instance of a class is called _____.

A. Object **Page 324**

B. Structure

C. Data type

D. Member function

Question No:81

(Marks:1)

Vu-Topper RM

Which header file is required to use file I/O operations?

A. <fstream> **Google**

B. <ifstream>

C. <ostream>

D. <iostream>

Question No:82

(Marks:1)

Vu-Topper RM

Name the function whose definition can be substituted at a place where its function call is made _____.

A. inline function **Google**

B. static function

C. friend function

D. volatile function

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Question No:83

(Marks:1)

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Default constructor takes _____.

A. no parameters **Page 315**

B. one parameter

C. two parameters

D. character type parameter

Question No:84

(Marks:1)

Vu-Topper RM

_____ function gives the position of the next character to be read from that file.

A. Tellp()

B. Tellg() **Page 215**

C. Seekp()

D. Seekg()

Question No:85

(Marks:1)

Vu-Topper RM

the sizeof operator is used to determine the size of _____.

A. Data

B. Variable

C. Data type **Page 235**

D. None of the given

Question No:86

(Marks:1)

Vu-Topper RM

Shifting the binary numbers is similar to shifting the _____ numbers.

A. Octal

B. Base 7

C. Decimal **Page 252**

D. Hexadecimal

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Question No:87

(Marks:1)

Vu-Topper RM

_____ function is used to determine the next position to write a character while writing into a file.

A. Tellg()

B. Tellp()

Page 215

C. Seekp()

D. Seekg()

Question No:88

(Marks:1)

Vu-Topper RM

We have opened a file stream myfile for reading (getting), myfile.tellg () gives us the current get position of the file pointer. It returns a whole number of type _____

A. Int

B. Long

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C. Short

D. Double

Question No:89

(Marks:1)

Vu-Topper RM

What is the use of ios::trunc mode?

A. To open a file in input mode

B. To open a file in output mode

C. To truncate an existing file to half

D. To truncate an existing file to zero

Google

Question No:90

(Marks:1)

Vu-Topper RM

Structures use _____ for memory allocation.

A. Heap

Google

B. Stack

C. Queue

D. Cache

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Question No:91

(Marks:1)

Vu-Topper RM

Which of the following is not a file opening mode _____?

A. Ios::in

B. Ios::out

C. Ios::ate

D. ios::truncate

Question No:92

(Marks:1)

Vu-Topper RM

Structures are syntactically defined with the word _____.

A. Struc

B. Struct

Page 229

C. Structure

D. None of the given

Question No:93

(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:94

(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;

A. Default operator

B. Copy constructor

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C. Assignment operator

D. Parameterized constructor

Question No:95

(Marks:1)

Vu-Topper RM

free function is available in _____ header file.

A. stdlib.h

B. conio.h

C. string.h

D. iostream.h

Question No:96

(Marks:1)

Vu-Topper RM

C++ offers _____ levels of data access control inside a class

A. Two

B. Five

C. Four

D. Three

Google

Question No:97

(Marks:1)

Vu-Topper RM

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

True

False

Question No:98

(Marks:1)

Vu-Topper RM

The concept of _____ allows us to separate the interface from the implementation of the class.

A. Pointers

B. Inheritance

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C. Polymorphism

D. Encapsulation

Google

Question No:99

(Marks:1)

Vu-Topper RM

Which of the following is unary operator?

A. I++

B. I--

C. ++i

D. All of the Given

Question No:100

(Marks:1)

Vu-Topper RM

Identify the correct syntax for making a class friend of other class

friend ClassOne

{

OtherClass;

private;

//here we write the data members of ClassOne

};

lassOne

{friend OtherClass ;

private:

//here we write the data members of ClassOne

};

class ClassOne

{

friend OtherClass ;

private:

//here we write the data members of ClassOne

};

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Friend class ClassOne

```
{  
friend OtherClass ;  
private:  
//here we write the data members of ClassOne  
};
```

Question No:101

(Marks:1)

Vu-Topper RM

Let suppose

int a, b, c, d, e;

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

This can be interpreted by the compiler as:

- A. a = (b = (c = (d = (e = 42)))));**
- B. (a = b) = (c = d) = (e = 42);
- C. a = b = (c = (d = (e = 42)));
- D. (a = b = (c = (d = (e = 42)))));

Question No:102

(Marks:1)

Vu-Topper RM

We cannot increment _____.

- A. Arrays
- B. Pointers
- C. Variables

D. References

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Question No:103

(Marks:1)

Vu-Topper RM

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

A. Unit

B. Unary

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C. Binary

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D. Single

Question No:104

(Marks:1)

Vu-Topper RM

The constructor contains _____.

A. Classes **Page 313**

B. Object

C. Return

D. None of these

Question No:105

(Marks:1)

Vu-Topper RM

We can _____ references.

A. Reassign **Google**

B. Increment

C. Decrement

D. None of the given

Question No:106

(Marks:1)

Vu-Topper RM

The destructor is used to _____.

A. create objects

B. allocate memory

C. de-allocate memory **Page 338**

D. allocate static memory

Question No:107

(Marks:1)

Vu-Topper RM

Functions declared with the _____ specifier in a class member list are called friend functions of that class.

A. Friend

B. Public

C. Private

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D. Protected

Question No:108

(Marks:1)

Vu-Topper RM

To prevent dangling reference the functions returning reference should be used with _____

- A. Arrays
- B. local variables
- C. global variables only
- D. static and global variables**

Question No:109

(Marks:1)

Vu-Topper RM

If we want to allocate memory to an array of 5 integers dynamically, the syntax will be _____.

- A. `iptr= new[5]`
- B. `int iptr ; iptr= int [5]`
- C. `int *iptr ; iptr = new int[5] ;`**
- D. `integer iptr** ; iptr= new int[5]`

Question No:110

(Marks:1)

Vu-Topper RM

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

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

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Question No:111

(Marks:1)

Vu-Topper RM

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

Question No:112

(Marks:1)

Vu-Topper RM

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?

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

Question No:113

(Marks:1)

Vu-Topper RM

Which one of the following is the correct statement about operator overloading?

- A. N-arithmetic operators can be overloaded only.
- B. Arithmetic operators can be overloaded only.**
- C. Associativity and precedence of operators do not change.
- D. Precedence of operators are changed after overloading.

Question No:114

(Marks:1)

Vu-Topper RM

new operator can be used for _____.

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- A. dot operator
- B. only integer data type
- C. only char and integer data types
- D. integer, float, char and double data types**

Question No:115 (Marks:1) **Vu-Topper RM**

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

- A. Independent**
- B. Encapsulated
- C. tightly coupled.
- D. loosely coupled.

Question No:116 (Marks:1) **Vu-Topper RM**

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

- A. void pointer
- B. free operator
- C. new operator
- D. size of operator**

Question No:117 (Marks:1) **Vu-Topper RM**

int &i; It means that i is a _____ to an integer.

- A. Pointer
- B. data type
- C. reference**
- D. constant pointer

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Question No:118

(Marks:1)

Vu-Topper RM

What does the following statement mean?int (*fp)(char*)

- A. pointer to a pointer
- B. function taking a char* argument and returning a pointer to i
- C. pointer to an array of chars
- D. pointer to function taking a char* argument and returns an int**

Question No:119

(Marks:1)

Vu-Topper RM

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

- A. Static
- B. Public
- C. Private**
- D. Globally declared.

Question No:120

(Marks:1)

Vu-Topper RM

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

- A. Stack
- B. Heap
- C. Cache
- D. Buffer**

Question No:121

(Marks:1)

Vu-Topper RM

Default constructor generated by _____ does _____ for us.

- A. classes , initialization

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B. compiler , initialization

C. compiler, no initialization

D. main program, memory management

Question No:122

(Marks:1)

Vu-Topper RM

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

delete arr ;

A. Results into syntax error

B. Do not delete any object

C. Deletes all the objects of array

D. Deletes only one object of array

Question No:123

(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:124

(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

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Question No:125

(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
- D. Cout is standard output and cerr is not a standard output**

Question No:126

(Marks:1)

Vu-Topper RM

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

- A. Plus (+) operator** Google
- B. Minus (-) operator
- C. Equal (==) operator
- D. Assignment (=) operator

Question No:127

(Marks:1)

Vu-Topper RM

The friend functions are _____.

- A. void functions
- B. inline functions
- C. member of a class
- D. not member of a class** Page 523

Question No:128

(Marks:1)

Vu-Topper RM

The friend function of a class can have access _____.

- A. to the private data members
- B. to the protected data members
- C. to the public data members only
- D. to public, private and protected data members** Google

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Question No:129

(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

Question No:130

(Marks:1)

Vu-Topper RM

You cannot overload the _____ operator

A. /

B. +

C. ?;

D. ++

Question No:131

(Marks:1)

Vu-Topper RM

Bugs can occur due to _____

A. default values

B. uninitialized data

C. object destruction

D. initialization of a variable

Question No:132

(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

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Question No:133

(Marks:1)

Vu-Topper RM

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

- A. Semantic
- B. Complexity
- C. None of the given option

D. Both Semantic and Complexity

Question No:134

(Marks:1)

Vu-Topper RM

Ternary operator is shown as _____.

- A. |||
- B. ?:**
- C. &&
- D. ===

Question No:135

(Marks:1)

Vu-Topper RM

These functions seekg() and sseekp() requires an argument of type _____ to determine the backward.

- A. Int**
- B. Long
- C. Short
- D. Double

Question No:136

(Marks:1)

Vu-Topper RM

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

True

False

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Question No:137

(Marks:1)

Vu-Topper RM

The return type of the overloading new operator must be?

- A. Int pointer
- B. Void pointer
- C. Object pointer
- D. Void (nothing)**

Question No:138

(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

Question No:139

(Marks:1)

Vu-Topper RM

The reference data types are used as _____ variables without any _____ operator

- A. Local, &
- B. Global, dot
- C. Static, deference
- D. Ordinary, deference**

Question No:140

(Marks:1)

Vu-Topper RM

Overloaded member operator function is always called by ____

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

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Question No:141

(Marks:1)

Vu-Topper RM

Encapsulation means _____.

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

Question No:142

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

Question No:143

(Marks:1)

Vu-Topper RM

_____ operators are the ones that require two operators on both sides of the operator.

- A. Unary
- B. Binary**
- C. Double
- D. Two sided

Question No:144

(Marks:1)

Vu-Topper RM

when the compiler overloads the assignment (=) operator by default then

- A. Class members are not assigned properly.
- B. Compiler does member wise assignment.**
- C. Compiler does not do member wise assignment.
- D. Compiler does not allow default assignment operator.

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Question No:145

(Marks:1)

Vu-Topper RM

In C language, the region of memory allocated at runtime is called

_____.

- A. Stack
- B. Heap**
- C. Free store
- D. Available memory

Question No:146

(Marks:1)

Vu-Topper RM

_____ is the pointer which determines the position in a file from where the next read operation occurs.

- A. Set
- B. Put**
- C. Get
- D. Tell

Question No:147

(Marks:1)

Vu-Topper RM

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

- A. Varies
- B. Becomes zero
- C. Can be changed.
- D. Cannot be changed.**

Question No:148

(Marks:1)

Vu-Topper RM

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

- A. Size of array, member of bytes.
- B. Size of space, member of bytes.

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C. Space in terms of string character, size of list.

D. Required space in terms of number. Size of space.

Question No:149

(Marks:1)

Vu-Topper RM

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

A. Public

B. Private

C. Protected

D. Accessible outside the class.

Question No:150

(Marks:1)

Vu-Topper RM

symbolic constant PI can be defined as:

A. #defined pi 3.14;

B. #defined pi 3.14

C. #include pi = 3.14

D. #defined pi = 3.14

Question No:151

(Marks:1)

Vu-Topper RM

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

A. Structure data

B. Structure tag

C. Structure member

D. Structure variable

Question No:152

(Marks:1)

Vu-Topper RM

_____ operator uses the sign ^.

A. Bit-wise OR

B. NOT operator

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C. Exclusive OR

D. AND operator

Question No:153

(Marks:1)

Vu-Topper RM

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.

A. Double underscore

B. Lower case alphabets

C. Upper case alphabets

D. None of the given option

Question No:154

(Marks:1)

Vu-Topper RM

RAID stands for _____.

Redundant Array of Inexpensive Devices

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Question No:155

(Marks:1)

Vu-Topper RM

Which of the following is an example of static memory allocation?

Array

Question No:156

(Marks:1)

Vu-Topper RM

Local variables are stored in an area called _____.

Stack

Question No:157

(Marks:1)

Vu-Topper RM

How many destructors are allowed in a Class?

One

Question No:158

(Marks:1)

Vu-Topper RM

Which one of the following is not a possible state for a pointer?

Point to a type

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Question No:159 (Marks:1) **Vu-Topper RM**
i+=2 is equivalent to _____.
i=i+2;

Question No:160 (Marks:1) **Vu-Topper RM**
To get the memory address of a variable we use _____.
&

Question No:161 (Marks:1) **Vu-Topper RM**
_____ operators are the ones that require two operands on both sides of the operator.
Binay

Question No:162 (Marks:1) **Vu-Topper RM**
Which of the following is the default mode of the file opening while using the ofstream class?
ios::out

Question No:163 (Marks:1) **Vu-Topper RM**
Which of the following is the correct definition of streams?
It is an ordered sequence of bytes

Question No:164 (Marks:1) **Vu-Topper RM**
endl is a parameter-less _____ manipulator that inserts the new line besides flushing the buffer.
built-in

Question No:165 (Marks:1) **Vu-Topper RM**
Stream operators are heavily overloaded means , they allow to handle int and character data type only.
True
False

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Question No:166

(Marks:1)

Vu-Topper RM

In the member initializer list, the data members are initialized,

- A. In the order in which they are defined within class
- B. None of the given options
- C. From right to left
- D. From left to right**

What is the storage space of double data type?

- A. 16 bytes
- B. 8 bytes**
- C. 64 bytes
- D. 32 bytes

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

- A. #include <iostream>**
- B. #undef <iostream>
- C. All of the given
- D. #undef <iostream>

NULL has been defined in _____ header file.

- A. Stdlib.h**
- B. Stdio.h
- C. Iostream.h
- D. String.h

a = a & b; can be written as _____.

- A. a=a & b;
- B. a = b;

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- C. a =& b;
- D. a &= b;**

Friend function declaration can go _____ the class

- A. only outside
- B. only within**
- C. in the member function of
- D. anywhere in

A class is _____.

- A. a user defined data type**
- B. a built in function
- C. a member function
- D. an array

Destructor _____.

- A. cannot be overloaded and have no return type**
- B. cannot be overloaded and have return type
- C. takes no arguments and can be overloaded
- D. can be overloaded and have return type

A pointer with value NULL is defined in the header files

_____ and _____.

- A. stdlib.h ,stddef.h**
- B. conio.c ,getche()
- C. conio.h ,iostream.h
- D. process.h, stdi.h

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$a = a|b$; can be written as _____.

- A. $a=b$;
- B. $a ==b$;
- C. $a =|b$;
- D. $a |=b$;**

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

- A. None of the given
- B. structures**
- C. union
- D. construct

Multiplicative, Additive and assignment operators are _____ operators.

- A. Unary
- B. Conditional
- C. Binary**
- D. Relational

$a \wedge b$; can be written as _____.

- A. $a = a \wedge b$;
- B. $a = b \wedge a$;
- C. $a \wedge = a + b$;
- D. $a = a \wedge b$;**

The heap memory structure _____.

- A. is just like stack
- B. constantly changes in size**
- C. contains no space

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D. remains constant

For casting, we normally declare a pointer of type _____.

A. void

B. integer

C. NULL

D. we are going to us

Look at the program code and identify the error. `#include<iostream> using namespace std; #define PI 3.1415926; main() { int radius = 5; cout << "Area`

`of circle with radius " << radius << " = " << PI * radius * radius; }`

A. The value of PI cannot be defined in the beginning

B. It will be compiled and returns nothing

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

D. It will be compiled successfully and will not generate error

`a ^= b;` can be written as _____.

A. `a = a^+b;`

B. `a^= a + b;`

C. `a = b ^ a;`

D. `a = a ^ b;`

Programmer should be very careful about the memory management because it can _____.

A. affect the logic of the program

B. return void pointers

C. create problems of NULL pointers

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D. cause problems of memory leakage and dangling pointers

A reference cannot be _____.

- A. Integer
- B. NULL**
- C. 1
- D. zero

References cannot be uninitialized. Because it is impossible to

_____.

- A. cast a pointer
- B. reinitialize a reference**
- C. initialize a NULL pointer
- D. reinitialize a pointer

A pointer is _____.

- A. the data type of an address variable
- B. an indication of the variable to be accessed next.
- C. a variable for storing address**
- D. the address of a variable

The compiler use a name mangling technique to

_____.

- A. Run the functions
- B. Generate unique functions
- C. Compile the functions
- D. Generate a unique token that is assigned to each function**

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Constructor is special type of function :

- A. which has no return type**
- B. which returns integer type data
- C. which returns NULL pointer
- D. which returns zero

Public member functions of the class _____ main program.

- A. are private to
- B. are defined within the
- C. are accessible in**
- D. are not accessible in

The data members of the class are initialized _____.

- A. at runtime**
- B. at compile time
- C. outside the function
- D. within main program

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

- A. N arguments
- B. Two
- C. Zero**
- D. One

date+=1; is equivalent to _____.

- A. date++
- B. 1+date
- C. date+1**

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D. ++date

What is meant by the following statement?.

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

- A. Parameterized constructor will be called for all objects of array
- B. Default constructor will be called for all objects of array
- C. Default constructor will call for first 2 objects and parameterized constructor for remaining objects

D. Parameterized constructor will call for first 2 objects and default constructor for remaining objects

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

- A. Bad data
- B. Lost data
- C. Error in data**
- D. Wrong data

dec, hex, oct are all _____

- A. Objects of input/output streams
- B. Non-parameterized manipulators**
- C. Member functions
- D. Parameterized manipulators

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

- A. Input/Output
- B. Input**
- C. Output
- D. None of the given options

date+=1; is equivalent to _____.

- A. ++date**
- B. 1+date

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- C. date+1
- D. date++

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

- A. Friend**
- B. Protected
- C. Global
- D. Private

What will be the output of the following code segment?

```
int n=8;  
cout<<oct<<n;
```

- A. 1000
- B. 8
- C. 10**
- D. 11

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

- A. iomanip**
- B. conio.h
- C. stdlib.h
- D. iostream

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

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

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Question No:0_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:167

(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:168

(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:169

(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

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Question No:170

(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

Question No:171

(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:172

(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:173

(Marks:1)

Vu-Topper RM

:: is called _____.

- A. Bitwise OR
- B. Condition operator
- C. One’s complement operator
- D. Scope resolution operator**

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Question No:174

(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

Question No:175

(Marks:1)

Vu-Topper RM

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

_____.

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

Question No:176

(Marks:1)

Vu-Topper RM

Automatic variable are created on _____.

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

Question No:177

(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** ok

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D. This is a way to check destination of the stream

Question No:178

(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 ++(); ok

D. Class –name operator ++(int);

Question No:179

(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:180

(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:181

(Marks:1)

Vu-Topper RM

Which of the following functionality can be achieved through overloading?

A. We can change associativity of all operator

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- 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
ok**

Question No:182

(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
- C. Non –member function of class**
- D. Both member and non-member function

Question No:183

(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:184

(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

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Question No:185

(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:186

(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** **ok**
- C. base 10
- D. decimal number system

Question No:187

(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:188

(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:189

(Marks:1)

Vu-Topper RM

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

A. Void

B. Class for which we overload operator

C. Reference of ostream class(ostream&)

D. Reference of ostream class(ostream&)

Question No:190

(Marks:1)

Vu-Topper RM

Static data members of a class can be ____.

A. Public

B. Private

C. Both

D. None

Question No:191

(Marks:1)

Vu-Topper RM

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

A. non static variables

B. global variables ok

C. automatic variables

D. local variables

Question No:192

(Marks:1)

Vu-Topper RM

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

A. Static

B. Public ok

C. Private

D. Protected

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Question No:193

(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**

ok

Question No:194

(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:195

(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:196

(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**

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Question No:197

(Marks:1)

Vu-Topper RM

The endl and flush are _____

Manipulators

Question No:198

(Marks:1)

Vu-Topper RM

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

False **ok**

True

Question No:199

(Marks:1)

Vu-Topper RM

A variable which is defined inside a function is called

Automatic variable

Question No:200

(Marks:1)

Vu-Topper RM

_____ variables are defined in the main.

Local

Question No:201

(Marks:1)

Vu-Topper RM

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

True

False

Question No:202

(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

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Question No:203

(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 **ok**

False

Question No:204

(Marks:1)

Vu-Topper RM

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

Keyboard

Question No:205

(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:206

(Marks:1)

Vu-Topper RM

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

True

False

Question No:207

(Marks:1)

Vu-Topper RM

Ostream is a _____ operator.

A. None

B. Member

C. Dependent

D. Standalone

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Question No:208

(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

Question No:209

(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:210

(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:211

(Marks:1)

Vu-Topper RM

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

- A. Classes**
- B. Functions

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- C. Destructor
- D. Constructors

Question No:212 (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:213 (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** **ok**
- B. Five
- C. Zero
- D. N arguments

Question No:214 (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 **ok**

Question No:215 (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;
```

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- A. 32.00
- B. 32.39
- C. 32.40**
- D. 32.310

Question No:216 (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:217 (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

Question No:218 (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

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Question No:219

(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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