

CS201 updated quiz 2021

Searching file for quiz 1

ORANGE MONKEYTEAM

98% confirm

1. Special name which is substituted in code by its definition and as a result we get an expanded code is called

Macro

2. $A=a+1$, can be written as _____

$A+=1$

3. The compiler generates _____ automatically.

Constructors

4. The data members of the class are initialized _____

At runtime

- Explicitly write keyword **private** in the class definition
- Separate the interface and implementation
- The default constructor has no arguments
- Constructor has the same name as of class
- Initializing the data members in the definition of the class is a syntax error

5. _____ for parameters is also done for inline functions.

Automatic type checking

6. An instance of a class is called _____.

Object

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

Used efficiently

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

Specific directory

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

Void

10. Multiplicative, additive and assignment operators are _____ operators
Binary

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

Void

12. Default constructor takes _____.

No parameters

13. In a class we can have _____ constructor(s).

Only one

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

#include <istream>

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

Accessibility

16. We should not use such variable names that are starting with _____ because in C++ these are lots of internal constants and symbolic names that start with it.

Double underscore

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

Result= number<<1

18. Which of the following code segment represent a bitwise And operator?

&

19. Which of the following code segment represent a bitwise OR operator?

|

20. Which of the following code segment represent a Bitwise Exclusive OR operator

^

21. Which of the following code segment represent a NOT operator

~

22. C++ was developed by_____.

Bejame stroustrup

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

int* ptr

24. A pointer with value NULL is defined in the header files _____ and _____.

Stdlib.h stddef.h

25. Constructor is a special function, called whenever we _____.

Instantiate an object of a class

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

Function, can be overloaded

27. What is the other name of a variable?

Identifier

28. In shifting operations if zero is inserted at the left most bit, the negative number will become a _____ number.

Positive

29. A class is _____.

User defined Data type

30. Bugs can occur due to _____.

Uninitialized data

31. The heap memory structure _____.

Constantly changes in size

32. How many bits from a byte?

8

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

Required space in terms of numbers, size of space

34. The main advantage of function overloading is that _____.

The program becomes more readable

35. Macro are categorized into _____ type(S)

Two

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

Specific directory

37. Class can be defined as

A class includes both data members as well as functions to manipulate that data

38. _____ operator uses the sign ^

Exclusive OR

39. For console input and output we use _____.

conio.h header file

40. Header file provide _____ so the program running on one operating system can run without an error on the other system

Portability

41. Constructor has _____.

The same name as of class

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

Object code of the library functions

43. The malloc functions takes _____ argument(s)

Two

44. The function overloading requires _____.

The argument list to be different

45. Bugs can occur due to _____.

Uninitialized data

46. The name of the destructor is the same as that of a class proceeding with a _____.

~sign

47. The main advantage of function overloading is that _____.

The program becomes more reliable

48. Which function is used to delete the allocated memory space?

Free

49. Symbolic constant PI can be defined as

```
#define PI3, 14
```

50. Windows operating system may itself takes memory from _____.

Heap

51. All the preprocessors directive starts with _____.

#

52. Which one of the following is used to perform bit-wise OR operator

|

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

Function, can be overloaded

54. RAID stands for _____.

Redundant array of inexpensive devices

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

Reloadable, executable

56. Constructor is a special type of function;

Which has no return type

57. #include <iostream>

#include <conio.h>

Using namespace std;

Void display (int=1, float=2,3, char='@');

Main()

{

Display();

Display(5);

Display(6,7,8);

Getch();

}

Void display(int first float second char third)

{cout<<"intfirst=<<first cout <<second=<<second cout<<third=<<third}

First=1, second=2,3, third=@first=5, second=2,3, third=@ first=6, second=7,8 third=@ first=9, second=10,11 third=\$

58. Default constructor generated by _____ does _____ for us

Compiler, no initialization

59. #define CIRCUMFERENCE(X)(2*PI*R) is a

Definition of a marco

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

Function, can be overloaded

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

NULL

62. Which function is used to delete the allocated memory space?

Free()

63. The main advantage of function overloading is that _____.

The program becomes more readable

64. The data members of the class are initialized_____.

At runtime

65. An instance of a class is called_____.

Object

66. Malloc function returns_____to the_____from the available memory

Void pointer, starting of the chunk of memory allocated from the heap

67. The_____is the increment operator in c++

++

68. The constructor contains_____.

No return type

69. For accessing data members we use____operator

Dot.

70. In a class we can have_____constructor

Only one

71. Object code is machine code but it is not_____and_____.

Reloadable, executable

72. Getche() is a_____function and defined in_____header file.

Built in function, conio.h

73. In C++ a variable can be declared anywhere in the program, this will increase_____.

Readability

74. The compiler use a name mangling technique to_____.

Generate a unique token that is assigned to each function

75. Destructor _____

Takes no arguments and Can be overloaded

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

Private

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

Both type and arguments

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

Cannot be changed

79. Encapsulation means _____.

That the data of a class cannot be accessed from outside

80. The original value remains unchanged in _____

Call by value

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

cause problems of memory leakage and dangling pointers

The destructor is used to _____.
deallocate memory

2.The main advantage of macros is that _____ and program runs faster
macros are more efficient

5. Constructor is special type of function :
which has no return type

6. Unix operating system was written in C language
C

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

Structure variable

8. Constructor has _____.

the same name as of class

9. For console input and output we use _____.

conio headerfile

10. 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.

upper case alphabets

82. All the preprocessors directive starts with _____.

#

83. NULL has been defined in _____ header file.

stdlib.h

84. Which one is the correct example of a unary operator

&

85. In which statement there can be _____ default statement(s)

1

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

Dot operator

87. The statement `cout << yptr` will show the _____ the yptr points to

Memory address

88. If an array has 50 elements. What is allowable range of subscript

0-49

89. $A^b = c$ can be written as _____.

A=a^b;

90. If j=10 and x=++j then the value of x will be _____.

11

91. The string in the array is terminated by a _____.

Null

92. In C++, what will be the highest index of the following array?

Int array{15}

14

93. Which of the following is a correct way to assign the address of the first element of array to pointer? Int data[10];

Int*ptr= data [0]

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

We are going to use

95. A=aIb; can be written as _____.

aI=b;

96. The exclusive OR operator returns 1 if _____.

One inputs is 1 and other is zero

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

Realloc function

98. An integer uses four bytes and the integer calculations occur in _____ bytes.

4

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

Decimal

100. _____ operator uses the sign^

Exclusive OR

101. _____ operator uses the sign &

Bitwise AND operator

102. _____ operator uses the sign |
Bit-wise OR operator

103. _____ operator uses the sign ~

Not operator

104. _____ operator uses the sign <<

Left shift operator

105. _____ operator uses the sign >>

Right shift operator

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

8

FILE NO 2

- For console input and output we use___?
- ???
- $a = a + 1$; can be written as:
- $a += 1$;
- The compiler generates_automatically
- Constructors
- The data members of the class are initialized_____.
- At runtime
- For parameters is also done for inline functions
- Automatic type checking
- An instance of class is called:
- Object
- With the use of dynamic allocation of memory, the system resources can be
- Use efficiently
- When we include the header file in the angle brackets the compiler searches for it in
- Specific directory
- is a special type of pointer we have to cast it before we use it.
- Void
- Multiplicative, Additive and assignment operators are__operators.
- Binary
- Special name which is substituted in code by its definition and as a result we get an expanded code is
- Called Macro
- For converting a void type pointer ptr into integer type, the correct syntax is
- `int" ptr`
- Header files provide_____so the program running on one operating system cen run without an error on the other system.
- ???

- A pointer with value NULL is defined in the header files `<stddef.h>` and `<stdlib.h>`
- `malloc` function returns to the user from the available memory
- `free` function is also done for inline functions.
- Automatic type checking
- `malloc` function returns to the user from the available memory
- ???
- Constructor is a special function, called whenever we create an object of a class ?
- Instantiate an object of a class
- 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
- Double underscore
- Constructor is itself a member function of C++ and
- Function, can be overloaded
- What is the other name for a variable?
- Identifier
- `<` and `>` both are relational operators.
- Logical
- Find out the logical error in following lines of code. If `(x = 10)` cout "x is 10";
- signment operator should not be used for Comparison
- What will be the result of the expression `j = i++`; if initially `j = 0` and `i = 5`?
- 5
- Default mechanism of calling a function by passing it array is call by reference and in case of passing variable is call by value
- .Reference, value
- When the break statement is encountered in a loop's body, it transfers the control from the current loop.
- Outside
- `break` statement is used to terminate the processing of a particular case and exit from switch structure.
- Break
- If we pass more than one arguments to a function then they are separated by commas.

- Comma,
- 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);
- 17
- Window operating system may itself takes memory from_____.
- Heap
- Initializing the data member within the class_____.
- Not an error Constructor has_____.
- The same name as of class
- The compiler generates_.
- Constructor
- What is the storage space of double data type?
- 8bytes
- The dynamic allocation_whereas static memory allocation uses__
- Heap, stack
- Which one of is the correct example of a unary operator?
- !
- Array indexes start from_____.
- 0
- C++ was developed by__.
- Bejame stroustrup
- In shifting operations if zero is inserted at the left most bit, the negative number will become a__number.
- Positive
- The compiler generates_automatically.
- Constructors
- A class is_____ -
- A member function

- Bugs can occur due to__.
- Uninitiated data
- The heap memory structure_____.
- Constantly change in size How many bits from a byte?
- 8
- The function calloc takes two arguments, first argument is the
➤ and the second argument is the_.
- Required space in term of numbers, size of space
- The main advantage of function overloading is that_____.
- The program become more readable
- A pointer with value null is defined IN THE header files__and_____.
- Stdlib.h, stddef.h
- The increment operator in c++
- ++
- The memory allocation functions return a chunk of memory whit a pointer of type_____.
- Void
- The constructor contains_____.
- No return types
- Multiplication, additive and assignment operators are__operators.
- Binary
- For accessing data members we use ___operators
- Dot
- In a class we can have__constructor(s).
- Only one
- Object code is machine code but it is not_____and_____.
- Relocatable, executable
- With the use of dynamic allocation of memory the system resources can be_____.
- Used efficiently

- The main advantage of function overloading is that -----
- The program becomes more readable
- For accessing data members we use ___ operator.
- Dot .
- Object code is machine code but it is not_____and____. Reloadable, executable
- The memory allocation functions return a chunk of memory with a pointer type_.
- Void
- The___is the increment operator in c++.
- ++
- The constructor contains_____.
- No return type
- A class is _____
- A user defined data type
- In a class we can have__constructor(s).
- Many
- When we include the header file in the angle brackets the compiler searches_____.
- Specific directory
- What is the other name of a variable?
- Identifiers
- An instance of a class is called __
- Object
- is a special type of pointer we here to cast it before we use it.
- Void
- A=a+1 ; can be written as
- A+ =1;
- With the use of dynamic allocation memory, the system resources can be_____
- Use efficiently

- It shifting operations if zero is inserted at the left most bit , the negative number will become will become a _____number
- **Positive**
- What will be the output of following c++ code? #include <isostream.h>
- #define max 100
- Main ()
- {
- #ifndefmax cout<<"hellow;
- }
- **Error**
- We should not use such variable name that are starting with
- because in c++ , there are lots of internal contents and symbolic names that start with it.
- **Double underscore**
- Header file provide _____so the program running on one operating system can run without an error on the other system.
- **Accessibility**
- Bugs can occur due to __
- **Uninitialized data**
- The data members of the class are initialized _____
- **At runtime**
- For converting a void type pointer ptr into integer type, the correct syntax is;
- **Int*ptr**
- Macros are categorized into _____type(s)
- **Two**
- Class can be defined as
- **A class includes both data members as well as functions to manipulate that data.**
- C++ was developed by __
- **Bejame Stroustrup**
- operator uses the sign ^ .
- **Exclusive OR**

- For console input and output we use ___
- `stdiib.h` header file
- Header files provide ___ so the program running on one operating system can run without an error on the other system.
- Accessibility
- The function `calloc` takes two arguments, first argument is `te` ___ and the second argument is the _____
- Required space in terms of numbers, size of space Constructor has _____
- The same name of an class
- Which of the following code segment represents a left shift operator?
- `cout<<1;`
- The object code of our program is combined with the ___
- object code of the library functions
- The `malloc` function takes _____ arugment(s)
- Two
- The memory allocation functions return a chunk of memory with a pointer of type _____
- Void
- is a special type of pointer we have to cast it before we use it.
- Void
- The function overloading requires _____
- the argument list to be different
- Bugs can occur dcue to _
- Uninitialized data
- Which of the following code segment represents left shift shifts operate?
- `Result = number << 1;`
- The name of the destructor us the same as that of a class proceeding with a _____
- `~ sign`
- The Complier generates _____ automatically.
- Constructors
- Constructor is itself a ___ of C++ and _____

- Function, can be overloaded
- Constructor is a special function, called whenever we ___
- Instantiate an object of a class
- The heap memory structure ___
- Constantly changes in size
- A pointer with value null is defined in the header files ___ and ___
- `stdlib.h, stddef.h`
- for parameters is also done for inline functions.
- automatic type checking How many bits form a type.
- 8
- Manipulate, Additive and assignment operators are ___ operators.
- Binary
- Special name which is substituted in code by its definition and as a result we get an expanded code is called
- Macro
- For converting a void type pointer into integer type, the correct syntax is;
- `int * ptr`