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اسلام علیکم!

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Cs201 Final Term Past Papers

Objective Questions

Question # 1

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

- operand

Question # 2

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

- True

Correct Ans By AR

- False

Question # 3

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

- Only block of memory is deallocated for object
- Memory is deallocated first before calling destructor
- **Correct Ans By AR**
- Destructor is called first before deallocating memory
- Only destructor is called for object

Question # 4

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



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- pointers
- encapsulation
Correct Ans By AR
- inheritance

Question # 5

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

- Unary
Correct Ans By AR
- Single
- Unit
- Binary

Question # 6

The friend functions are _____.

- not member of a class
- member of a class
Correct Ans By AR
- inline functions
- void functions

Question # 7

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

- True



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Correct Ans By AR

- False

Question # 8

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

- Minus (-) operator
- Equal (==) operator
- Assignment (=) operator

Correct Ans By AR

- Plus (+) operator

Question # 9

*this is a pointer that always points to

- Current pointer of the class
- Correct Ans By AR
- A Value of data member
 - Current function of the class
 - Current object of the class

Question # 10

The return type of the overloaded new operator must be?

- void (nothing)
- Correct Ans By AR
- int pointer
 - void pointer

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- object pointer

Question # 11

An address is a _____, while a pointer is a _____.

- variable , constant
Correct Ans By AR
- constant , variable
- global , variable
- non static variable , constant

Question # 12

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

- B cannot access protected member of A
- A cannot access B
Correct Ans By AR
- B cannot access private member of A
- A can access non-public members of B

Question # 13

Let suppose

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

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

This can be interpreted by the compiler as

- ```
a = (b = (c = (d = (e = 42)))));
```

  
**Correct Ans By AR**
- 



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

- (a = b) = (c = d) = (e = 42);
- (a = b = (c = (d = (e = 42))));

### Question # 14

Reference variables must \_\_\_\_\_.

- contain zero value
- not be initialized after they are declared
- be initialized after they are declared **Correct Ans By AR**
- contain integer value

### Question # 15

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

delete arr ;

- Deletes only one object of array
- Do not delete any object
- Deletes all the objects of array
- Results into syntax error **Correct Ans By AR**

### Question # 16

If text is a pointer of type String then what will be the functionality of following statement?

text = new String [5];

- Creates array of 5 objects statically
- 



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Creates a string Object

- Creates array of 5 objects dynamically **Correct Ans By AR**
- Creates array of pointers to string

## Question # 17

We can \_\_\_\_\_ references.

- reassign
- decrement
- increment
- none of the given **Correct Ans By AR**

## Question # 18

In functions, that returns reference use \_\_\_\_\_.

- global or static variables
- array **Correct Ans By AR**
- ordinary variables
- global or local variables

## Question # 19

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

- Right object of the assignment operator
- Left object of the assignment operator **Correct Ans By AR**



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- Both objects will be passed
- No objects will be passed

## Question # 20

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

- Unreferenced memory
- NULL pointer
- Dangling pointer
- Memory leak **Correct Ans By AR**

## Question # 21

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

- Only destructor is called for object
- Memory is deallocated first before calling destructor
- Only block of memory is deallocated for object
- Destructor is called first before deallocating memory **Correct Ans By AR**

## Question # 22

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

- true **Correct Ans By AR**



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- false

## Question # 23

Ternary operator is shown as \_\_\_\_\_.

- &&
- ===
- |||
- **?: Correct Ans By AR**

## Question # 24

A pointer is \_\_\_\_\_.

- the address of a variable **Correct Ans By AR**
- a variable for storing address
- an indication of the variable to be accessed next.
- the data type of an address variable

## Question # 25

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

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



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```
{
OtherClass ;
private:
//here we write the data members of ClassOne
}; Correct Ans By AR
```

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

## Question # 26

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

- Can be any data type **Correct Ans By AR**
- Must be built-in data type
- Must be user-defined data type
- Must be an object of same class

## Question # 27

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

- Run time error
-

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Link error

- 
- Syntax error
- Logical error **Correct Ans By AR**

## Question # 28

Friend function declaration can go \_\_\_\_\_ the class

- only within
- anywhere in **Correct Ans By AR**
- only outside
- in the member function of

## Question # 29

In functions, that returns reference use \_\_\_\_\_.

- ordinary variables
- global or static variables
- array **Correct Ans By AR**
- global or local variables

## Question # 30

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

- Static
- Public



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- private **Correct Ans By AR**

- Globally declared

## Question # 31

C++ offers \_\_\_\_\_ levels of data access control inside a class

- two
- Three **Correct Ans By AR**
- four
- five

## Question # 32

If operator function is non-member function then object on left side of operator cannot be \_\_\_\_\_?

- Object of operator class
- Object of member function **Correct Ans By AR**
- Built-in data type
- Object of different class

## Question # 33

The reference data types are used as \_\_\_\_\_ variables without any \_\_\_\_\_ operator

- ordinary , deference **Correct Ans By AR**
- global , dot

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- local , &
- static , deference

## Question # 34

Which of the following functionality can be achieved through overloading?

- We can change associativity of all operators.
- New operators cannot be defined through operator overloading. |  
**Correct Ans By AR**
- We can change the associativity of some operators.
- We can change the precedence of some operators.

## Question # 35

Friend classes are used in cases where one class is \_\_\_\_\_ to another class

- Encapsulated
- tightly coupled
- loosely coupled
- independent **Correct Ans By AR**

## Question # 36

Friend functions are \_\_\_\_\_.

- public
- unidirectional



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- private **Correct Ans By AR**
- bidirectional

## Question # 37

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

- Friend **Correct Ans By AR**
- private
- public
- protected

## Question # 38

Let suppose

$$a = b = c$$

In such situation, it is necessary to return a reference of an object from assignment operator function.

- True **Correct Ans By AR**
- False

## Question # 39

Date+=1; is equivalent to \_\_\_\_\_.

- Date++
- ++date
- 1+date
- Date+1 **Correct Ans By AR**



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## Question # 40

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

- To the protected data members
- To the public data members only
- to the private data members **Correct Ans By AR**
- to public, private and protected data members

## Question # 41

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

- Global
- Protected
- Friend **Correct Ans By AR**
- Private

## Question # 42

A friend function of a class is a function defined \_\_\_\_\_.

- outside that class and that has the right to access protected members of the class only.
- inside that class and that has no access to the members of the class
- outside that class and that has the right to access all members of the class.



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- outside that class and that has the right to access public members of the class only **Correct Ans By AR**

## Question # 43

Once an object is declared as a friend, \_\_\_\_\_.

- It has access to public members only
- It has access to protected data members only
- It has access to all non-public members as if they were public **Correct Ans By AR**
- It has no access to data members of the class

## Question # 44

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

- True **Correct Ans By AR**
- False

## Question # 45

Consider the following code segment. Which of the following will be called while executing code at line 2? String s1 , s2;

s1 = s2 ;

- Parameterized constructor
- Copy constructor
- Default constructor
- Assignment operator **Correct Ans By AR**

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## Question # 46

The concept of friend function negates the concept of

\_\_\_\_\_.

- Persistence
- polymorphism
- inheritance
- encapsulation **Correct Ans By AR**

## Question # 47

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

- in one direction only **Correct Ans By AR**
- in two directions
- to all classes
- to the data members of the friend class only

## Question # 48

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, \_\_\_\_\_

- it has to declare, class B and class A as friend classes
- it has to declare, class C as a friend **Correct Ans By AR**
- it has to declare, class B as a friend
- it has to declare , class A as a friend



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## Question # 49

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

- True **Correct Ans By AR**
- False

## Question # 50

We can \_\_\_\_\_ pointer.

- increment
- reassign
- decrement
- all of the given **Correct Ans By AR**



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## Question no.1

Which of the following function call is “call by Reference” for the following function prototype?

- a. **Func(&num)**
- b. Func(name)
- c. A&b
- d. None of the given option

## Question no.2

When break statement is encountered in switch statement, it \_\_\_\_\_

- a. **Exits from switch statement**
- b. enter from switches statement
- c. both a&b
- d. none of the given option

## Question no.3

The operator ++ and – used to increment or decrement the value of a variable by \_\_\_\_\_

- a.3
- b.2
- c. 1**
- d.4

## Question no.4



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Which of the following operator is used to access the value of variable pointed by a pointer?

- a. \*operator
- b. ->operator
- c. &&operator
- d. & operator

## Question no.5

In case of single dereferencing the value of the \_\_\_\_\_ is the address of the \_\_\_\_\_

- a. Pointer ,variable
- b. pointer, constant
- c. variable, pointer
- d. constant, pointer

## Question no.5

The remainder(%) operator is a \_\_\_\_\_operator.

- a. logical
- b. Arithmetic
- c. Relational
- d. Conditional

## Question no.6

What will be the output of the following code?

```
Intx=10;
Cout<<"x="<<x;
```

- a. x=10
- b. 10
- c. 10=x

## Question no.7

The perpose of using cout<<is to \_\_\_\_\_



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- a. Read the data from keyboard
- b. Read the data from file
- c. Write into a file
- d. Display information on the screen

## **Question no.8**

When an array element is passed to function, it is passed by \_\_\_\_\_

- a. reference
- b. data type
- c. value
- d. data

## **Question no.9**

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

Ans.function oriented

## **Question no.10**

\_\_\_\_\_of a function is also known as signature of a function.

- a.
- b. Declaration
- c.
- d.

## **Question no.11**

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

- a. Scalability
- b. Reliability
- c. sustainability
- d. usability

## **Question no.12**

How many dimensions does n-dimensional array has?



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- a. 2n dimension
- b. (n+1) dimension
- c. (n-1) dimension
- d. n dimensions

## Question no.13

Which of the following function call is "call by reference" for the following function protocol?

**Void func(int\*)**

- a. func(int&num)
- b. func(&num)
- c. func(\*num)
- d. func(num)

## Question no.14

The loop which is most suitable to be used when the number of iteration is known is called \_\_\_\_\_

- a. for
- b. while
- c. do-while
- d. all looping processes require that the iterations be known

## Question no.15

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

- a. curly braces()
- b. parentheses()
- c. single quotes ' '
- d. double quotes " "

## Question no.16

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

- a. Its remainder



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- b. Its quotient
- c. Its divisor
- d. The number

## **Question no.17**

## **Question no.20**

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?

- a. 0x22f231

-



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- b. 0x22f234
- c. 0x22f226
- d. 0x22f238

## **Question no.21**

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

- a. Recursive call
- b. Base case
- c. Function parameters
- d. Local variables

## **Question no.22**

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

- a. Source file
- b. Object file
- c. header file
- d. exe file

## **Question no.23**

Switch statement deals with \_\_\_\_\_type of data

- a. Integer
- b. Float
- c. Character
- d. Both Integer and Character

## **Question no.24**

All a template function must have at least\_\_\_\_\_ generic data type?

- a. Zero
- b. One
- c. Two
- d. Three

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## Question no.25

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

- a. Class-name operator+()
- b. Class-name operator+(int)
- c. Class-name operator++()
- d. Class-name++operator++(int)

## Question no.26

Class is a user defined\_\_\_\_\_.

- a. Data type
- b. Memory reference
- c. Value
- d. None of the given option

## Question no.27

How many bytes will the pointer intPtr of type int move in the following statement? `intPtr+=3;`

- a. 3 bytes
- b. 6 bytes
- c. 12 bytes
- d. 24 bytes

## Question no.28

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

- a. `new int(10);`
- b. `new int[10];`
- c. `int new(10);`
- d. `int new[10];`

## Question no.29



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A pointer is a special variable that contain

- a. Data values
- b. Memory address
- c. Both data and value
- d. None of the given option

## **Question no.30**

Reference Value Type Data the code is written to\_\_\_\_\_

- a. Implement
- b. Design
- c. Analysis
- d. None of the given option

## **Question no.31**

Operator overloading can be performed through\_\_\_\_\_

- a. Classes
- b. Operator
- c. Function
- d. Reference

## **Question no.32**

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

- a. Direct reference
- b. Indirect reference
- c. Partial reference
- d. Proper reference

## **Question no.33**

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

- a. malloc
- b. calloc
- c. realloc



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d. free

## **Question no.34**

Which of the following is NOT a preprocessor directive?

- a. #error
- b. #define
- c. #line
- d. #undef

## **Question no.35**

The Stream object **cin** and **cout** are included in which header file?

- a. iostream.h
- b. fstream.h
- c. istream.h
- d. ostream.h

## **Question no.36**

Overloaded delete operator function takes the same parameter as an arguments returned by a new operator function.

- a. True
- b. False

## **Question no.37**

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

- a. True
- b. False

## **Question no.38**

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

- a. Linux
- b. Unix



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- c. Windows
- d. Mac os

## Question no.39

Computer can understand only machine language code.

- a. True
- b. False

## Question no.40

We cannot define a function as a friend of a Template class.

- a. True
- b. False

## Question no.41

What will be the value of 'a' and 'b' after executing the following statement?

A=3;

b= a++;

- a. 3,4
- b. 4,4
- c. 3,3
- d. 4,3

## Question no.42

\_\_\_\_\_is used to trace the logic of the program and correct the logical errors.

- a. Compiler
- b. Editor
- c. Linker
- d. Debugger

## Question no.43



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New and delete are\_\_\_\_\_ whereas malloc and free are\_\_\_\_\_.

- a. Function, operator
- b. Classes , operator
- c. Operator , function
- d. Operator, classes

## **Question no.45**

Like member function,\_\_\_\_\_can also access the private data members of a class.

- a. Non-member function
- b. Friend function
- c. Any function outside class
- d. None of the given options

## **Question no.46**

Which situation would require the use of non-member overloaded operator?

- a. The overloaded operator is an Assignment operator
- b. The left most operand is an object of a class.
- c. The left operand is built-in data type.
- d. The operator returns a reference.

## **Questions no.47**

The stream insertion and stream extraction operator are already overloaded for\_\_\_\_\_.

- a. User-defined data type
- b. Built in data type
- c. Both "a" and "b"
- d. None of the given option

## **Question no.48**

If we define an identifier with the statement `#define PI 3.1415926` then the execution of the program the value of PI\_\_\_\_\_.



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- a. Can not be replaced
- b. None of the given option
- c. Remain constant
- d. Can be changed by some option

## **Question no.49**

Assignment operator is\_\_\_\_\_associative.

- a. Right
- b. Left
- c. Binary
- d. Unary

## **Question no.50**

Whenever dynamic memory allocation is made in C/C++, it is freed\_\_\_\_\_.

- a. Explicitly
- b. Implicitly
- c. Both explicitly and implicitly
- d. None of the given option

## **Question no.51**

The appropriate data type to store the number of rows and columns of the matrix is \_\_\_\_\_.

- a. Float
- b. Int
- c. Char
- d. None of the given option

## **Question no.52**

The function free() return back the allocated memory got through calloc and malloc to\_\_\_\_\_.

- a. Stack
- b. Heap

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- c. Stack and heap
- d. None of the given option

## Question no.53

**Width()** is member function of \_\_\_\_\_.

- a. Cin object
- b. Cout object
- c. Both cin and cout object
- d. None of the given object

## Question no.54

Templates are not type safe.

- a. True
- b. false

## Question no.57

A Matrix can be composed of int, float or doubles as their elements.  
Best way is to handle this,

- a. write a separate class to handle each
- b. use string to store all types
- c. use templates
- d. none of the given option

## Question no.58

In if structure the block of statement is executed only,

- a. when the condition is false
- b. when it contain arithmetic operator
- c. when it contain logical operator
- d. when the condition is true

## Question no.59

Header file **fstream.h** include the definition of the stream classes\_\_\_\_\_.



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- a. **ifsream, fstream, ofstream**
- b. Ifstram, ofstream, cout
- c. Fstream, cin, cout
- d. None of the given option

## **Question no.60**

To access the data members of structure\_\_\_\_\_is used.

- a. **Dot operator(.)**
- b. \* operator
- c. &operator
- d. None of the given

## **Question no.61**

Eof(), bad(), good(), clear() all are manipulators.

- a. **True**
- b. False

## **Question no.62**

Which kind of function can access private member variables of a class?

- a. **Friend function of the class**
- b. Private member function of the class
- c. Public member function of the class
- d. Friend, private and public function

## **Question no.63**

The return type of operator function must always be void.

- a. True
- b. **False**

## **Question no.64**

Friend function of a class is\_\_\_\_\_.

- a. Member function



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- b. Non-member function
- c. Private function
- d. Public function

## Question no.65

Function implementation of friend function must be defined outside the class.

- a. True
- b. False

## Question no.66

The normal source of **cin** object is,

- a. File
- b. Disk
- c. Keyboard
- d. Ram

## Question no.67

Which of the following is correct way to initialize a variable x of int type with value 10?

- a. Int x; x = 10
- b. Int x=10;
- c. Int x, x = 10
- d. X =10

## Question no.68

With the function, the compiler automatically detects the passed data and generate a new copy of function using passed data.

- a. True
- b. False

## Question no.69

What will be the correct syntax to declare two-dimensional array of float data type?



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- a. Float{2}{2};
- b. Float arr[2][2];
- c. Float arr[2,2]
- d. Float[2][2]

## Question no.70

Heap is a constantly changing in size.

- a. True
- b. False

## Question no.71

While calling function, the arguments are assigned to the parameters from\_\_\_\_\_.

- a. Left to right
- b. Right to left
- c. No space order is followed
- d. None of the given option

## Question no.72

Classes defined inside other classes are called\_\_\_\_\_.

- a. Looped
- b. Nested
- c. Overloaded
- d. None of the given option

## Question no.73

If we define an identifier with the statement **#defined PI 3.1415926** then during the execution of the program the value of PI\_\_\_\_\_.

- a. Cannot be replaced
- b. None of the given option
- c. Remain constant
- d. Can be changed by some operation

## Question no.74



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Which value is returned by the destructor of a class?

- a. A pointer to the class.
- b. An object of the class
- c. A status code determining whether the class was destructed
- d. Destructor do not return a value.

## **Question no.75**

Every class contains\_\_\_\_\_.

- a. Constructor
- b. Destructor
- c. Both a and b
- d. None

## **Question no.76**

A template function must have

- a. One or more than one arguments
- b. Only one arguments
- c. Zero arguments
- d. None

## **Question no.77**

Structured query language is used for\_\_\_\_\_.

- a. Database management
- b. Network
- c. Writing operating system
- d. None

## **Question no.78**

When a call to user defined function finishes the variable defined inside the function still in existence.

- a. True
- b. False



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## Question no.79

The precedence of an operator can be changed through operator overloading.

a. True

b. False

The number 544.53 must be stored in\_\_\_\_\_data type.

a. Int

b. Short

c. Float

d. Char



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## Question no.84

A template function can have different types of arguments.

- a. True
- b. False

## Question no.85

Templates class cannot have static variable.

- a. True
- b. False

## Question no.86

Which of the following is used with bit manipulation?

- a. Signed integer
- b. Un signed integer
- c. Signed double
- d. Un-signed double

## Question no.87

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

- a. Only function
- b. Only variable
- c. Both function and variable
- d. None

## Question no.88

We can also do conditional compilation with preprocessor directives.

- a. True
- b. False

## Question no.89

If a symbolic constant has been defined, it will be an error to define it again.

- a. True



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b. False

## Question no.90

The code is written is to\_\_\_\_the program.

- a. Implement
- b. Design
- c. Analysis
- d. None

## Question no.91

Template are not type safe.

- a. True
- b. false

## Question no.92

\*doc is\_\_\_\_\_by type.

- a. sequential file
- b. Random Access File
- c. Data File
- d. Record File

## Question no.93

Which of the following is NOT a preprocessor directive?

- a. #error
- b. #define
- c. #line
- d. #undef

## Question no.94

The return type of operator function must always be void.

- a. True
- b. false

## Question no.95



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What does (\*this) represent?

- a. The current function of the class.
- b. The current pointer of the class.
- c. The current object of the class.
- d. A value of a data number.

## Question no.96

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

- a. Read a string from keyboard
- b. Read a char from keyboard
- c. Read a string from file
- d. Read a char from file

## Question no.97

C++ is a sensitive language

- a. True
- b. False

## Question no.98

Which one of the statement given below is equivalent to `sum+=j*j`?

- a. `sum=sum+j*j`
- b. `sum= sum+j`
- c. `sum= sum*j`
- d. `sum*j=j`

## Question no.99

.All element of an array must be of \_\_\_\_\_

- a.different data type
- b.:same datatype
- c.float data type
- d. char data type

## Question no.100



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In C/C++, null character is represented as\_\_\_\_\_

- a. /n
- b. %c
- c. #d
- d. \*c

## Question no.101

The dynamic memory allocation uses memory from the\_\_\_\_\_

- a. Heap
- b. Stack
- c. Values
- d. none

## Question no.102

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

- a. Direct Referance
- b. Indirect reference
- c. Both a and b
- d. none

## Question no.103

Assignment operator is used for\_\_\_\_\_

- a. assigning values to variables
- b. assigning value to a constant
- c. assigning constant and variables
- d. none of the given option

## Question no.104

Which of the following is not an example of int datatype?

- a. -4.0
- b. +4.2
- c. -3.0
- d. -2.0



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## **Question no.105**

For which array, the size of the array should be one more than the number of elements in an array?

- a. Char
- b. Variable
- c. Float
- d. Integer

## **Question no.106**

Which header file should be included to use functions like malloc() and calloc()?

Ans:stdio.h

## **Question no.107**

Using a segment of source code again by adding new functionalities with slight or no modification is termed as\_\_\_\_\_

Ans:code reusability

## **Question no.108**

The program in which we allocate static memory run essentially on\_\_\_\_\_

Ans:Stack

## **Question no,109**

TWAIN stand for

Ans:Technology Without An Interesting Name

## **Question no.110**

Which of the following will be the correct function call for function prototype given below?

Ans:func(&num)



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## **Question no.111**

The operator used for casting in C is standard\_\_\_\_\_

Ans:cast

## **Question no.112**

**The** stream insertion and extraction operators\_\_\_\_\_

Ans:must be overloaded as non-member function

## **Question no.113**

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

Ans:Non-Member function of Class

## **Question no.114**

In statement Matrix m2=m1;

Ans:Assignment operator is being used

## **Question no.115**

A template function must have at least\_\_\_\_\_generic datatype

Ans:One

## **Question no.116**

Templates provide way of abstracting\_\_\_\_\_information.

Ans:type

## **Question no.117**

ANSI stand for\_\_\_\_\_

Ans:American National Standards Institute

## **Question no.118**

By using object as class members,\_\_\_\_\_is achieved.

Ans:Accessibility

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## **Question no.119**

In operator overloading, a non-member unary operator function takes\_\_\_\_\_arguments.

Ans:1

## **Question no.120**

A class whose object is contained as const object, must have\_\_\_\_\_

Ans:Parameterized Constructor

## **Question no.121**

It is possible to define a class within other class.

a. True

b. false

## **Question no.122**

Where we can include a header file in the program?

a. Any where

b. In start

c. At the end

d. None of the given option

## **Question no.123**

The return type of the operator function >> operator.

a. Class for which we overloaded this operator

b. Reference of ostream class

c. Reference of istream class

d. Void

## **Question no.124**

With user defined data type variables(object) self assignment can produce\_\_\_\_\_.

a. Syntax error

b. Logical error



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- c. Link error
- d. None of the given option

## Question no.125

We can also do conditional compilation with preprocessor directives.

- a. True
- b. False

## Question no.126

What will be the output of the following statement?

`Cout<<setbase(16)<<52;`

- a. 74
- b. 52
- c. 34
- d. 64

## Question no.127

Dec, hex, oct are all\_\_\_\_\_.

- a. Member function
- b. Object of input/output stream
- c. Parameterized manipulator
- d. Non- parametrized manipulator

## Question no.127

The input output stream; cin cout are\_\_\_.

- a. Operator
- b. Function
- c. Object
- d. Structures

## Question no.128

Friend function are\_\_\_\_\_of a class



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- a. Member functions
- b. Public member function
- c. Private member function
- d. Non-member function

## **Question no.129**

Template class can not have static variables.

- a. True
- b. False

## **Question no.130**

In a group of a nested loops, which loop is executed the most member of times?

- a. The outermost loop
- b. The innermost loop
- c. All loops are executed
- d. Cannot be determined

## **Question no.131**

Which looping process checks the test condition at the end of the loop?

- a. For
- b. While
- c. Do while
- d. No looping process checks the test condition at the end.

## **Question no.131**

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

- a. rue
- b. False

## **Question no.132**



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A stream is an ordered sequence of bytes.

- a. True
- b. False

## **Question no.133**

The normal source of `cin` object is,

- a. File
- b. Disk
- c. Keyboard
- d. Ram

## **Question no.134**

We can also create an array of user define data type.

- a. True
- b. False

## **Question no.135**

Which of the following is valid class declaration?

- a. `Class A{int x};`
- b. `Class B{ }`
- c. `Public class A{ }`
- d. `Object A{ int x};`

## **Question no.136**

If `Num` is an integer variable then `Num++` means,

- a. Add 1 two times with `Num`
- b. Add 1 with `Num`
- c. Add 2 with `Num`
- d. Subtract 2 from `Num`

## **Question no.137**

Automatic variable are created on-\_\_\_\_\_.

- a. Heap



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- b. Free storage
- c. Static storage
- d. Stack

## **Question no.138**

We can also define a user-defines manipulator.

- a. True
- b. False

## **Question no.139**

Class is a user defined\_\_\_\_\_.

- a. Data type
- b. Memory reference
- c. Value
- d. None of the given option

## **Question no.140**

The static members of a class are initialized\_\_\_\_\_.

- a. At file scope
- b. Within class definition
- c. Within member function
- d. Within main function

## **Question no.141**

The data members of the class are initialized\_\_\_\_\_

- a. At runtime
- b. Within main group
- c. Outside the functionAt compile time

## **Question no.142**

In flow chart, flow of control is represented by\_\_\_\_\_

- a. Rectangle
- b. Circle



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- c. Diamond
- d. Arrow

## **Question no.143**

A constructor has the same name as that of \_\_\_\_\_

- a. Variable
- b. Class
- c. Structure
- d. Function

## **Question no.144**

Whenever **New** operator is called to create an object, the \_\_\_\_\_

- a. Constructor
- b. Destructor
- c. Pointer
- d. Array

## **Question no.145**

The destructor for all the objects in the program is automatically called when \_\_\_\_\_

- a. Memory is dynamically allocated to object
- b. Object are used inside function
- c. Array of object is declared
- d. Program is terminated

## **Question no.146**

What will be the correct syntax of declaration of the following statement?

Ptr is a pointer to const int

- a. Const int\* ptr
- b. Int\* const ptr,
- c. Int const\* ptr

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d. Const\* int ptr

## **Question no.148**

Sequence of event(s) when deallocating memory 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

## **Question no.149**

Consider the following segment'

Class M{

Public;

M&operator+ (constM&);

- a. Member function
- b. Non- member function
- c. Friend function
- d. Virtual function

## **Question no.150**

if there is a symbol(& sign) used with the variable name following by data type then it refers to \_\_\_\_\_

- a. Logic expression
- b. Value of variable
- c. Reference variable
- d. Address of variable

## **Question no.151**

New and delete are also used with \_\_\_\_\_and primitive data typed as well.

- a. Loops
- b. Sructures , pointer



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- c. Classes , structures
- d. Constant

## **Question no.152**

Users must not know about \_\_\_\_\_

- a. Methods functionality with in class
- b. Object of class
- c. Functions name within class
- d. Class implementation of functionality and interfaces

## **Question no.153**

What should be the return type of the constructed?

- a. Void
- b. Int
- c. Same as object type
- d. Construction do not return any thing

## **Question no.154**

Which is NOT a protection level provided by classes in C++?

- a. Protected
- b. Hidden
- c. Private
- d. Public

## **Question no.155**

A macro when takes arguments is called \_\_\_\_\_

- a. Function
- b. Procedure
- c. Parameterized macro
- d. Simple macro

## **Question no.156**

The order of destruction of an object is \_\_\_\_\_



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- a. Same as the construction order
- b. Reverse as the construction order
- c. Independent of the construction order
- d. Same as the order of object declared

## **Question no.157**

We can use cin.get() function to\_\_-

- a. See the next character that we are going to get
- b. Get to the end of the object buffer
- c. Get to the end of input buffer
- d. See the first character of input buffer

## **Question no.158**

The normal source of cin object is\_\_\_\_\_

- a. File
- b. Disk
- c. Keyboard
- d. Ram

## **Question no.159**

The initializer list is used to initialize the contained objects of a class at\_\_\_\_\_

- a. Run time
- b. Debugging time
- c. Construction time
- d. Compile time

## **Question no.160**

\_\_\_\_\_data members of a contained object can be accessed from inside of the containing class.

- a. Private
- b. Public
- c. Protected



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d. All

## Question no.161

A class whose object is contained as const object, must have\_\_\_\_\_

- a. Getter/setter function
- b. Default constructor
- c. Parameterized constructor
- d. Operator overloading function

## Question no.162

The appropriate data type to store the number of rows and columns of the matrix\_\_\_\_\_

- a. Float
- b. Strings
- c. Int
- d. Char

## Question no.163

The code is written to\_\_\_\_\_ the program

- a. Implement
- b. Design
- c. Analysis
- d. Test

## Question no.164

When a call to user-defined function finishes, the variable defined inside the function will\_\_\_\_\_

- a. Still in existence
- b. Not exist further
- c. Finish but a copy will remain in memory
- d. None of the given

## Question no.165

The static data member of a class can be accessed by\_\_\_\_\_



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- a. Only class
- b. Only object
- c. Both class and object
- d. Function out side the class

## **Question no.166**

The static data members of a class are initialized\_\_\_\_\_

- a. At fill scope
- b. Within class definition
- c. Within member function
- d. Within main function

## **Question no.167**

A structure brings together a group of\_\_\_\_\_

- a. Same data type
- b. Different data type
- c. Constant
- d. Both a,b

## **Question no.168**

The C language was developed in late 60's and 70's in\_\_\_\_\_

- a. Richards laboratories
- b. Microsoft laboratories
- c. Bell laboratories
- d. IBM laboratries

## **Question no.169**

To assigned a value to a character type variable\_\_\_\_\_are used around the value.

- a. Parenthesis()
- b. Single quotes ‘ ‘
- c. Double quotes “ “
- d. Curly braces{ }



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## Question no.170

The order of destruction of an object is \_\_\_\_\_

- a. Same as the construction order
- b. Reverse as the construction order
- c. Independent of the construction order
- d. Same as the order of object declare

## Question no.171

In flow chart, flow of control is represented by\_\_\_\_\_.

(Please select correct option)

- a. Circle
- b. Diamond
- c. Arrow
- d. All

## Question no.172

The operator ++ and – are used to increment or decrement the value of a variable by \_\_\_\_\_.

- a. 3
- b. 2
- c. 1
- d. 4

## Question no.173

To assigned a value to a character type variable,\_\_\_\_\_are used around the value.

- a. Parenthesis ( )
- b. Single quotes ‘ ’
- c. Double quotes “ ”
- d. Curly braces { }



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## Question no.174

Which of the following syntax will be used to initialize an array of size 5 of int data type to value 0?

- a. `Arr[5] = {0};`
- b. `int arr[5] = 0;`
- c. `int arr[5] = (0);`
- d. `int arr[] = 0;`

## Question no.175

Let ptr 1 and ptr 2 are pointer variables that points to integer data types then which one of the following arithmetic is allowed?

- a. `Ptr1 + ptr2`
- b. `Ptr1 - ptr2`
- c. `Ptr1 * ptr2`
- d. `Ptr1 / ptr2`

## Question no.176

When an argument is passed by reference,\_\_\_\_\_

- a. The function cannot access the argument's value
- b. A variable is created in the function to hold the argument's value
- c. A temporary variable is created in the calling program to hold the argument's value
- d. The function accesses the argument's original value in the calling program

## Question no.177

In year \_\_\_\_\_ C was approved as a standard language worldwide.

- a. 1988
- b. 1967



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c. 1989

d. 1986

## Question no.178

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

a. Richards Laboratories

b. Microsoft Laboratory

c. Bell Laboratory

d. IBM Laboratory

## Question no.179

If a friend function outside the class declares itself friend of the class, this may violate the concept of \_\_\_\_\_

a. Encapsulation and data accessing

b. Encapsulation and data hiding

c. Friend member functions of the class

d. Interface of the class

## Question no.180

A structure brings together a group of \_\_\_\_\_

a. Same data type

b. Different data type

c. Constants

d. Both a, b

## Question no.181

You can use a \_\_\_\_\_ statement to transfer control elsewhere out of the nested structure.

a. Continue

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- b. Goto
- c. Pause
- d. Break

## Question no.182

Which of the given operator is not a valid compound assignment operator?

- a. >>=
- b. =>>
- c. \*=
- d. &=

## Question no.185



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Missing semicolon ‘;’ at the end of C++ statement causes a \_\_\_\_\_ error.

- a. Logical
- b. Syntax
- c. Runtime

## Question no.190

If an integer takes 4 bytes in the memory then how many bytes will be in the memory for following code?

```
#include<iostream.h>
```



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```
#include< conio.h>
```

```
Int main()
```

- a. 12 bytes
- b. 24 bytes
- c. 48 bytes
- d. 32 bytes

## Question no.191

Using a segment of source code again by adding new functionalities with slight or no modification is termed as \_\_\_\_\_

- a. Code efficiency
- b. Code reusability
- c. Code notification
- d. Code compatibility

## Question no.192

A matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this \_\_\_\_\_

- a. Write a separate class to handle each
- b. Use templates
- c. Use strings to store all types
- d. None of the given option

## Question no.193

When a call user defined function finishes, the variable defined inside the function is still in existence.



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- a. True
- b. false

## Question no. 194

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

- a. True
- b. False

## Question no.195

What is the sequence of events(s) when deallocating memory using delete operator?

- a. Only block of memory is deallocated for object
- b. Only destructor is called for objects
- c. Memory is deallocated first before calling destructor
- d. Destructor is called first before deallocating memory

## Question no.196

The second parameter of operator function for << and >> are objects of the class for which we are overloading these operator.

- a. True
- b. False

## Question no.197



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For which values of the integer\_value will be the following code becomes an infinite loop?

```
int number=1;
while(true) {
 cout<< number; if(number==3)
 break; Number+= integer_value;
}
```

- a. Any number other than 1 or 2
- b. Only 0
- c. Only 2
- d. Only 1

## Question no.198

Unary operator implemented as member function takes \_\_\_ arguments whereas non-member function takes \_\_\_\_\_ arguments.

- a. New int (10)
- b. New int [10]
- c. Int new (10)
- d. Int new [10]

## Question no.199

What will be the correct syntax to assign an array named *arr* of 5 elements to a pointer *ptr*?

- a. \*ptr = arr;



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- b. `Ptr = arr;`
- c. `*ptr = arr[5];`
- d. `Ptr = arr[5];`



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Quiz Start Time: 09:34 PM

Time Left  
82sec(s)

Question # 1 of 10 ( Start time: 09:34:54 PM ) Total Marks: 1

While developing a program; should we think about the user interface? //handouts main reusability hay..us ki yahan option hi nahi hay

Select correct option:

Ye

s

No

Quiz Start Time: 09:34 PM

Time Left  
75sec(s)

Question # 2 of 10 ( Start time: 09:35:20 PM )

Total

Marks: 1 A character is stored in the memory in \_

Select correct option:



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byte

integ

er

string

None of the given

Quiz Start Time: 09:34 PM

Question # 3 of 10 ( Start time: 09:36:21 PM ) Total Marks: 1

These functions seekg() and seekp() requires an argument of type \_\_\_\_\_ to let them how many bytes to move forward or backward.

Select correct option:

int

short

long

doub

le



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Quiz Start Time: 09:34 PM

Time Left  
85sec(s)

Question # 4 of 10 ( Start time: 09:37:30 PM )

Total Marks:

1 dereferencing operator is represented by \_

Select correct option:

\*

+

-

None of the given

Quiz Start Time: 09:34 PM

Time Left  
86sec(s)

Question # 5 of 10 ( Start time: 09:38:55 PM ) Total Marks: 1

\_\_\_\_\_ transfers the executable code from main

memory to hard disk. Select correct option:

Loader



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Debug

ger

Compil

er

Linker

Quiz Start Time: 09:34 PM

Time Left  
85sec(s)

Question # 6 of 10 ( Start time: 09:40:21 PM ) Total Marks: 1  
When the logical operator OR (||) combine two expressions exp1 and exp2 then the result will be false only, //bitwise “or” applies here....

Select correct option:

When both exp1 and exp2 are true

When both exp1 and exp2

are false When exp1 is

true and exp2 is false

When exp1 is false and



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exp2 is true

Quiz Start Time: 09:34 PM

Time Left

79sec(s)

Question # 7 of 10 ( Start time: 09:41:43 PM ) Total Marks: 1  
suppose we have int y[10]; To access the 4th element of the  
array we write\_\_\_\_\_

Select correct option:

y[4];

y[3];

y[2];

none of given

Quiz Start Time: 09:34 PM

Time Left

82sec(s)

Question # 8 of 10 ( Start time: 09:43:10 PM ) Total Marks: 1  
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\_\_\_\_\_

Select correct option:



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long

int

short

doub

le

Quiz Start Time: 09:34 PM

Time Left  
80sec(s)

Question # 9 of 10 ( Start time: 09:44:42 PM )

Total Marks: 1 ofstream is

used for\_\_\_\_\_

Select correct option:

Input file stream

Output file stream

Input and output file

streamAll of the

given



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Quiz Start Time: 09:34 PM

Time Left

80sec(s)

<http://vustudents.ning.com>

Question # 10 of 10 ( Start time: 09:46:11 PM )

Total Marks: 1

A structure is a collection of \_\_\_\_\_ under a single name. Select correct option:

values

variab

les

data

None of the given

Question No: 1 ( Marks: 1 ) - Please choose one

In C/C++ the string constant is enclosed .....**corrected r red one**

▶ In curly braces

▶ In small braces

▶ In single quotes

▶ In double quotes

Question No: 2 ( Marks: 1 )

- Please choose one The

size of int data type is

▶ 1 bytes



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- ▶ 2 bytes
- ▶ 3 bytes
- ▶ 4 bytes

Question No: 3 ( Marks: 1 )

- Please choose one

Flow chart process is represented by

- ▶ Rectangle
- ▶ Arrow symbol
- ▶ Oval
- ▶ Circle

Question No: 4 ( Marks: 1 ) - Please choose one

If the break statement is missed in switch statement then, **// a break statement with no label always completes abruptly, the reason being a break with no label. If no switch, while, do, or for statement in the immediately enclosing method, constructor or initializer encloses the break statement, a compile-time error occurs.**

- ▶ This may cause a logical error
- ▶ No effect on program
- ▶ Program stops its execution
- ▶ The compiler will give error

Question No: 5 ( Marks: 1 ) - Please choose one

When we are using const keyword with a variable x then initializing it at the time of declaration is,

- ▶ Must
- ▶ Optional
- ▶ Not necessary
- ▶ A syntax error

Question No: 6 ( Marks: 1 ) - Please choose one

Which of the following is the correct way to assign an integer value 5 to element of a matrix say 'm' at second row and third column?



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▶ `m[2][3] = 5 ;`

▶ `m[3][2] = 5 ;`

▶ `m[1][2] = 5 ;`

▶ `m[2][3] = '5' ;`

Question No: 7 ( Marks: 1 ) - Please choose one

How many total elements must be in two-dimensional array of 3 rows and 2 columns?

- ▶ 4
- ▶ 5
- ▶ 6
- ▶ 7

Question No: 8 ( Marks: 1 ) - Please choose one

Which of the following is the correct statement for the following declaration? `const int *ptr.`

`ptr` is a constant pointer

`ptr` is constant integer pointer

`ptr` is a constant pointer to int

`ptr` is a pointer to const int

Question No: 9 ( Marks: 1 ) - Please choose one

Consider the following code segment. What will be the output of this code segment?  
`As arrays starts from 0 index.....at 1st position is 3.....n at position 4th is 5...  
.....5-3=2`

```
int arr[6] = {2, 3, 7, 4, 5, 6} ;
int *ptr1
=&arr[1] ; int
*ptr2 =
```



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```
&arr[4] ; cout
<< (ptr2-ptr1)
;
```

- ▶ 3
- ▶ 9
- ▶ 12
- ▶ 2

Question No: 10 ( Marks: 1 ) - Please choose one

What will be the correct syntax to assign an array named *arr* of 5 elements to a pointer *ptr*?

- ▶  \*ptr = arr ;
- ▶  ptr = arr ;
- ▶  \*ptr = arr[5] ;
- ▶  ptr = arr[5] ;

Question No: 11 ( Marks: 1 )

- Please choose one C is

a/an \_\_\_\_\_ language

- ▶  low level
- ▶  object based
- ▶  object oriented
- ▶  function oriented

Question No: 13 ( Marks: 1 ) - Please choose one

The variables having a name, type and size are just like empty boxes.

- ▶  False
- ▶  True

Question No: 14 ( Marks: 1 )



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Please choose one \_\_\_\_\_

What's wrong with this  
for loop?for (int k = 2,  
k <=12, k++)

- ▶ the increment should always be ++k
- ▶ the variable must always be the letter i when using a for loop
- ▶ there should be a semicolon at the end of the statement
- ▶ **the commas should be semicolons**

Question No: 15 ( Marks: 1 ) - Please choose one \_\_\_\_\_

Most efficient method of dealing with structure variables is to  
define the structure globally

- True
- False

Question No: 16 ( Marks: 1 ) - \_\_\_\_\_

Please choose one Syntax of union is  
identical to \_\_\_\_\_

- Structure
- Class
- Function
- None of the given options

FINAL TERM EXAMINATION  
Fall 2008  
CS201- Introduction to  
Programming

Time: 120 min  
Marks: 75

Question No: 1 ( Marks: 1 ) - Please choose one \_\_\_\_\_

There are mainly ----- types of software.//

- ▶ Two



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# AR Lucky Term

- ▶ Three
- ▶ Four
- ▶ Five

Question No: 2 ( Marks: 1 ) - Please choose one

---

seekg() and write() are functionally \_\_\_\_\_.

Write() Writes a specified number of bytes from a memory location to the file.

seekg() Moves the file position indicator to a specific location in the file.

**The Position property of TFileStream simplifies seeking in a file and performs the same function as the ifstream methods tellg() and seekg(). You can read Position to determine the current file position, or you can write to Position to move the file position.**

- ▶ Different
- ▶ **Identical**
- ▶ Two names of same function
- ▶ None of the above

Question No: 3 ( Marks: 1 ) - Please choose one

---

When a pointer is incremented, it actually jumps the number of memory addresses

- ▶ **According to data type**
- ▶ 1 byte exactly
- ▶ 1 bit exactly
- ▶ A pointer variable can not be incremented

Question No: 4 ( Marks: 1 ) - Please choose one

---

setw is a parameterized manipulator.

- ▶ **True**
- ▶ False

Question No: 5 ( Marks: 1 ) - Please choose one

---

eof( ), bad( ), good( ), clear( ) all are manipulators.

- ▶ **True**
- ▶ False



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Question No: 6 ( Marks: 1 ) - Please choose one

---

In functions that return reference, use\_variables.

- ▶ Local
- ▶ Global
- ▶ Global or static
- ▶ None of the given option

Question No: 7 ( Marks: 1 ) - Please choose one

---

The declarator of Plus (+) member operator function is

//not confirmed

- ▶ Class-Name operator + (Class-Name rhs)
- ▶ operator Class-Name + ( )
- ▶ operator Class-Name + ( rhs)
- ▶ Class-Name operator + ( )

Question No: 8 ( Marks: 1 ) - Please choose one

---

The compiler does not provide a copy constructor if we do not provide it.....

//Normally it provides but in some cases of classes it is good practice to provide user define copy constructor...

- ▶ True
- ▶ False

Question No: 9 ( Marks: 1 ) - Please choose one

What is the functionality of the following syntax to delete an array of 5 objects named *arr*

allocated using new operator?

delete arr ;

- ▶ Deletes all the objects of array
- ▶ Deletes one object of array
- ▶ Do not delete any object
- ▶ Results into syntax error



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Question No: 10 ( Marks: 1 ) - Please choose one

---

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor**
- ▶ Constructor is called first before allocating memory

Question No: 11 ( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ **Destructor is called first before deallocating memory**

Question No: 12 ( Marks: 1 ) - Please choose one

---

**new** and **delete** operators cannot be overloaded as member functions.

- ▶ **True**
- ▶ False

**Question No: 13 ( Marks: 1 ) - Please choose one**

---

The operator function of << and >> operators are always the member function of a class.

- ▶ True
- ▶ **False**

**Question No: 14 ( Marks: 1 ) - Please choose one**

A template function must have at least \_\_\_\_\_ generic data type

- ▶ Zero



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- ▶ One
- ▶ Two
- ▶ Three

Question No: 15 ( Marks: 1 ) - Please choose one

---

If we do not mention any *return\_value\_type* with a function, it will return an \_\_\_\_\_ value.

- ▶ int
- ▶ void
- ▶ double
- ▶ float

Question No: 16 ( Marks: 1 ) - Please choose one

---

Suppose a program contains an array declared as **int arr[100];** what will be the size of array?

- ▶ 0
- ▶ 99
- ▶ 100
- ▶ 101

Question No: 17 ( Marks: 1 ) - Please choose one

The name of an array represents address of first location of array element.

- ▶ True
- ▶ False

Question No: 18 ( Marks: 1 ) - Please choose one

---

Reusing the variables in program helps to save the memory

- ▶ True
- ▶ False

Question No: 19 ( Marks: 1 ) - Please choose one

Which of the following option is true about new operator to dynamically allocate memory to an object?

// new is an operator that allows dynamic memory allocation on



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the heap. Except for a form called the "placement new", `new` attempts to allocate enough memory on the heap for the new data and, if successful, returns the address to the newly allocated memory. However if `new` can not allocate memory on the heap it will throw an exception of type `std::bad_alloc`. This removes the need to explicitly check the result of an allocation.

- ▶ The new operator determines the size of an object
- ▶ Allocates memory to object and returns pointer of valid type
- ▶ Creates an object and calls the constructor to initialize the object
- ▶ All of the given options

Question No: 20 ( Marks: 1 ) - Please choose one  
new and delete are\_ whereas malloc and free are\_\_.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ Operators, functions
- ▶ Operators, classes

Question No: 21 ( Marks: 1 ) - Please choose one

Like member functions, can also access the private data members of a class.

- ▶ Non-member functions
- ▶ Friend functions
- ▶ Any function outside class
- ▶ None of the given options

Question No: 22 ( Marks: 1 ) - Please choose one

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ It can be declared anywhere in class as these are not affected by the public and private keywords.



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Question No: 23 ( Marks: 1 ) - Please choose one

---

The operator function overloaded for an Assignment operator (=) must be

- ▶ Non-member function of class
- ▶ **Member function of class**
- ▶ Friend function of class
- ▶ None of the given options

Question No: 24 ( Marks: 1 ) - Please choose one

For non-member operator function, object on left side of the operator may be

- ▶ **Object of operator class**
- ▶ Object of different class
- ▶ Built-in data type
- ▶ All of the given options

Question No: 25 ( Marks: 1 ) - Please choose one

The operator function will be implemented as \_\_\_\_, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.

obj3 = obj1 - obj2;

- ▶ Member function
- ▶ Non-member function
- ▶ **Friend function**
- ▶ None of the given options

Question No: 26 ( Marks: 1 ) - Please choose one

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

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;
- ▶ **Class-name operator ++() ;**
- ▶ Class-name operator ++(int) ;

Question No: 27 ( Marks: 1 ) - Please choose one

---

The static data members of a class are initialized \_\_\_\_\_

- ▶ **at file scope**



# AR Lucky Term

- ▶ within class definition
- ▶ within member function
- ▶ within main function

Question No: 28 ( Marks: 1 ) - Please choose one

---

Class is a user defined\_\_\_\_\_.

- ▶ data type
- ▶ memory referee
- ▶ value
- ▶ none of the given options.

Question No: 29 ( Marks: 1 ) - Please choose one

---

We can also define a user-defines manipulators.

- ▶ True
- ▶ False

Question No: 30 ( Marks: 1 ) - Please choose one

---

Automatic variable are created on\_\_\_\_\_.

- ▶ Heap
- ▶ Free store
- ▶ static storage
- ▶ stack

---

Current

Question No: 1 ( Marks: 1 ) - Please choose one

---

Compiler is a

- ▶ System software
- ▶ Application Software
- ▶ Driver
- ▶ Editor

Question No: 2 ( Marks: 1 ) - Please choose one

---

Operating System is

- ▶ An application software
- ▶ System Software



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- ▶ Computer Language
- ▶ Interpreter

Question No: 3 ( Marks: 1 ) - Please choose one

---

Which one is the correct syntax for defining an identifier **PI** with preprocessor directive?

- ▶ #define PI 3.1415926;
- ▶ #define PI 3.1415926
- ▶ #define PI = 3.1415926 ;
- ▶ #define PI = 3.1415926

Question No: 4 ( Marks: 1 ) - Please choose one

---

Character strings are arrays of characters that can store

- ▶ Only one character
- ▶ Limited number of characters
- ▶ Number of characters specified.
- ▶ None of the given option

Question No: 5 ( Marks: 1 ) - Please choose one

Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ #undef

Question No: 6 ( Marks: 1 ) - Please choose one

---

Which kind of functions can access private member variables of a class?

- ▶ Friend functions of the class
- ▶ Private member functions of the class
- ▶ Public member functions of the class
- ▶ Friend, private and public functions

Question No: 7 ( Marks: 1 ) - Please choose one

Let suppose `int a, b, c, d, e;` `a = b = c = d = e = 42;`



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This can be interpreted by the compiler as:// **assignment is right-associative.**

- ▶ **a = (b = (c = (d = (e = 42))));**
- ▶ (a = b = (c = (d = (e = 42))));
- ▶ a = b = (c = (d = (e = 42)));
- ▶ (a = b) = (c = d) = (e = 42);

Question No: 8 ( Marks: 1 ) - Please choose one

---

Friend function of a class is \_\_\_\_\_. <http://vustudents.ning.com>

- ▶ **Member function**
- ▶ Non-member function
- ▶ **Private function**
- ▶ Public function

Question No: 9 ( Marks: 1 ) - Please choose one

---

Function implementation of friend function must be defined outside the class.

- ▶ **True**
- ▶ False

Question No: 10 ( Marks: 1 ) - Please choose one

When we define an array of objects then,

- ▶ Constructor will be called once for whole array
- ▶ **Constructor will be called for each object of the array**
- ▶ Constructor will never call
- ▶ Depends on the size of array

Question No: 11 ( Marks: 1 ) - Please choose one

---

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

- ▶ **iostream.h**
- ▶ fstream.h
- ▶ istream.h
- ▶ ostream.h



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Question No: 12 ( Marks: 1 ) - Please choose one

---

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor**
- ▶ Constructor is called first before allocating memory

Question No: 13 ( Marks: 1 ) - Please choose one

---

Missing semicolon ';' at the end of C++ statement is

- ▶ Logical error
- ▶ **Syntax error**
- ▶ Runtime error
- ▶ None of the given options

Question No: 14 ( Marks: 1 ) - Please choose one

---

An array stores the numbers into consecutive memory locations.

- ▶ **True**
- ▶ False

Question No: 15 ( Marks: 1 ) - Please choose one

---

The template functions do NOT promote the code reuse

- ▶ True
- ▶ **False**

Question No: 16 ( Marks: 1 ) - Please choose one

---

What will be the correct syntax for initialization of pointer *ptr* of type int with variable *x*?

- ▶ int ptr = &x ;
- ▶ int ptr = x ;



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- ▶ `int *ptr = &x ;`
- ▶ `int ptr* = &x ;`

Question No: 17 ( Marks: 1 ) - Please choose one

---

Which of the following function calling mechanism is true for the function prototype given below?

`float func(float &);`

- ▶ **Call by value**
- ▶ Call by reference using pointer
- ▶ Call by reference using reference variable
- ▶ None of the given options

Question No: 18 ( Marks: 1 ) - Please choose one

---

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

`obj3 = obj1 + obj2 ;`

- ▶ **obj2 will be passed as an argument to + operator whereas obj2 will drive the + operator**
- ▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
- ▶ Both objects (obj1, obj2) will be passed as arguments to the + operator
- ▶ Any of the objects (obj1, obj2) can drive the + operator

Question No: 19 ( Marks: 1 ) - Please choose one

Which of the following object(s) will call the member operator function within the statement given below?

`obj1=obj2+obj3;`

- ▶ Object obj1
- ▶ Object obj2
- ▶ **Object obj3**
- ▶ Any of the object

Question No: 20 ( Marks: 1 ) - Please choose one

---

For cin, the source is normally a \_\_\_\_\_ and



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destination can be\_\_\_\_\_.

- ▶ File, native data type
- ▶ Disk, user-define type
- ▶ **Keyboard, variable**
- ▶ File, user-define type

Question No: 21 ( Marks: 1 ) - Please choose one

---

The static data members of a class will be \_\_

- ▶ shared by objects
- ▶ created for each object
- ▶ initialized within class
- ▶ **initialized within main function**

Question No: 22 ( Marks: 1 ) - Please choose one

---

Which of the following function cannot be overloaded?

- ▶ Member functions
- ▶ Utility functions
- ▶ Constructor
- ▶ **Destructor**

Question No: 23 ( Marks: 1 ) - Please choose one

---

The region of memory, available for allocation at run time in C language is called \_\_\_\_\_ memory whereas in C++ language is called as\_\_\_\_\_.

- ▶ Heap, Stack
- ▶ Stack, Free Store
- ▶ Heap, Free Store
- ▶ **None of above**

A variable which is defined inside a function is called

- ▶ **Automatic variable**
- ▶ Global variable
- ▶ Functional variable
- ▶ None of the given option



# AR Lucky Term

Question No: 25 ( Marks: 1 ) - Please choose one

---

The default copy constructor provides member wise assignment.

- ▶ True
- ▶ False

Question No: 26 ( Marks: 1 ) - Please choose one

---

The code is written to \_\_\_\_ the program.

- ▶ implement
- ▶ design
- ▶ analysis
- ▶ none of the given options.

Question No: 27 ( Marks: 1 ) - Please choose one

---

When a call to a user-defined function finishes, the variable defined inside the function is still in existence.

- ▶ True
- ▶ False

**Question No: 28 ( Marks: 1 ) - Please choose one**

---

To avoid dangling reference, always return the reference of a local variable from a function.

- ▶ True
- ▶ False

Question No: 29 ( Marks: 1 ) - Please choose one

---

Analysis is the-----step in designing a program.

- ▶ Last
- ▶ Middle
- ▶ Post Design
- ▶ First



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Question No: 30 ( Marks: 1 ) - Please choose one

---

"**delete**" operator is used to return memory to free store, which is allocated by the "**new**" operator.

- True
- False

Question No: 1 ( Marks: 1 ) - Please choose one

---

In C/C++ if we define an array of size eight (8) i.e. int Arr [8]; then the last element of this array will be stored at,

- Arr[0]
- Arr[8]
- Arr[7]
- Arr[-1]

Question No: 2 ( Marks: 1 ) - Please choose one

---

When an array is passed to a function then default way of passing this array is,

- By data
- By reference
- By value
- By data type

Question No: 3 ( Marks: 1 ) - Please choose one

---

Array is a data structure which store

- Memory addresses
- Variables
- Data Type
- Data

Question No: 4 ( Marks: 1 ) - Please choose one

---



# AR Lucky Term

We can also create an array of user define data type.

- ▶ True
- ▶ False

Question No: 5 ( Marks: 1 ) - Please choose one

---

When we define an array of objects then,

- ▶ Destructor will call once for whole array
- ▶ **Destructor will call for each object of the array**
- ▶ Destructor will never call
- ▶ Depends on the size of array

Question No: 6 ( Marks: 1 ) - Please choose one

---

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor**
- ▶ Constructor is called first before allocating memory

Question No: 7 ( Marks: 1 ) - Please choose one

---

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

- ▶ True
- ▶ **False**

Question No: 8 ( Marks: 1 ) - Please choose one

---

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.



# AR Lucky Term

- ▶ True
- ▶ False

Question No: 9 ( Marks: 1 ) - Please choose one

---

Which of the following is correct way to initialize a variable x of int type with value 10?

- ▶ `int x ; x = 10 ;`
- ▶ `int x = 10 ;`
- ▶ `int x, x = 10;`
- ▶ `x = 10 ;`

Question No: 10 ( Marks: 1 ) - Please choose one

---

Default mechanism of function calling in case of array is \_\_\_ and in case of variable is \_\_\_.

<http://vustudents.ning.com>

- ▶ Call by value, call by reference
- ▶ Call by referene, call by reference
- ▶ Call by reference, call by value
- ▶ Call by value, call by value

Question No: 11 ( Marks: 1 ) - Please choose one

---

What does STL stand for?

- ▶ Source template library
- ▶ Standard template library
- ▶ Stream template library
- ▶ Standard temporary library

Question No: 12 ( Marks: 1 ) - Please choose one

---

Skill(s) that is/are needed by programmers \_\_\_\_\_.

- ▶ Paying attention to detail
- ▶ Think about the reusability
- ▶ Think about user interface



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- ▶ All of the given options

**Question No: 13 ( Marks: 1 ) - Please choose one**

---

For which array, the size of the array should be one more than the number of elements in an array?

- ▶ int
- ▶ double
- ▶ float
- ▶ **char**

**Question No: 14 ( Marks: 1 ) - Please choose one**

---

new and delete are\_ whereas malloc and free are\_\_.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions**
- ▶ Operators, classes

**Question No: 15 ( Marks: 1 ) - Please choose one**

---

Friend functions are of a class.

- ▶ Member functions
- ▶ Public member functions
- ▶ Private member functions
- ▶ **Non-member functions**

**Question No: 16 ( Marks: 1 ) - Please choose one**

---

The prototype of friend functions must be written\_\_\_\_\_ the class and its definition must be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ inside, outside the class
- ▶ **outside, inside the class**
- ▶ outside, outside the class

**Question No: 17 ( Marks: 1 ) - Please choose one**

---



# AR Lucky Term

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

obj3 = obj1 + obj2 ;

▶ **obj2 will be passed as an argument to + operator whereas obj2 will drive the + operator**

▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator

▶ Both objects (obj1, obj2) will be passed as arguments to the + operator

▶ Any of the objects (obj1, obj2) can drive the + operator

Question No: 18 ( Marks: 1 )  
- Please choose one

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

▶ Class-name operator +() ;

▶ Class-name operator +(int) ;

▶ Class-name operator ++() ;

▶ **Class-name operator ++(int) ;**

Question No: 19 ( Marks: 1 ) - Please choose one

---

For cin, the source is normally a \_\_\_\_\_ and destination can be \_\_\_\_\_.

▶ File, native data type

▶ Disk, user-define type

▶ **Keyboard, variable**

▶ File, user-define type

Question No: 20 ( Marks: 1 ) - Please choose one

---

We can also do conditional compilation with preprocessor directives.

▶ **True**

▶ False

Question No: 21 ( Marks: 1 ) - Please choose one

---



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The programs, in which we allocate static memory, run essentially on

---

- ▶ Heap
- ▶ System Cache
- ▶ None of the given options
- ▶ **Stack**

**Question No: 22 ( Marks: 1 ) - Please choose one**

---

The default value of a parameter can be provided inside the \_

- ▶ function prototype
- ▶ **function definition**
- ▶ both function prototype or function definition
- ▶ none of the given options.

**Question No: 23 ( Marks: 1 ) - Please choose one**

---

While calling function, the arguments are assigned to the parameters from\_\_\_\_\_.

- ▶ left to right.
- ▶ right to left
- ▶ **no specific order is followed**
- ▶ none of the given options.

**Question No: 24 ( Marks: 1 ) - Please choose one**

---

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

- ▶ Zero
- ▶ One
- ▶ Two
- ▶ **N arguments**

**Question No: 25 ( Marks: 1 ) - Please choose one**

---

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



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\_\_\_\_\_.

- ▶ Syntax error
- ▶ **Logical error**
- ▶ Link error
- ▶ Non of the given options

Question No: 26 ( Marks: 1 ) - Please choose one

---

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

- ▶ **True**
- ▶ False

Question No: 27 ( Marks: 1 ) - Please choose one

---

When an object of a class is defined inside an other class then,

- ▶ Constructor of enclosing class will be called first
- ▶ **Constructor of inner object will be called first**
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 28 ( Marks: 1 ) - Please choose one

---

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

- ▶ From left to right
- ▶ From right to left
- ▶ **In the order in which they are defined within class**
- ▶ None of the given options

Question No: 29 ( Marks: 1 ) - Please choose one

---

new operator allocates memory from free store and return\_\_\_.

- ▶ **A pointer**
- ▶ A reference
- ▶ An integer



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- ▶ A float

Question No: 30 ( Marks: 1 ) - Please choose one

---

"new" and "delete" keywords are \_\_\_ in C++ language.

- ▶ Built-in- Function
- ▶ Operators
- ▶ **Memory Allocation Function**
- ▶ None of the given options

Default constructor takes \_\_\_.

one

parameter

two

parameters

no

parameters

character type parameter

All the preprocessors directives start with\_\_\_.

\$

&

#

—

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

default.static

private

protected

ed

public

Loops are



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\_\_\_\_\_Structu

reDecision

Sequent

ial

Repetiti

on

None of the given options

We cannot use \_\_\_\_\_pointer for storing and reading data from it.

NULL

integ

er

doub

le

zero



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When an object of a class is defined inside another class then,

Destructor of enclosing class will  
be called first  
Destructor of inner  
object will be called first

Constructor and Destructor will be called  
simultaneously  
None of the given options

Consider the following code segment. Which of the  
following will be called while executing code at line 2? String  
s1 , s2; s1 = s2 ;

Copy

constructor

Default  
constructor

Assignment

operator

Parameterized constructor

We cannot increment

---

.pointers

arrays

referen  
ces

variabl

es

In statement Matrix m2 = m1 ;

Assignment operator is  
being used  
Copy



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constructor is being used.

Statement has

syntax error None

of the given options

From the following; which on is the correct syntax of an array declaration: array size is 5 and it is of float data type?

float [5]

name;

name[5]

float; float

name[5];

None of the given options

If an array has 50 elements, what is allowable range of subscripts? 0 – 49

1 – 49

0 – 50

1 – 50



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A structure is a collection of \_\_\_\_\_ under a single name.

values

variables

data

None of the given

If a function has not been declared before its definition, It is a

logical

error

syntax

error run

time error

None of

these

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

Not required

Good

programming

Relevant

Must

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

structu

res

union



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constru  
ct

None of the given

In Analysis, we try to have a\_\_\_\_\_

Determined the  
inputs Break up of  
problem Precise  
problem statement  
None of the given

\_\_\_\_\_function give the position of the next character to  
be read from thatfile.

tellp(  
)  
tellg(  
)  
seek  
g()  
seek  
p()



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Pointers store the \_\_\_\_\_ <http://vustudents.ning.com>

value of a  
variable

memory

address

characters

None of the given

In order to get the right most digit of a number, we divide this number by 10 and take its

Remain

der

Quotien

t

Divisor

None of the given options

\_\_\_\_\_ Returns true if c is a digit and false otherwise.

int isalpha(  
int c ) int

isalnum( int c

)int isxdigit(  
int c )int

isdigit( int c )

If int a = 50; then the value of

$a/= 3$ ; will be, 15

18

16

17



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\_\_\_\_\_ contains functions for manipulations of character data.

ctype.h

iostring.h

string.h

string.h

None of the given

\_\_\_\_\_ Returns true if c is a digit or a letter and false otherwise.

int isalpha(  
int c ) int

int isalnum(  
int c ) int

int isxdigit(  
int c ) int

int isdigit(  
int c ) int

int isdigit(  
int c ) int

int isdigit(  
int c ) int



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If `int sum = 54;` Then the value of the following statement is `sum = sum - 3 ;`

52

50

51

57

To get the value stored at a memory address, we use the \_

referencing

operator

dereferencing

operator simple

operator

None of the given

In C/C++; by default arguments are passed by \_\_\_ to

a function. Reference

Val

ue

Typ

e

Dat

a

The string in the array is terminated by a \_\_\_

zer

o

nil



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nul  
l  
on  
e

Structures are syntactically defined with the word

---

.struc  
struct  
struct  
ure

None of the given

C is widely known as development language of

---

\_\_\_\_\_operating

system.Linux

Unix

Windo

ws

Mac

OS



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<http://vustudents.ning.com>

At the \_\_\_\_\_, we try to break up the problem into

functional units analysis phase

design phase

Implementation

phase None of

the given

While developing a program; should we think about the user interface?

Yes

No

No

What will be the result of arithmetic

expression  $5 + 25 / 5 * 5$ ? 45

6

30

9

Why we use "cin"?

<http://vustudents.ning.com> To send

data to printer

To read data from

keyboard To display

message

To display output on the screen



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\_\_\_\_\_operator uses the sign ^.

Bit-wise

OR

Exclusive

OR AND

Operator

NOT

operator



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# AR Lucky Term

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

High  
level

Low  
level

Machin

e

Fourth Generation

$12 \& 8 = (1000)_2 = \underline{\quad}$ .  $\&$  is used to AND two

numbers bit-wise

8

6

12

From the following; which one is used as an assignment operator?

Equal sign '='

Double equal sign '=='

Both equal and double

equal sign

None of the

given options

What will be the value of 'a' and 'b' after executing the following statements? `int a = 9; int b = a++; cout <<`

10,9

9,10

9,9

10,10



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These functions seekg() and seekp() requires an argument of type \_\_\_\_\_ to let them how many bytes to move forward or backward.

int

short

long

doub

le



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A character is stored in the memory in \_\_\_\_\_

byte

integ

er

strin

g

None of the given

dereferencing operator is represented by \_\_\_\_

\*

+

-

None of the given

\_\_\_\_\_ transfers the executable code from main memory to hard disk.

Loader

Debug

ger

Compil

er

Linker

When the logical operator OR (||) combine two expressions exp1 and exp2 then the result will be false only,

When both exp1 and exp2 are true

When both exp1



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and exp2 are false When  
exp1 is true and exp2 is  
false When exp1 is false  
and exp2 is true

suppose we have int y[10]; To access the 4th element of the array we  
write\_\_\_\_\_

y[4];  
y[3];  
y[2];  
none of given



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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\_\_\_\_\_

long  
int  
short  
doub  
le

ofstream is used for\_\_

Input file  
stream  
Output file  
stream  
Input and output file  
streamAll of the  
given

A structure is a collection of\_\_\_\_\_under a single

name.values  
variab  
les  
data  
None of the given

The first character of a variable name must be an alphabet or

▶ Underscore

▶ Digit



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- ▶ Special character
- ▶ Comma

Suppose `int multi[5][10]`; when we are using `**multi` , it means,

- ▶ Single dereferencing
- ▶ Single referencing
- ▶ Double referencing
- ▶ Double dereferencing



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eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ False

<http://vustudents.ning.com>

It is possible to return an object from a function through **this** pointer.

▶ True

▶ False

Function implementation of friend function must be defined outside the class.

▶ True

▶ False

The default scope for members of structures is **public** whereas the default visibility for class members is **private**.

▶ True

▶ False

The operator function of << and >> operators are always the member



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function of a class.

▶ True

▶ False



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How many bytes are occupied by declaring following array of characters?

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

- ▶ 10
- ▶ 11
- ▶ 12
- ▶ 13

What does STL stand for?

- ▶ Source template library
- ▶ Standard template library
- ▶ Stream template library
- ▶ Standard temporary library

Which of the following array is the most suitable for storing a matrix structure

- ▶ Single-dimensional array
- ▶ Two-dimensional array
- ▶ Three-dimensional array
- ▶ Four-dimensional array



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What will be the output of following

```
code segment?main(){
```

```
int x = 5 ;
```

```
{
```

```
int x = 4 ;
```



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```
cout << x << “,” ;
}
```

```
cout << x ;
}
```

▶ 5, 5

▶ 4, 4

▶ 4, 5

▶ 5, 4

Single line comments explaining code would be preceded like in the following example.

▶ /\*

▶ //

▶ /

▶ /\*\*

The \_\_\_\_\_ statement interrupts the flow of control.

▶ switch

▶ continue

▶ goto



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▶ break



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# AR Lucky Term

Which of the following will be the correct function call for function prototype given below?

`int func (int &);`

- ▶ `func(int num);`
- ▶ `func(&num);`
- ▶ `func(num);`
- ▶ `func(*num);`

If there is a symbol (& sign) used with the variable name followed by data type then it refers to \_\_\_\_\_ and if & is being used with variable name then it refers to \_\_\_\_\_.

- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable
- ▶ Reference variable, address of variable
- ▶ Address of variable, value of variable

Which of the following operator the compiler overloads for objects by default?

- ▶ + operator
- ▶ - operator
- ▶ = operator



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▶ == operator



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If overloaded plus operator is implemented as member function then which of the following option will be true for the statement given below?

$obj3 = obj1 + obj2 ;$

- ▶ obj1 will be passed as an argument to + operator whereas obj2 will drive the + operator
- ▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
- ▶ Both objects (obj1, obj2) will be passed as arguments to the + operator
- ▶ Any of the objects (obj1, obj2) can drive the + operator

The operator function will be implemented as \_\_\_\_, if both objects (obj1, obj2) are passed as arguments to - operator in the statement given below.

$obj3 = obj1 - obj2;$

- ▶ friend function
- ▶ member function
- ▶ non-member function
- ▶ either non-member or friend function

The input/output streams cin and cout are \_\_\_\_\_ therefore have \_\_\_\_\_.

- ▶ Structures, function



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- ▶ Objects, member functions
- ▶ Functions, objects
- ▶ None of the given options



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What will be the output of following statement?

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

- ▶ 0000128
- ▶ 0128128
- ▶ 1280000
- ▶ 0012800

<http://vustudents.ning.com>

The static data members of a class will be \_

- ▶ shared by objects
- ▶ created for each object
- ▶ initialized within class
- ▶ initialized within main function

Which of the following is used for allocating space for static variables?

- ▶ Heap
- ▶ Static storage area
- ▶ Free store



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► Stack



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Templates provide way of abstracting\_\_\_information.

- ▶ type
- ▶ data
- ▶ method
- ▶ access

A pointer is a special type of variable that contain \_\_\_\_\_

- ▶ Memory Address
- ▶ Data values
- ▶ Both Values and Memory
- ▶ None of given of options

Which is NOT a protection level provided by classes in C++?

- ▶ protected
- ▶ hidden
- ▶ private
- ▶ public

Users must not know about\_\_\_\_\_.

- ▶ Functions Name within Class
- ▶ Class implementation of Functionality and Interfaces



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- ▶ **Methods Functionality with in Class**
- ▶ None of the given options



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

- ▶ True
- ▶ False

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

- ▶ Member function of class
- ▶ Non-member function of class
- ▶ Both member and non-member function
- ▶ None of the given options

<http://vustudents.ning.com>

A template function must have

- ▶ One or more than one arguments
- ▶ Only one argument
- ▶ Zero arguments
- ▶ None of the given options

Truth tables are used for analyzing\_\_.



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- ▶ logical expressions
- ▶ arithmetic expressions
- ▶ both logical and arithmetic expressions
- ▶ none of the given options.



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# AR Lucky Term

Which of the following array is the most suitable for storing a matrix structure?

- ▶ Single-dimensional array
- ▶ Two-dimensional array
- ▶ Three-dimensional array
- ▶ Four-dimensional array

How many bytes are occupied by declaring following array of characters?`char str[] = "programming";`

- ▶ 10
- ▶ 11
- ▶ 12
- ▶ 13

11 bytes for 11 characters of word programming and 1 for '\n'

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

- ▶ True
- ▶ False



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The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ inside, outside the class
- ▶ outside, inside the class
- ▶ outside, outside the class

Copy constructor becomes necessary while dealing with \_\_\_\_\_ allocation in the class.

- ▶ Dynamic memory
- ▶ Static memory
- ▶ Both Dynamic and Static memory
- ▶ None of the given options

Dealing with structures and functions passing by reference is the most economical method

- ▶ True
- ▶ False

1st...what is the function of flush command?

1): when we specify the buffer size, normally the operating system or compiler does this for us. A typical size of buffer is 512 bytes. When the information is of 512 byte size, output will take place. But in the program, we may want at some point that whatever is in the buffer, show them. For that purpose the normal mechanism is flush. Flush the stream. The flush command forces the data from the buffer to go to its destination which is normally a screen or file and make the buffer empty. **Lec 34**



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2nd...what are the types of templates?

a template is a sketch to draw some shape or figure.

There are two different types of templates in C++ language  
i.e.' function templates and class templates. **Lec 41**



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The declarator of Plus (+) member operator function is

- ▶ **Class-Name operator + (Class-Name rhs)**
- ▶ operator Class-Name + ( )
- ▶ operator Class-Name + ( rhs)
- ▶ Class-Name operator + ( )

$12 \& 8 = (1000) 2 = \underline{\hspace{2cm}}$ . & is used to AND two numbers bit-wise

Select correct option:

- 4
- 8**
- 6
- 12

Is ka answer 8 hy, see handouts page

number 246. Truth table for &

| Bit1 | Bit2 | Bit1 & Bit2 |
|------|------|-------------|
| 1    | 1    | 1           |
| 1    | 0    | 0           |
| 0    | 1    | 0           |
| 0    | 0    | 0           |

Therefore, when we apply the conditions, we get  $12 = 1\ 1\ 1\ 0$

(binary conversion of 12)

$8 = 1\ 0\ 0\ 0$  (binary conversion of 8)

-----

1 0 0 0, which is equals to 8

The reserved words public and private comes under the category



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Which of the following operators can not be overloaded?

- 1) :new
- 2) :delete
- 3) :+=
- 4) :sizeof



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The reserved words public and private comes under the category

- 1) :structures
- 2) :strings
- 3) :accessibility modifiers
- 4) :types of functions

Question No: 10 ( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ Memory is allocated first before calling constructor
- ▶ Constructor is called first before allocating memory

Question No: 11 ( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ Destructor is called first before deallocating memory

Question No: 12 ( Marks: 1 ) - Please choose one

**new** and **delete** operators cannot be overloaded as member functions.

- ▶ True
- ▶ False

Question No: 13 ( Marks: 1 ) - Please choose one

The operator function of << and >> operators are always the member function of a class.

- ▶ True
- ▶ False



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Question No: 14 ( Marks: 1 ) - Please choose one

A template function must have at least \_\_\_\_\_ generic data type

- ▶ Zero
- ▶ One
- ▶ Two
- ▶ Three



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Question No: 15 ( Marks: 1 ) - Please choose one

If we do not mention any *return\_value\_type* with a function, it will return an \_\_\_\_\_ value.

- ▶ int
- ▶ void
- ▶ double
- ▶ float

Question No: 16 ( Marks: 1 ) - Please choose one

Suppose a program contains an array declared as **int arr[100];** what will be the size of array?

- ▶ 0
- ▶ 99
- ▶ 100
- ▶ 101

Question No: 17 ( Marks: 1 ) - Please choose one

The name of an array represents address of first location of array element.

- ▶ True
- ▶ False

Question No: 18 ( Marks: 1 ) - Please choose one

Reusing the variables in program helps to save the memory

- ▶ True
- ▶ False

Question No: 19 ( Marks: 1 ) - Please choose one

Which of the following option is true about new operator to dynamically allocate memory to an object?

- ▶ The new operator determines the size of an object



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- ▶ Allocates memory to object and returns pointer of valid type
- ▶ Creates an object and calls the constructor to initialize the object
- ▶ All of the given options



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Question No: 20 ( Marks: 1 ) - Please choose one  
new and delete are\_whereas malloc and free are\_\_.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ Operators, functions
- ▶ Operators, classes

Question No: 21 ( Marks: 1 ) - Please choose one  
Like member functions, can also access the private data members of a class.

- ▶ Non-member functions
- ▶ Friend functions
- ▶ Any function outside class
- ▶ None of the given options

Question No: 22 ( Marks: 1 ) - Please choose one  
Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ It can be declared anywhere in class as these are not affected by the public and private keywords.

Question No: 23 ( Marks: 1 ) - Please choose one  
The operator function overloaded for an Assignment operator (=) must be

- ▶ Non-member function of class
- ▶ Member function of class
- ▶ Friend function of class
- ▶ None of the given options

Question No: 24 ( Marks: 1 ) - Please choose one  
For non-member operator function, object on left side of the operator



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may be

- ▶ Object of operator class
- ▶ Object of different class
- ▶ Built-in data type
- ▶ All of the given options



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Question No: 25 ( Marks: 1 ) - Please choose one

The operator function will be implemented as \_\_\_\_, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.

`obj3 = obj1 - obj2;`

- ▶ Member function
- ▶ Non-member function
- ▶ Friend function
- ▶ None of the given options

Question No: 26 ( Marks: 1 ) - Please choose one

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

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;
- ▶ Class-name operator ++() ;
- ▶ Class-name operator ++(int) ;

Question No: 27 ( Marks: 1 ) - Please choose one

The static data members of a class are initialized \_\_\_\_\_

- ▶ at file scope
- ▶ within class definition
- ▶ within member function
- ▶ within main function

Question No: 28 ( Marks: 1 ) - Please choose one

Class is a user defined\_\_\_\_\_.

- ▶ data type
- ▶ memory referee
- ▶ value
- ▶ none of the given options.

<http://vustudents.ning.com>

Question No: 29 ( Marks: 1 ) - Please choose one

We can also define a user-defines manipulators.



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- ▶ True
- ▶ False



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**Question No: 30** ( Marks: 1 ) - Please choose one  
Automatic variable are created on\_\_\_.

- ▶ Heap
- ▶ Free store
- ▶ static storage
- ▶ stack

**Question No: 3** ( Marks: 1 ) - Please choose one

A pointer variable can be,

- ▶ Decremented only
- ▶ Incremented only
- ▶ Multiplied only
- ▶ Both 1 and 2

**Question No: 4** ( Marks: 1 ) - Please choose one

setprecision is a parameter less manipulator.

▶ True

▶ False

**Question No: 5** ( Marks: 1 ) - Please choose one

We can change a Unary operator to Binary operator through operator overloading.

▶ True

▶ False



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What is the functionality of the following statement?

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

- ▶ Default constructor will call for all objects of array
- ▶ Parameterized constructor will call for all objects of array

▶ Parameterized constructor will call for first 2 objects and default constructor for remaining objects

▶ Default constructor will call for first 3 objects and Parameterized constructor for remaining objects

There is an array of characters having name 'course' that has to be initialized by string 'programming' which of the following is the correct way to do this,

- i.** `course[] = {'p', 'r', 'o', 'g', 'r', 'a', 'm', 'm', 'i', 'n', 'g'};`
- ii.** `course[] = 'programming' ;`
- iii.** `course[12] = "programming" ;`
- iv.** `course = "programming" ;`

Choose the correct options.

- ▶ (i) and (ii) only
- ▶ (i) and (iv) only
- ▶ (i) and (iii) only



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► (ii) and (iii) only



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Overloaded member operator function is always called by \_\_

- ▶ Class
- ▶ Object
- ▶ Compiler
- ▶ Primitive data type

Consider the following

```
code segmentclass M {
 friend int operator!(const M &);
```

```
...
};
```

```
!s // code of line implies that operator!(s)
...
```

Let assume if s is an object of the class then function is implemented as \_\_\_\_\_

- ▶ Member function
- ▶ Non-member function
- ▶ Binary operator function
- ▶ None of the given options

None of the given options



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Copy constructor becomes necessary while dealing with \_\_\_\_\_ allocation in the class.

- ▶ Dynamic memory
- ▶ Static memory
- ▶ Both Dynamic and Static memory
- ▶ None of the given options

1) C/C++ string constant is enclosed in <http://vustudents.ning.com>

Small braces

Curly braces

Double quote

Single quote

2) Unary operator takes argument

Zero

**One**

Two

Three

3) When define array of objects

Constructor



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will call

Destructor will

call



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# AR Lucky Term

The size of int data type is

- ▶ 1 bytes
- ▶ 2 bytes
- ▶ 3 bytes
- ▶ 4 bytes

In Flow chart process is represented by

- ▶ Rectangle
- ▶ Arrow symbol
- ▶ Oval
- ▶ Circle

If the break statement is missed in switch statement then,

- ▶ The compiler will give error
- ▶ This may cause a logical error
- ▶ No effect on program
- ▶ Program stops its execution

When we are using const keyword with a variable x then initializing it at the time of declaration is,

- ▶ Must
- ▶ Optional
- ▶ Not necessary
- ▶ A syntax error

Which of the following is the correct way to assign an integer value 5 to element of a matrix say 'm' at second row and third column?

- ▶ `m[2][3] = 5 ;`
- ▶ `m[3][2] = 5 ;`
- ▶ `m[1][2] = 5 ;`
- ▶ `m[2][3] = '5' ;`

How many total elements must be in two-dimensional array of 3 rows and 2 columns?

- ▶ 4



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- ▶ 5
- ▶ 6
- ▶ 7



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# AR Lucky Term

Which of the following is the correct statement for the following declaration? `const int *ptr.`

- ▶ `ptr` is a constant pointer
- ▶ `ptr` is constant integer pointer
- ▶ `ptr` is a constant pointer to `int`
- ▶ `ptr` is a pointer to `const int`

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

```
int arr[6] = {2, 3, 7, 4, 5, 6};
```

```
int *ptr1
=&arr[1]; int
*ptr2 =
&arr[4]; cout
<< (ptr2-ptr1)
```

- ▶ 3
- ▶ 9
- ▶ 12
- ▶ 2

What will be the correct syntax to assign an array named `arr` of 5 elements to a pointer `ptr`?

- ▶ `*ptr = arr;`
- ▶ `ptr = arr;`
- ▶ `*ptr = arr[5];`
- ▶ `ptr = arr[5];`

The variables having a name, type and size are just like empty boxes.

- ▶ False
- ▶ True

What's wrong with this for loop?  
`for (int k = 2, k <= 12, k++)`



# AR Lucky Term

- ▶ the increment should always be ++k
- ▶ the variable must always be the letter i when using a for loop
- ▶ there should be a semicolon at the end of the statement
- ▶ the commas should be semicolons



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# AR Lucky Term

Most efficient method of dealing with structure variables is to define the structure globally

▶ True

False ▶

Syntax of union is identical to \_\_

▶ Structure

▶ Class

▶ Function

▶ None of the given options

Like member functions, can also access the private data

members of a class. Non-member functions

▶ Friend functions

Any function outside class

None of the given options

Function created with in

function called? nested

overloaded

d

grouped

none of  
them



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# AR Lucky Term

Question No: 1 ( Marks: 1 ) - Please choose one

Pointer is a variable which store,

- ▶ Data
- ▶ Memory Address
- ▶ Data Type
- ▶ Values

Question No: 2 ( Marks: 1 ) - Please choose one

All preprocessor directives are started with the symbol\_.

- ▶ \*
- ▶ +
- ▶ @
- ▶ #



# AR Lucky Term

Question No: 3 ( Marks: 1 ) - Please choose one

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

- ▶ True
- ▶ False



# AR Lucky Term

Question No: 4 ( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ Destructor is called first before deallocating memory

Question No: 5 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.



# AR Lucky Term

- ▶ True
- ▶ False

Question No: 6 ( Marks: 1 ) - Please choose one

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

- ▶ #include "iostream.h"
- ▶ include <iostream.h>
- ▶ include <iostream.h>
- ▶ #include <iostream.h>



# AR Lucky Term

Question No: 7 ( Marks: 1 ) - Please choose one

The number 544.53 must be stored in\_data type.

- ▶ int
- ▶ short
- ▶ float
- ▶ char

Question No: 8 ( Marks: 1 ) - Please choose one

A template function can have different type of arguments.

- ▶ True
- ▶ False



# AR Lucky Term

Question No: 9 ( Marks: 1 ) - Please choose one

For which values of the integer `_value` will the following code becomes an infinite loop?

```
int
number=1;
while (true)
{ cout <<
number;
if (number == 3)
break; number +=
integer_value; }
```

- ▶ any number other than 1 or 2
- ▶ Only 0



# AR Lucky Term

- ▶ only 1
- ▶ only 2

Question No: 10 ( Marks: 1 ) - Please choose one

Template class cannot have static variables.

- ▶ True
- ▶ False

Question No: 11 ( Marks: 1 ) - Please choose one

Which of the following is used with bit manipulation?

- ▶ Signed integer
- ▶ Un-signed integer
- ▶ Signed double



# AR Lucky Term

- ▶ Un-signed double

Question No: 12 ( Marks: 1 ) - Please choose one

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

- ▶ Only Functions
- ▶ Only Variables
- ▶ Both Functions and Variables



# AR Lucky Term

- ▶ None of the given options

Question No: 13 ( Marks: 1 ) - Please choose one

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

- ▶ `new int(10) ;`
- ▶ `new int[10] ;`
- ▶ `int new(10) ;`
- ▶ `int new[10];`

Question No: 14 ( Marks: 1 ) - Please choose one



# AR Lucky Term

Unary operator implemented as member function takes \_\_\_\_\_ arguments whereas non-member function takes \_\_\_\_\_ arguments.

- ▶ One, zero
- ▶ Zero, one
- ▶ One, two
- ▶ Two, one



# AR Lucky Term

Question No: 15 ( Marks: 1 ) - Please choose one

The first parameter of overloaded stream insertion operator is \_\_\_\_\_ where second parameter is \_\_\_\_\_

- ▶ input stream, object of class
- ▶ object of class, output stream
- ▶ **output stream, object of class**
- ▶ object of class, input stream

Question No: 16 ( Marks: 1 ) - Please choose one

We can also do conditional compilation with preprocessor directives.

- ▶ **True**
- ▶ False



# AR Lucky Term

Question No: 17 ( Marks: 1 ) - Please choose one

If a symbolic constant has been defined, it will be an error to define it again.

▶ True

▶ False

Question No: 18 ( Marks: 1 ) - Please choose one

While calling function, the arguments are assigned to the parameters from\_\_\_.



# AR Lucky Term

- ▶ left to right.
- ▶ right to left
- ▶ no specific order is followed
- ▶ none of the given options.

Question No: 19 ( Marks: 1 ) - Please choose one

Classes defined inside other classes are called \_\_\_\_classes

- ▶ looped
- ▶ nested
- ▶ overloaded
- ▶ none of the given options.

Question No: 20 ( Marks: 1 ) - Please choose one

If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program the value of PI



# AR Lucky Term

- ▶ cannot be replaced
- ▶ None of the given options
- ▶ Remain constant.
- ▶ can be changed by some operation

Question No: 21 ( Marks: 1 ) - Please choose one



# AR Lucky Term

---

Assignment operator is ----- associative.

- ▶ right
- ▶ left
- ▶ binary
- ▶ unary

Question No: 22 ( Marks: 1 ) - Please choose one

If text is a pointer of class String then what is meant by the following statement?  
`text = new String [5];`

- ▶ Creates an array of 5 string objects statically
- ▶ Creates an array of 5 string objects dynamically



# AR Lucky Term

- ▶ Creates an array of pointers to string
- ▶ Creates a string Object

Question No: 23 ( Marks: 1 ) - Please choose one

---



# AR Lucky Term

The return type of the operator function for << operator is\_\_.

- ▶ class for which we overload operator
- ▶ reference of ostream class (ostream&)
- ▶ reference of istream class (istream&)
- ▶ void

Question No: 24 ( Marks: 1 ) - Please choose one

The code is written to\_\_\_the program.

- ▶ implement
- ▶ design
- ▶ analysis
- ▶ none of the given options.



# AR Lucky Term

Question No: 25 ( Marks: 1 ) - Please choose one

Memory allocated at run time is a system resource and it is the responsibility of\_\_\_to de-allocate the memory.

- ▶ System
- ▶ Programmer



# AR Lucky Term

- ▶ User of program
- ▶ None of given options

Question No: 26 ( Marks: 1 ) - Please choose one

Templates are not type safe.

- ▶ true
- ▶ false

Question No: 1 ( Marks: 1 ) - Please choose one

&& is.....operator.

- ▶ An arithmetic
- ▶ *Logical*
- ▶ Relational
- ▶ Unary

Question No: 2 ( Marks: 1 ) - Please choose one

Which of the following function(s) is/are included in ctype.h header file?

- ▶ isdigit(int c)
- ▶ isxdigit(int c)



# AR Lucky Term

- ▶ tolower(int c)
- ▶ *All of the above*

Question No: 3 ( Marks: 1 ) - Please choose one

Disks are\_\_\_\_\_devices having access time of\_\_milliseconds.

- ▶ Electro-physical, 6
- ▶ Electro-Mechanical, 4
- ▶ Electro-physical, 5
- ▶ *Electro-Mechanical, 7*

Question No: 4 ( Marks: 1 ) - Please choose one

All preprocessor directives are started with the symbol\_.

- ▶ \*
- ▶ ++
- ▶ @
- ▶ *#*

Question No: 5 ( Marks: 1 ) - Please choose one

When we use manipulators in our program then which header file should be included?

- ▶ iostream.h
- ▶ stdlib.h
- ▶ stdio.h
- ▶ *iomanip.h*

Question No: 6 ( Marks: 1 ) - Please

choose one setprecision is a  
parameter less manipulator.



# AR Lucky Term

▶ True

▶ **False**

Question No: 7 ( Marks: 1 ) - Please choose one

Which of the following is NOT a preprocessor directive?

▶ #error

▶ #define

▶ #line

▶ **#undef**

Question No: 8 ( Marks: 1 ) - Please

choose one We can do arithmetic

with references like pointers.

▶ True

▶ **False**

Question No: 9 ( Marks: 1 ) - Please

choose one What does (\*this)

represents?

▶ The current function of the class

▶ The current pointer of the class

▶ **The current object of the class**

▶ A value of the data member

Question No: 10 ( Marks: 1 ) - Please choose one

Friend function of a class is\_\_\_\_\_.

▶ Member function

▶ **Non-member function**

▶ Private function



# AR Lucky Term

► Public function

Question No: 11 ( Marks: 1 ) - Please

choose one A function can declare

itself a friend of a class.

► True

► **False**

Question No: 12 ( Marks: 1 ) - Please choose one

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

► **True**

► False

Question No: 13 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

► **True**



# AR Lucky Term

▶ False

Question No: 14 ( Marks: 1 ) - Please choose one

A template function must have at least          generic data type

▶ Zero

▶ **One**

▶ Two

▶ Three

Question No: 15 ( Marks: 1 ) - Please choose one

A template function must have only generic data types.

▶ True

▶ **False**

Question No: 16 ( Marks: 1 ) - Please choose one

We can not make a member function of a class as template function.

▶ True

▶ **False**

Question No: 17 ( Marks: 1 ) - Please choose one

Which character is inserted at the end of string to indicate the end of string?

▶ new line

▶ tab

▶ **null**

▶ carriage return

Question No: 18

(



# AR Lucky Term

Marks: 1 ) - Please choose one

Assignment operator is used for\_\_.

- ▶ calculation
- ▶ reading
- ▶ *assigning value to variables*
- ▶ None of the given options.

Question No: 19 ( Marks: 1 ) - Please choose one vuzs

The object \_\_\_\_\_ may be used both for file input and file output

- ▶ *fstream,*
- ▶ ifstream,
- ▶ ofstream,
- ▶ none of the given options.

Question No: 20 ( Marks: 1 ) - Please choose one

Which of the following function calling mechanism is true for the function prototype given below?



# AR Lucky Term

float func(float &);

- ▶ Call by value
- ▶ Call by reference using pointer
- ▶ *Call by reference using reference variable*
- ▶ None of the given options

Question No: 21 ( Marks: 1 ) - Please choose one

The programs, in which we allocate static memory, run essentially on \_\_

- ▶ Heap
- ▶ System Cache
- ▶ None of the given options
- ▶ *Stack*

Question No: 22 ( Marks: 1 ) - Please choose one

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

- ▶ *void*
- ▶ void pointer
- ▶ pointer to an object
- ▶ pointer of type int

Question No: 23 ( Marks: 1 ) - Please

choose one What should be the return

type of the constructor?

- ▶ void pointer
- ▶ int
- ▶ same as object type
- ▶ *constructors do not return any thing*



# AR Lucky Term

Question No: 24 ( Marks: 1 ) - Please choose one

It is a way of reusing the code when we contain objects of our already written classes into a new class,

▶ *True*

▶ False

Question No: 25 ( Marks: 1 ) - Please

choose one vuzsTemplates are not type

safe.

▶ true

▶ *false*

Question No: 26 ( Marks: 1 ) - Please choose one

The functions used for dynamic memory allocation return pointer of type \_\_\_\_

▶ int



# AR Lucky Term

- ▶ float
- ▶ **void**
- ▶ double

Question No: 1 ( Marks: 1 )  
- Please choose one

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

- ▶ **dot operator (.)**
- ▶ \* operator
- ▶ à operator
- ▶ None of given.

Question No: 2 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ What does  $5 \wedge 6$ , evaluate to indecimal where '^' is Exclusive OR operator?

- ▶ 1
- ▶ 2
- ▶ **3**
- ▶ 4

Question No: 3 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ If constructor contains a return statement in its body then compiler will give \_\_\_\_\_



# AR Lucky Term

- No error
- Syntax error
- Logical error
- Run time error

Question No: 4 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ We can use New keyword inside of Class Constructor.

- True
- False



# AR Lucky Term

Question No: 5 ( Marks: 1 ) - Please choose one

When an operator function is define as member function for a Unary operator then the number of argument it take is/are,

- Zero
- One
- Two
- N arguments

Question No: 6 ( Marks: 1 ) - Please choose one

The declarator of Plus (+) member operator function is

- Class-Name operator + (Class-Name rhs)
- operator Class-Name + ( )
- operator Class-Name + ( rhs)
- Class-Name operator + ( )

Question No: 7 ( Marks: 1 ) - Please choose one



# AR Lucky Term

Friend function of a class

is

\_\_\_\_\_ .

▶  Member function

▶  Non-member function

▶  Private function

▶  Public function

Question No: 8 ( Marks: 1 ) - Please choose one

We can also create an

array of user define data type.

▶  True



# AR Lucky Term

▶ False

Question No: 9 ( Marks: 1 ) - Please choose one

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

- ▶  Only block of memory is deallocated for objects
- ▶  Only destructor is called for objects
- ▶  Memory is deallocated first before calling destructor
- ▶  Destructor is called first before deallocating memory

Question No: 10 ( Marks: 1 ) - Please choose one

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

- ▶  True
- ▶  False

Question No: 11 ( Marks: 1 ) - Please choose one

Which of the following datatype(s) can operate on modulus operator '%'?

- ▶ float, int
- ▶ float, double
- ▶  int
- ▶ char



# AR Lucky Term

Question No: 12

( Marks: 1 ) - Please choose one

\_\_\_\_\_ Array is passed by value to a function by default.

True

False

Question No: 13

( Marks: 1 ) - Please choose one

\_\_\_\_\_ With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

True

False

Question No: 14

( Marks: 1 ) - Please choose one

\_\_\_\_\_ What will be the correct syntax to initialize all elements of two-dimensional array to value 0?



# AR Lucky Term

▶  `int arr[2][3] = {0,0};`

▶  `int arr[2][3] = {{0},{0}};`

▶  `int arr[2][3] = {0},{0};`

▶  `int arr[2][3] = {0};`

Question No: 15 ( Marks: 1 ) - Please choose one

When an operator function is define as member function then operand on the left side of operator must be an object.

▶  True

▶ False

Question No: 16 ( Marks: 1 ) - Please choose one

break statement can be used outside a loop or switch statement.

▶  True

▶ False

Question No: 17 ( Marks: 1 ) - Please choose one

The keyword \_\_\_ is used to return some value from a function.

▶  return

▶  break



# AR Lucky Term

▶  continue

▶  goto

Question No: 18 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ Every data member or function inside the structure is \_\_\_\_\_ by default whereas everything declared inside a class is \_\_\_\_\_ by default.

▶  private, public

▶  public, private

▶  private, protected

▶  public, protected

Question No: 19 ( Marks: 1 ) - Please choose one



# AR Lucky Term

Which of the following is true for the C++ statement given below?  
`int &ref = val ;`

- ▶  It creates a synonym for variable 'val'
- ▶  It creates an alias for variable 'val'
- ▶  It's a new name for variable 'val'
- ▶  All of the given options

Question No: 20 ( Marks: 1 ) - Please choose one

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below? `obj3 = obj1 + obj2 ;`

- ▶  obj2 will be passed as an argument to + operator whereas obj1 will drive the + operator
- ▶  obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
- ▶  Both objects (obj1, obj2) will be passed as arguments to the + operator
- ▶  Any of the objects (obj1, obj2) can drive the + operator

Question No: 21 ( Marks: 1 ) - Please choose one

Unary operator implemented as member function takes \_\_\_\_\_ arguments whereas non-member function takes \_\_\_\_\_ arguments.



# AR Lucky Term

- ▶  One, zero
- ▶  Zero, one
- ▶  One, two
- ▶  Two, one

Question No: 22 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ The input/output streams cin and cout are \_\_\_\_\_ therefore have \_\_\_\_\_.



# AR Lucky Term

- ▶ Structures, function
- ▶ Objects, member functions
- ▶ Functions, objects
- ▶ None of the given options

Question No: 23 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ If a symbolic constant has been defined, it will be an error to define it again.

- ▶ True
- ▶ False

Question No: 24 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ Every class contains \_\_\_\_\_.

- ▶ Constructor
- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options

Question No: 25 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ new and delete keywords are



# AR Lucky Term

\_\_\_\_\_ in C++ language.

- ▶ Built-in- Function
- ▶ Operators
- ▶ Memory Allocation Function
- ▶ None of the given options

Question No: 26 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ Consider the following code segment.

```
class
M {
public:
```



# AR Lucky Term

```
M &operator+(const M &);
```

```
...
```

```
};
```

```
p + q //code of line implies that p.operator+(q)
```

```
...
```

Let assume if p and q are class objects then function is implemented as \_\_\_\_\_

▶  Member function

▶  Non-member function

▶  Friend function

▶  None of the given options

Question No: 27 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ Assignment operator is --

-----  
-----associative.

▶  right

▶  left

▶  binary

▶  unary



# AR Lucky Term

Question No: 28 ( Marks: 1 ) - Please choose one

Static variable which is defined in a function is initialized\_\_\_\_\_.

- ▶ Only once during its life time
- ▶ Every time the function call
- ▶ Compile time of the program
- ▶ None of the above

Question No: 29 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ We can not define a variable of user-defined data type in the class.

- ▶  True
- ▶  False



# AR Lucky Term

Question No: 30 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ A constructor that will create a new object with a full copy of the other object, is copy is known as \_\_\_

- ▶  deep copy
- ▶  shallow copy
- ▶  constructor copy
- ▶  none of the options

Question No: 1 ( Marks: 1 ) - Please choose one

In C/C++ if we define an array of size eight (8) i.e. `int Arr [8]`; then the last element of this array will be stored at,

- ▶ Arr[0]
- ▶ Arr[8]
- ▶ Arr[7]
- ▶ Arr[-1]

Question No: 2 ( Marks: 1 ) - Please choose one



# AR Lucky Term

When an array is passed to a function then default way of passing this array is,

- ▶ By data
- ▶ **By reference**
- ▶ By value
- ▶ By data type

Question No: 3 ( Marks: 1 ) - Please choose one

Array is a data structure which store

- ▶ **Memory addresses**
- ▶ Variables



# AR Lucky Term

- ▶ Data Type
- ▶ Data

Question No: 4 ( Marks: 1 ) - Please choose one

We can also create an array of user define data type.

- ▶ True
- ▶ False

Question No: 5 ( Marks: 1 ) - Please choose one

When we define an array of objects then,

- ▶ Destructor will call once for whole array
- ▶ Destructor will call for each object of the array



# AR Lucky Term

- ▶ Destructor will never call
- ▶ Depends on the size of array

Question No: 6 ( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is allocated for objects



# AR Lucky Term

- ▶ Only constructor is called for objects
- ▶ Memory is allocated first before calling constructor
- ▶ Constructor is called first before allocating memory

Question No: 7 ( Marks: 1 ) - Please choose one

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

- ▶ True
- ▶ False

Question No: 8 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for



# AR Lucky Term

which we are overloading these operators.

- ▶ True
- ▶ False

Question No: 9 ( Marks: 1 ) - Please choose one

Which of the following is correct way to initialize a variable x of int type with value 10?

- ▶ `int x ; x = 10 ;`



# AR Lucky Term

- ▶ `int x = 10 ;`
- ▶ `int x, x = 10;`
- ▶ `x = 10 ;`

Question No: 10 ( Marks: 1 ) - Please choose one

Default mechanism of function calling in case of array is \_\_\_\_\_ and in case of variable is \_\_\_\_\_.

- ▶ Call by value, call by reference
- ▶ Call by referene, call by reference
- ▶ **Call by reference, call by value**
- ▶ Call by value, call by value

Question No: 11 ( Marks: 1 ) - Please choose one



# AR Lucky Term

What does STL stand for?

- ▶ Source template library
- ▶ **Standard template library**
- ▶ Stream template library
- ▶ Standard temporary library



# AR Lucky Term

Question No: 12 ( Marks: 1 ) - Please choose one

Skill(s) that is/are needed by programmers\_\_\_\_\_.

- ▶ Paying attention to detail
- ▶ Think about the reusability
- ▶ Think about user interface
- ▶ All of the given options

Question No: 13 ( Marks: 1 ) - Please choose one

For which array, the size of the array should be one more than the number of elements in an array?

- ▶ int
- ▶ double



# AR Lucky Term

▶ float

▶ char

Question No: 14 ( Marks: 1 ) - Please choose one

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_.



# AR Lucky Term

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions**
- ▶ Operators, classes

Question No: 15 ( Marks: 1 ) - Please choose one

Friend functions are\_\_of a class.

- ▶ Member functions
- ▶ Public member functions
- ▶ Private member functions
- ▶ **Non-member functions**



# AR Lucky Term

Question No: 16 ( Marks: 1 ) - Please choose one

The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ inside, outside the class



# AR Lucky Term

- ▶ outside, inside the class
- ▶ outside, outside the class

Question No: 17 ( Marks: 1 ) - Please choose one

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

`obj3 = obj1 + obj2 ;`

- ▶ obj2 will be passed as an argument to + operator whereas obj1 will drive the + operator
- ▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
- ▶ Both objects (obj1, obj2) will be passed as arguments to the + operator
- ▶ Any of the objects (obj1, obj2) can drive the + operator

Question No: 18 ( Marks: 1 ) - Please choose one



# AR Lucky Term

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

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;
- ▶ Class-name operator ++() ;
- ▶ **Class-name operator ++(int) ;**



# AR Lucky Term

Question No: 19 ( Marks: 1 ) - Please choose one

For cin, the source is normally a and destination can be.

- ▶ File, native data type
- ▶ Disk, user-define type
- ▶ **Keyboard, variable**
- ▶ File, user-define type

Question No: 20 ( Marks: 1 ) - Please choose one

We can also do conditional compilation with preprocessor directives.

- ▶ **True**



# AR Lucky Term

▶ False

Question No: 21 ( Marks: 1 ) - Please choose one

The programs, in which we allocate static memory, run essentially on \_\_

▶ Heap

▶ System Cache

▶ None of the given options

▶ Stack



# AR Lucky Term

Question No: 22 ( Marks: 1 ) - Please choose one

The default value of a parameter can be provided inside the \_\_\_\_\_

- ▶ function prototype
- ▶ **function definition**
- ▶ both function prototype or function definition
- ▶ none of the given options.

Question No: 23 ( Marks: 1 ) - Please choose one

While calling function, the arguments are assigned to the parameters from\_\_\_.

- ▶ left to right.
- ▶ right to left
- ▶ **no specific order is followed**
- ▶ none of the given options.



# AR Lucky Term

Question No: 24 ( Marks: 1 ) - Please choose one

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

- ▶ Zero
- ▶ One



# AR Lucky Term

- ▶ Two
- ▶ **N arguments**

Question No: 25 ( Marks: 1 ) - Please choose one

With user-defined data type variables (Objects), self assignment can produce\_.

- ▶ Syntax error
- ▶ **Logical error**
- ▶ Link error
- ▶ Non of the given options

Question No: 26 ( Marks: 1 ) - Please choose one



# AR Lucky Term

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

▶ True

▶ False

Question No: 27 ( Marks: 1 ) - Please choose one

When an object of a class is defined inside an other class then,



# AR Lucky Term

- ▶ Constructor of enclosing class will be called first
- ▶ **Constructor of inner object will be called first**
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 28 ( Marks: 1 ) - Please choose one

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

- ▶ From left to right
- ▶ From right to left
- ▶ **In the order in which they are defined within class**
- ▶ None of the given options



# AR Lucky Term

Question No: 29 ( Marks: 1 ) - Please choose one

new operator allocates memory from free store and return\_\_.

- ▶ A pointer
- ▶ A reference
- ▶ An integer



# AR Lucky Term

- ▶ A float

Question No: 30 ( Marks: 1 ) - Please choose one

"new" and "delete" keywords are \_\_\_ in C++ language.

- ▶ Built-in- Function
- ▶ Operators
- ▶ **Memory Allocation Function**
- ▶ None of the given options

Question No: 1 ( Marks: 1 ) - Please choose one  
When we define an array of objects then,

- Destructor will call once for whole array



# AR Lucky Term

- Destructor will call for each object of the array
- Destructor will never call
- Depends on the size of array

Question No: 2 ( Marks: 1 ) - Please choose one  
We can also create an array of user define data type

- True
- False

Question No: 3 ( Marks: 1 ) - Please choose one  
What is the sequence of event(s) when allocating memory using new operator?

- Only block of memory is allocated for objects
- Only constructor is called for objects
- Memory is allocated first before calling constructor
- Constructor is called first before allocating memory

Question No: 4 ( Marks: 1 ) - Please choose one  
We can delete an array of objects without specifying [] brackets if a class is not doing dynamic memory allocation internally

- True
- False

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Question No: 5 ( Marks: 1 ) - Please choose one  
The declarator of Plus (+) member operator function is

- Class-Name operator + (Class-Name rhs)
- Operator Class-Name + ( )
- Operator Class-Name + ( rhs)
- Class-Name operator + ( )

Question No: 6 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators

- True
- False

Question No: 7 ( Marks: 1 ) - Please choose one

Which of the following is correct way to initialize a variable x of int type with



# AR Lucky Term

r

value 10?

- int x ; x = 10 ;
- int x = 10 ;
- int x, x = 10;
- x = 10 ;

Question No: 8 ( Marks: 1 ) - Please choose one

Default mechanism of function calling in case of array is \_\_\_ and in case of variable is \_

- Call by value, call by reference
- Call by referene, call by reference
- Call by reference, call by value
- Call by value, call by value

Question No: 9 ( Marks: 1 ) - Please choose one  
What does STL stand for?

- Source template library
- Standard template library
- Stream template library
- Standard temporary library

Question No: 10 ( Marks: 1 ) - Please choose one  
Skill(s) that is/are needed by programmers



# AR Lucky Term

- Paying attention to detail
- Think about the reusability
- Think about user interface
- All of the given options

Question No: 11 ( Marks: 1 ) - Please choose one

For which array, the size of the array should be one more than the number of elements in an array?

- int
- double
- float
- char

Question No: 12 ( Marks: 1 ) - Please choose one  
new and delete are \_\_ whereas malloc and free are

- Functions, operators
- Classes, operators
- Operators, functions
- Operators,

classes

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# AR Lucky Term

Question No: 13 ( Marks: 1 ) - Please choose one

The prototype of friend functions must be written\_\_the class and its definition



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must be written

- inside, inside the class
- inside, outside the class**
- outside, inside the class
- outside, outside the class

Question No: 14 ( Marks: 1 ) - Please choose one  
 Friend function of a class are \_\_\_\_\_ of a class.

- Non-member functions**
- Friend functions
- Any function outside class
- None of the given

options

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Question No: 15 ( Marks: 1 ) - Please choose one  
 If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

`obj3 = obj1 + obj2 ;`

- obj2 will be passed as an argument to + operator whereas obj1 will drive the + operator
- obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
- Both objects (obj1, obj2) will be passed as arguments to the + operator**
- Any of the objects (obj1, obj2) can drive the + operator

Question No: 16 ( Marks: 1 ) - Please choose one

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

# AR Lucky Term

- Class-name operator +() ;
- Class-name operator +(int) ;
- Class-name operator ++() ;
- Class-name operator ++(int) ;

Question No: 17 ( Marks: 1 ) - Please choose one

For cin, the source is normally a\_\_and destination can be

- File, native data type
- Disk, user-define type
- Keyboard, variable
- File, user-define type

<http://vustudents.ni>  
[ng.com](http://vustudents.ni)

Question No: 18 ( Marks: 1 ) - Please choose one

We can do condition compilation with pre processor directives.

- True
- False

Question No: 19 ( Marks: 1 ) - Please choose one



# AR Lucky Term

r

The programs, in which we allocate static memory, run essentially on

- Heap
- System Cache
- None of the given options
- Stack

Question No: 20 ( Marks: 1 ) - Please choose one

A template function must have at least            or more arguments <http://vustudents.ning.com>

- Zero
- One
- Two
- Three

Question No: 21 ( Marks: 1 ) - Please choose one

The default value of a parameter can be provided inside the

- function prototype
- function definition
- both function prototype or function definition
- none of the given options

Question No: 22 ( Marks: 1 ) - Please choose one

While calling function, the arguments are assigned to the parameters from



# AR Lucky Term

- left to right
- right to left
- no specific order is followed
- none of the given options

Question No: 23 ( Marks: 1 ) - Please choose one

When an operator function is defined as member function for a binary Plus (+)operator then the number of argument it take is/are <http://vustudents.ning.com>

- Zero
- One
- Two
- N arguments

Question No: 24 ( Marks: 1 ) - Please choose one new operator allocates memory from free store and return

- A pointer
- A reference



# AR Lucky Term

- An integer
- A float

Question No: 25 ( Marks: 1 ) - Please choose one

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



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- Syntax error
- Logical error
- Link error
- Non of the given options

Question No: 26 ( Marks: 1 ) – Write Simple Program

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

- True
- False <http://vustudents.ning.com>

Question No: 27 ( Marks: 1 ) – Briefly define/Justify When an object of a class is defined inside an other class then,

- Constructor of enclosing class will be called first
- Constructor of inner object will be called first
- Constructor and Destructor will be called simultaneously
- None of the given options

Question No: 28 ( Marks: 1 ) – Brief answer required

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

- From left to right
- From right to left



# AR Lucky Term

- In the order in which they are defined within class
- None of the given options

Question No: 29 ( Marks: 1) - Brief answer required  
"new" and "delete" keywords are \_\_\_\_\_ in C++ language

- Built-in- Function
- Operators**
- Memory Allocation Function
- None of the given options

Question No: 30 ( Marks: 2 ) - Brief answer required  
What are the two types of conversion for user-defined data types?

Question No: 31 ( Marks: 2 ) - Brief answer required  
Give the general syntax of class template.

Question No: 32 ( Marks: 2 ) - Brief answer required  
What is a constructor in class?  
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Question No: 33 ( Marks: 2 ) - Brief answer required

Is there a way to increase the size of already allocated memory chunk ? Can the same chunk be increased or not?

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Operator overloading can be performed through\_\_\_.

- ▶ Classes
- ▶ **Functions**
- ▶ Operators
- ▶ Reference

Question No: 2 ( Marks: 1 ) - Please choose one

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

- ▶ Direct Reference
- ▶ **Indirect Reference**
- ▶ Partial Reference
- ▶ Proper Reference

When a value is referred by a normal variable is known

as direct reference Question No: 3 ( Marks: 1 ) -

Please choose one

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



# AR Lucky Term

- ▶ malloc
- ▶ calloc
- ▶ realloc
- ▶ free

Question No: 4 ( Marks: 1 ) - Please choose one Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ #undef

list of preprocessors

- #include • #include "filename" • #define • #undef • #ifdef • #ifndef • #if • #else • #elif • #endif • #error • #line • #pragma • #assert

Question No: 5 ( Marks: 1 ) - Please choose one  
The stream objects cin and cout are included in which header file?



# AR Lucky Term

- ▶ **iostream.h**
- ▶ fstream.h
- ▶ istream.h
- ▶ ostream.h

Question No: 6 ( Marks: 1 ) - Please choose one

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

- ▶ **True**
- ▶ False

The same pointer that is returned by the new operator, is passed as an argument to the delete operator. These rules apply to both, if operators (new and delete) are overloaded as member or non-member operators (as global operators).

Question No: 7 ( Marks: 1 ) - Please choose one

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

- ▶ **True**
- ▶ False

if we are allocating an array of objects, there is no way to pass arguments to objects' constructors. Therefore it is required that the objects that are stored in such an array have a no-argument constructor.

Question No: 8 ( Marks: 1 ) - Please choose one

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

- ▶ Linux
- ▶ Windows
- ▶ **Unix**



# AR Lucky Term

▶ Mac OS

In the start C became widely known as the development language of the UNIX operating system, and the UNIX operating system was written by using this C language. The C language is so powerful that the compiler of C and other various operating systems are written in C.

Question No: 9 ( Marks: 1 ) - Please choose one  
Computer can understand only machine language code.

▶ True

▶ False

Question No: 10 ( Marks: 1 ) - Please choose one  
We can not define a function as a friend of a Template class.

▶ True

▶ False

Class templates can have friends. A class or class template, function, or function template can be a friend to a template class. Friends can also be specializations of a class template or function template, but not partial specializations.

Question No: 11 ( Marks: 1 ) - Please choose one  
What will be the value of 'a' and 'b' after executing the following statements?



# AR Lucky Term

a = 3;

b = a++;

- ▶ 3, 4
- ▶ 4, 4
- ▶ 3, 3
- ▶ 4, 3

Question No: 12 ( Marks: 1 ) - Please choose one

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 << x << " , " ;
cout << addValue(&x)
<< " , " ;cout << x ;
}
```

- ▶ 6,8,6
- ▶ 6,6,8
- ▶ 6,8,8
- ▶ 6,6,6



# AR Lucky Term

Question No: 13 ( Marks: 1 ) - Please choose one

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

- ▶ Compiler
- ▶ Editor
- ▶ Linker
- ▶ Debugger

Question No: 14 ( Marks: 1 ) - Please choose one

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ Operators, functions
- ▶ Operators, classes

Hence, we can call new and delete operators, P# 342

we have allocated a memory space for our use by malloc function. P# 285



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Question No: 15 ( Marks: 1 ) - Please choose one

Like member functions, can also access the private data members of a class.

- ▶ Non-member functions
- ▶ **Friend functions**
- ▶ Any function outside class
- ▶ None of the given options

Question No: 16 ( Marks: 1 ) - Please choose one

Which situation would require the use of a non-member overloaded operator?

- ▶ The overloaded operator is an Assignment operator.
- ▶ **The left most operand is an object of a class.**
- ▶ The left operand is built-in data type.
- ▶ The operator returns a reference.

When an operator function is implemented as a non-member function, the left-most operand may be an object of the operator's class, an object of a different class, or a built-in type

Question No: 17 ( Marks: 1 ) - Please choose one

The stream insertion and stream extraction operators are already overloaded for\_\_.

- ▶ User-defined data types
- ▶ **Built-in data types**
- ▶ User-defined and built-in data types
- ▶ None of the given options

Question No: 18 ( Marks: 1 ) - Please choose one

If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program the value of PI

- ▶ can not be replaced
- ▶ None of the given options



# AR Lucky Term

- ▶ Remain constant.
- ▶ can be changed by some operation

Question No: 19 ----- ( Marks:

1 ) - Please choose one vuzsAssignment

operator is associative.

- ▶ right
- ▶ left
- ▶ binary
- ▶ unary

You can assign values to several variables in a single statement. For example, the following code sets the contents of apples and oranges to the same value:

```
apples = oranges = 10;
```

The assignment operator is right associative, so this statement executes by first storing the value 10 in oranges and then storing the value in oranges in apples, so it is effectively

```
apples = (oranges = 10);
```



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Question No: 20 ( Marks: 1 ) - Please choose one

When ever dynamic memory allocation is made in C/C++, it is freed\_\_\_\_\_.

- ▶ Explicitly
- ▶ Implicitly
- ▶ Both explicitly and implicitly
- ▶ None of the given options

Question No: 21 ( Marks: 1 ) - Please choose one

The appropriate data type to store the number of rows and columns of the matrix is\_.

- ▶ float
- ▶ int
- ▶ char
- ▶ none of the given options.

Question No: 22 ( Marks: 1 ) - Please choose one

Which of the following function do NOT initialize the chunk of memory to all zero?

- ▶ calloc() function
- ▶ Both malloc() and calloc()
- ▶ None of the above
- ▶ malloc() function

The malloc function differs from calloc in the way that the space allocated by malloc is not initialized and contains any values initially.

Question No: 23 ( Marks: 1 ) - Please choose one

The function free() returns back the allocated memory got thorough calloc and malloc to.

- ▶ stack
- ▶ heap
- ▶ stack and heap
- ▶ None of the given options



# AR Lucky Term

Question No: 24 ( Marks: 1 ) - Please choose one  
width() is member function of \_\_\_\_\_

- ▶ cin object
- ▶ cout object
- ▶ Both cin and cout object
- ▶ None of the given option

Question No: 25 ( Marks: 1 ) - Please  
choose one  
Templates are not type  
safe.

- ▶ true
- ▶ false

Templates are type-safe. This is because the types that templates act upon are known at compile time, so the compiler can perform type checking before errors occur.

Question No: 26 ( Marks: 1 ) - Please choose one



# AR Lucky Term

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , \_\_\_\_\_

- ▶ Write a separate class to handle each
- ▶ Use templates
- ▶ Use strings to store all types
- ▶ None of the given options

Marks: 58

**Question No: 1 ( Marks: 1 ) - Please choose one**

\*.doc is \_\_\_\_\_ by type.

- ▶ Sequential File
- ▶ Random Access File
- ▶ Data File
- ▶ Record File

**Question No: 2 ( Marks: 1 ) - Please choose one**

Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ #undef

**Question No: 3 ( Marks: 1 ) - Please choose one**

The return type of operator function must always be void.

- ▶ True
- ▶ False

The syntax of the prototype of the overloaded operator function is: *return-type operator operator-symbol (parameter-list);*

**Question No: 4 ( Marks: 1 ) - Please choose one**

What does (**\*this**) represents?



# AR Lucky Term

- ▶ The current function of the class
- ▶ The current pointer of the class
- ▶ The current object of the class
- ▶ A value of the data member

Whenever an object calls a member function, the function implicitly gets a pointer from the calling object. That pointer is known as *this* pointer. '*this*' is a key word. We cannot use it as a variable name. '*this*' pointer is present in the function, referring to the calling object. For example, if we have to refer a member, let's say *buf*, of our *String* class, we can write it simply as: *buf*;

## Question No: 5 ( Marks: 1 ) - Please choose one

The statement **cin.get ();** is used to,

- ▶ Read a string from keyboard
- ▶ Read a character from keyboard



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- ▶ Read a string from file
- ▶ Read a character from file

## Question No: 6 ( Marks: 1 ) - Please choose one

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

- ▶ True
- ▶ False

## Question No: 7 ( Marks: 1 ) - Please choose one

Overloaded new operator function takes parameter of type *size\_t* and returns

- ▶ void (nothing)
- ▶ void pointer
- ▶ object pointer
- ▶ int pointer

## Question No: 8 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

- ▶ True
- ▶ False

The second parameter to *operator <<* is an object of the class that we are overloading the operator for. Similar is the case for *operator >>*.

## Question No: 9 ( Marks: 1 ) - Please choose one

C++ is a case-sensitive language

- ▶ True
- ▶ False

## Question No: 10 ( Marks: 1 ) - Please choose one

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

- ▶ #include "iostream.h"
- ▶ include



# AR Lucky Term

- ▶ include
- ▶ #include

**Question No: 11 ( Marks: 1 ) - Please choose one**

A template function must have only generic data types.

- ▶ True
- ▶ False

Its not compulsory, only min we have one generic data type but we can have native data type as well.

**Question No: 12 ( Marks: 1 ) - Please choose one**

Template class can not have static variables.

- ▶ True
- ▶ False

**Question No: 13 ( Marks: 1 ) - Please choose one**

What will be the correct syntax to assign an array named *arr* of 5 elements to a pointer *ptr*?



# AR Lucky Term

- ▶ `*ptr = arr ;`
- ▶ `ptr = arr ;`
- ▶ `*ptr = arr[5] ;`
- ▶ `ptr = arr[5] ;`

**Question No: 14 ( Marks: 1 ) - Please choose one**

What will be the correct syntax to access the value of fourth element of an array using pointer ptr?

- ▶ `ptr[3]`
- ▶ `(ptr+3)`
- ▶ `*(ptr+3)`
- ▶ Both 1 and 3

try this demo program to confirm result I wrote for you. 2 option will print the reference rest 1,3 are right options #include

#include

// #include

main()

```
{
int myarr [4]=
{0,1,2,3};int *ptr ;
ptr =
myarr;
cout<
cout<<*(ptr
+3);
cout<<(ptr
+3); int i =
0;
cin>> i;
```



# AR Lucky Term

## Question No: 15 ( Marks: 1 ) - Please choose one

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

- ▶ True
- ▶ False

The most significant bit is used as a sign bit. If this bit is zero, the number is considered positive. However, if it is 1, the number will be considered negative.

## Question No: 16 ( Marks: 1 ) - Please choose one

If there is a symbol (& sign) used with the variable name followed by data type then it refers to \_\_\_\_\_ and if & is being used with variable name then it refers to \_\_\_\_\_.

- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable
- ▶ Reference variable, address of variable
- ▶ Address of variable, value of variable

we see a data type followed by & sign, it's a reference. And when the & sign is being used in the code with a variable name then it is the address of the variable



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# AR Lucky Term

## Question No: 17 ( Marks: 1 ) - Please choose one

We can also do conditional compilation with preprocessor directives.

- ▶ True
- ▶ False

## Question No: 18 ( Marks: 1 ) - Please choose one

The default value of a parameter can be provided inside the \_

- ▶ function prototype
- ▶ function definition
- ▶ both function prototype or function definition
- ▶ none of the given options.

The default value of a parameter is provided inside the function prototype or function definition.

## Question No: 19 ( Marks: 1 ) - Please choose one

Classes defined inside other classes are called \_classes

- ▶ looped
- ▶ nested
- ▶ overloaded
- ▶ none of the given options.

## Question No: 20 ( Marks: 1 ) - Please choose one

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ All of the given options

## Question No: 21 ( Marks: 1 ) -

Please choose one

Every class contains \_\_\_\_\_.

- ▶ Constructor
- ▶ Destructor
- ▶ Both a constructor and a destructor



# AR Lucky Term

- ▶ None of the given options

**Question No: 22 ( Marks: 1 ) - Please choose one**

**new** operator is used to allocate memory from the free store during

- ▶ Compile Time
- ▶ **Run Time**
- ▶ Link Time
- ▶ None of the given options

**Question No: 23 ( Marks: 1 ) - Please choose one**

When an object of a class is defined inside another class then,

- ▶ **Destructor of enclosing class will be called first**
- ▶ Destructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

**Question No: 24 ( Marks: 1 ) - Please choose one**



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It is possible to define a class within another class.

- ▶ True
- ▶ False

**Question No: 25 ( Marks: 1 ) - Please choose one**

New and Delete are also used with\_ and data types as well.

- ▶ Class, Objects
- ▶ Structures, Pointers
- ▶ Both Class and structures
- ▶ None of above

**Question No: 1 ( Marks: 1 ) - Please choose one**

There are mainly -----

types of software

- ▶ Three
- ▶ Four
- ▶ Five
- ▶ Two

**Question No: 2 ( Marks: 1 ) - Please choose one**

functionally seekg() and write() are

- ▶ Identical
- ▶ Two names of same function
- ▶ None of the above

▶ Different

**Question No: 3 ( Marks: 1 ) - Please choose one**



# AR Lucky Term

When a pointer is incremented, it actually jumps the number of memory addresses

▶ According to data type

▶ 1 byte exactly

▶ 1 bit exactly

▶ A pointer variable can not be

incremented **Question No: 4** (

**Marks: 1**) - Please choose one setw is

a parameterized manipulator.

▶ True

▶ False

**Question No: 5** (Marks: 1) - Please choose one

eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ False

**Question No: 6** (Marks: 1) - Please choose one

In functions that return reference, use\_variables.

▶ Local

▶ Global

▶ **Global or static**

▶ None of the given option

**Question No: 7** (Marks: 1) - Please choose one

The declarator of Plus (+)

member operator function is

▶ Class-Name operator + (Class-Name rhs)

▶ operator Class-Name + ( )

▶ operator Class-Name + ( rhs)

▶ Class-Name operator + ( )

**Question No: 8** (Marks: 1) - Please choose one

The compiler does not provide a copy constructor if we do not provide it.

▶ True

▶ False



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# AR Lucky Term

What is the functionality of the following syntax to delete an array of 5 objects named **arr** allocated using new operator?

**delete arr ;**

- ▶ Deletes all the objects of array
- ▶ Deletes one object of array
- ▶ Do not delete any object

▶ **Results into syntax error**

**Question No: 10( Marks: 1 ) - Please choose one**

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor**
- ▶ Constructor is called first before allocating memory

**Question No: 11 ( Marks: 1 ) - Please choose one**

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor

▶ **Destructor is called first  
before deallocating memory**

**Question No: 12 ( Marks: 1 ) -**

**Please choose one**

**new** and **delete** operators cannot be overloaded as member functions.

▶ True

▶ **False**

**Question No: 13( Marks: 1 ) - Please choose one**

The operator function of << and >> operators are always the member function of a class.

▶ True

▶ **False**

**Question No: 14( Marks: 1 ) - Please choose one**

A

template function must have atleast generic data type

- ▶ Zero
- ▶ One



▶ Two

▶ Three

**Question No: 15 ( Marks: 1 ) - Please choose one**

If we do not mention any *return\_value\_type* with a function, it will return an *\_value*.

▶ int

▶ void

▶ double

▶ float

Such function which do not return any value are called:

▶ int

▶ void

▶ double

▶ float

# AR Lucky Term

Suppose a program contains an array declared as `int arr[100]`; what will be the size of array?

- ▶ 0
- ▶ 99
- ▶ 100
- ▶ 101

**Question No: 17 ( Marks: 1 ) - Please choose one**

The name of an array represents address of first location of array element.

- ▶ True
- ▶ False

**Question No: 18 ( Marks: 1 ) - Please choose one**

Reusing the variables in program helps to save the memory

- ▶ True
- ▶ False

**Question No: 19 ( Marks: 1 ) - Please choose one**

Which of the following option is true about new operator to dynamically allocate memory to an object?

- ▶ The new operator determines the size of an object
  - ▶ Allocates memory to object and returns pointer of valid type
- ▶ Creates an object and calls the constructor to initialize the object
- ▶ All of the given options

**Question No: 20 ( Marks: 1 ) - Please choose one**

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ Operators, functions
- ▶ Operators, classes

**Question No: 21 ( Marks: 1 ) - Please choose one**

Like member functions, can also access the private data members of a class.

- ▶ Non-member functions
- ▶ Friend functions
- ▶ Any function outside class
- ▶ None of the given options

**Question No: 22 ( Marks: 1 ) - Please choose one**

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.



► It can be declared anywhere in class as these are not affected by the public and private keywords. **Question No: 23 ( Marks: 1 ) - Please choose one**

The operator function overloaded for an Assignment operator (=) must be

- Non-member function of class
- Member function of class
- Friend function of class
- None of the given options

# AR Lucky Term

## Question No: 24 ( Marks: 1 ) - Please choose one

For non-member operator function, object on left side of the operator may be

- ▶ Object of operator class
- ▶ Object of different class
- ▶ Built-in data type
- ▶ All of the given options

## Question No: 25 ( Marks: 1 ) - Please choose one

The operator function will be implemented as\_\_\_\_, if obj1 drive the - operator whereas obj2 is passed as arguments to -operator in the statement given below.

obj3 = obj1 - obj2;

- ▶ Member function
- ▶ Non-member function
- ▶ Friend function
- ▶ None of the given options

## Question No: 26 ( Marks: 1 ) - Please choose one

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

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;
- ▶ Class-name operator ++();
- ▶ Class-name operator ++(int) ;

## Question No: 27 ( Marks: 1 ) - Please choose one

The static data members of a class are initialized

▶ at file scope

- ▶ within class definition
- ▶ within member function
- ▶ within main function

## Question No: 28 ( Marks: 1 ) - Please choose one

Class is a user defined\_\_\_\_\_.

▶ data type

- ▶ memory referee
- ▶ value
- ▶ none of the given options.

## Question No: 29 ( Marks: 1 ) - Please choose one

We can also define a user-defines manipulators.

▶ True

- ▶ False

## Question No: 30 ( Marks: 1 ) - Please choose one



# AR Lucky Term

Automatic variable are created on\_\_\_\_\_.

- ▶ Heap
- ▶ Free store
- ▶ static storage
- ▶ stack

If we write a statement like **s2 = s1;**\_\_\_\_\_will be the calling object and \_\_\_\_\_will be passed to the = operator as an



# AR Lucky Term

argument.

s1, s1

s1, s2

**s2, s1**

s2, s2

If we write a statement like  $s2 = s1$ ;  $s2$  will be the calling object and  $s1$  will be passed to the = operator as an argument.

P# 397

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

**0000128**

0128128

1280000

0012800

default alignment is from left due to this it first prints 4 Zeros(setw=7, digit=3 i.e 1-2-8,) 7-3=4 Zeros vuzs

The stream insertion and extraction operators are not already overloaded for \_\_\_\_\_

Built-in data types

**User-defined data types**

Both built-in and user-defined types

None of the given options

Constructors can not be overloaded like ordinary functions.

True



# AR Lucky Term

**False**

The constructors can be overloaded. We can write as many constructors as we require. At one time, the compiler will call the correct version of the constructor".P# 323 these solutions are meant to host at vuzs site only

Overloaded new operator function takes parameter of type *size\_t* and returns

- void (nothing)
- void pointer
- object pointer
- int pointer

Also note that the *new* operator returns a *void* pointer. Any *new* operator we write must have this parameter and return type.



# AR Lucky Term

Which of the following is the correct way to declare a variable x of integer type?

- x int ;
- integer x ;
- int x;**
- x integer

Reserve words cannot be used as a variable name.

- True**
- False

There are few data types in C language. These data types are reserved words of C language. The reserve words can notbe used as a variable manes. P# 17

A template function must have at least generic data type

- Zero
- One**
- Two
- Three

The function arguments must contain at least one generic data type. P# 499



# AR Lucky Term

Template functions can also be overloaded

True

**False**

We can write overloaded template functions as long as there is use of different number or type of arguments.. P # 503

We can not make a member function of a class as template function.

True

**False not sure**

When break statement is encountered in switch statement, it

Stops the entire program

**Stops the execution of current statement**



# AR Lucky Term

- Exits from switch statement
- None of the given options

We can also define a variable of user define data type (object) as static.

- True**
- False

The declarator of Plus (+) member operator function is

- Class-Name operator + (Class-Name rhs)**
- operator Class-Name + ( )
- operator Class-Name + ( rhs)
- Class-Name operator + ( )

Let suppose

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

This can be interpreted by the complier as:

- `a = (b = (c = (d = (e = 42))));`
- `(a = b = (c = (d = (e = 42))));`



# AR Lucky Term

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

▶ `(a = b) = (c = d) = (e = 42);`

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

What will be the range of numbers generated by function `rand () % 9`?

0 to 9

1 to 9

**0 to 8**

1 to 8

When 6 divides any number, the remainder will always be less than 6. The result will be between therefore we will add 1. `1 + rand () % 6;`

# AR Lucky Term

Which of the following is the correct function call having array named *student* of 10 elements as a parameter.

**addRecord(student[]);**

addRecord(student);

addRecord(student[10]);

addRecord(\*student);

when we pass array we don't give

limit of array Example:

Pass array to function

---

```
#include<stdio
.h>
#include<conio
.h> void
read(int
*,int); void
dis(int
*,int);
```

```
void main()
{
int a[5],b[5],c[5],i;

printf("Enter the elements of
first list \n"); read(a,5);
printf("The elements of first
list are \n"); dis(a,5);
}
```

```
void read(int c[],int i)
{
int j;
```



# AR Lucky Term

```
for (j=0; j<i;
 j++)
 scanf ("%d",
 &c[j]);
 fflush(stdin);
}
```

```
void dis(int d[],int i)
{
 int j;
 for (j=0; j<i
 ;j++)
 printf ("%d
 ",d[j]);
 printf ("\n"
);
}
```

Declaring structures does not mean that memory is allocated. Example:

- True
- False

structures do not occupy any memory until it is associated with the structure variable



# AR Lucky Term

Identifier is a name that can be given to variables, labels and functions.

- True
- False

An 'Identifier' means any name that the user creates in his/her program. These names can be of variables, functions and labels

If a class A declares itself a friend of class B and a class B declares itself a friend of class C then

- Class A is also a friend of class C.
- Class B is also a friend of class A.
- Class A is also a friend of class C if A declares C as its friend.**
- Class A is also a friend of class C if C declares A as its friend.

If we want a two-way relationship, OtherClass will have to declare ClassOne as a friend class, resulting in a complete two-way relationship



Which of the following statement is best regarding declaration of friend function?

- Friend function must be declared after public keyword.
- Friend function must be declared after private keyword.
- Friend function must be declared at the top within class definition.
- It can be declared anywhere in class as these are not affected by the public and private keywords.**



# AR Lucky Term

*Friend is a very strong statement. It is too strong to be affected by public or private we can put it anywhere in the class*

A pointer is a special type of variable that contain \_

**Memory Address**

Data values

Both Values and Memory

None of given of options

*Pointer is a special type of variable that contains a memory address.*

When memory for a program is allocated at run time then it is called \_\_\_

static memory allocation

**dynamic memory allocation**

stack memory allocation



# AR Lucky Term

- virtual memory allocation

When we create an object of the class at run time, it will allocate memory according to our requirement. So there is no waste of memory and the situations in which we want to store large data in small memory or vice versa are prevented. So we do dynamic memory allocation inside these classes.

What purpose do classes serve?

- Data encapsulation
- Providing a convenient way of modeling real-world objects
- Simplifying code reuse
- All of the given options**

Which of the following function cannot be overloaded?

- Member functions
- Utility functions
- Constructor

**Destructor**

*The destructors can be summarized as The destructors cannot be overloaded. The destructors take no arguments. The destructors don't return a value*

The following prototype of unary operator function indicates that it is\_\_.

**Date operator++(int )**

# AR Lucky Term

- **Member functions of post increment operator**
- Member functions of pre increment operator
- Non-member functions of post increment operator
- Non-member functions of pre increment operator

## Overloading Unary Operators

```
// Preincrement operator
```

```
overloaded as a member function.
```

```
Date Date::operator++()
```

```
{
```

```
 helpIncrement();
```

```
 return *this; // value return; not a reference return
```

```
}
```

```
// Postincrement operator overloaded as a member function.
```

```
// Note that the dummy integer parameter does not have a
```

```
// parameter name.
```

```
Date Date::operator++(int)
```

```
{
```

```
 Date temp
```

```
 = *this;
```

```
 helpIncrem
```

```
ent();
```



# AR Lucky Term

```
// return non-incremented,
saved, temporary object return
temp; // value return; not a
reference return
} // This paper was solved by vuzs
Team and meant for hosting at vuzs
otherwise its stolen contents
```

Static variable which is defined in a function is initialized.

**Only once during its life time**

- Every time the function call
- Compile time of the program
- None of the above

Once the static variables are created, they exist for the life of the program. They do not die.

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

**From left to right**

- From right to left
- In the order in which they are defined within class
- None of the given options



If we do not indent the code properly it will \_\_



# AR Lucky Term

- Be a syntax error
- Be a logical error
- Not be an error at all**
- None of the given options

we Indent the code for better readability and understanding

Truth tables are used for analyzing\_.

- logical expressions**
- arithmetic expressions
- both logical and arithmetic expressions
- none of the given options.

The truth tables are very important. These are still a tool available for analyzing logical expressions.



# AR Lucky Term

Static memory allocation is also known as \_\_\_\_

- Dynamic allocation
- Compile time allocation**
- Run time allocation
- None of the given options

This type of memory static allocation. It is also known as compile time allocation.



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Question # 1

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

Arithmetic

Relational

**Logical**

Mathematical

Question # 2

Find out the logical error in following lines of code. If (x = 10) cout "x is 10";

10 should be enclosed in quotations

There is no semicolon at the end of if condition

**Assignment operator should not be used for Comparison**

Variable x should not be inside parenthesis

Question # 3

What will be the result of the expression  $j = i++$ ; if initially  $j = 0$  and  $i = 5$ ?

0

**5**



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# AR Lucky Term

6  
4

Question # 4

Default mechanism of calling a function by passing it array is call by\_\_\_\_\_and in case of passing variable is call by\_\_\_\_\_.

Reference, Reference

**Reference, value**

Value, Reference

Value, Value

Question # 5

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

Inside

**Outside**

To break statement

To continue statement

Question # 6

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

If

Goto

**Break**

Continue

Question # 7

If we pass more than one arguments to a function then they are separated by\_\_\_\_\_.



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Comma, Lecture 9

Semicolon; Colon:

Brackets ()



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# AR Lucky Term

Question # 8

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);
```

15

**17**

12

1

Question # 9

If we assign 2.06721 to an integer variable x, what will be the output if we print x using cout statement?

**2**

2.1

2.06

2.07

Question # 10

\_\_\_\_\_ will be used for clarity and to force the order of evaluation in an expression.

''

() PG32

''

**[ ]**

Question # 11

What will be the size of following array? `int arr[29];`

0

**30** PAGE 105-106

29 28 f a function has not been declared

before its definition, It is logical error



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# AR Lucky Term

run time error none  
of these

**syntax error**

logical Error

LECTURE NO 9

Question # 13



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# AR Lucky Term

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

Inside

**Outside** By using break the loop will terminate.

To break statement

To continue statement

Question # 14

When we access a multidimensional array, each array index is surrounded by\_.

Single quotes ' '

Double quotes " "

**Brackets[]** Lecture 11

None of the given

Question # 15

char name [] = "Hello World" ; In the above statement, a memory of \_\_\_\_ characters will be allocated

**12** Lecture 12



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# AR Lucky Term

10

11

13

Question # 16



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# AR Lucky Term

A variable declared within a code block becomes variable for that block. Static Integer

Local Lecture 9

Global

Question # 17

When the, if statement consists of more than one statement then enclosing these statement in braces, is\_\_\_\_\_.

Compulsory

Optional

Not required

Relevant

Question # 18

Characters of a string stored in an array can be accessed directly using array.

Manipulation

Superscript

Subscript Page No 123 Postscript



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# AR Lucky Term

Question # 19

**A variable declared within a code block becomes variable for that block.**

Static

Integer



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# AR Lucky Term

Local Lecture 9

Global

Question # 20

The data type before a function name represents its,

**Return Type**

Function data

Function arguments

Function name

Question # 21

From following; which one is the correct syntax of an array initialize: Array size is 10 and it is of double data type to value 0?

`arr[10] = {0.0}; double`

`arr[10]= 0.0;`

**Double arr[10] = {0.0};** Lecture 12 double

`arr[] = 0.0;`



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# AR Lucky Term

Question # 22

In C/C++, by default arguments are passed by\_\_to a function.



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# AR Lucky Term

Value Lecture 9

Reference

Prototype

None of the given

Question # 23

By default, the starting index of an array in C++ is

0 Lecture 11

2

1

-1

Default constructor takes\_\_.

one parameter

two

parameters no

parameters



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# AR Lucky Term

charactertype

parameter

All the preprocessors directives start with\_\_\_\_\_.

\$

&

#



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# AR Lucky Term

The members of a class declared with the keyword struct are

\_\_\_\_\_b  
ydefault.

static

private

protecte

d public

Loopsare

\_\_\_\_\_  
\_\_Structure

Decisio

n

Sequen

tial

Repetiti

on



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# AR Lucky Term

None of the given options

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

NULL

integ

er

dou

ble

zero

When an object of a class is defined inside another class then,

Destructor of enclosing class will be called first



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# AR Lucky Term

Destructor of inner object will be called first

Constructor and Destructor will be called

simultaneously  
None of the given options

Consider the following code segment. Which of the following will be called while executing code at line 2? String s1 , s2; s1 = s2 ;

Copy constructor

Default

constructor

Assignment

operator

Parameterized

constructor

We cannot increment\_\_\_\_\_.

pointers

arrays

referen

ces



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# AR Lucky Term

variabl

es

In statement Matrix m2 = m1 ;

Assignment operator is being used

Copy constructor is

being used. Statement

has syntax error None

of the given options

From the following; which on is the correct syntax of an array declaration: array size is 5 and it is of float data type?

float [5] name;



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# AR Lucky Term

name[5]

float;float

name[5];

None of the given options

If an array has 50 elements, what is allowable range of subscripts?

0-49

1-49

0-50

1-50



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# AR Lucky Term

A structure is a collection of \_\_\_\_\_ under a single name.

values

variables

data None of

the given

If a function has not been declared before its definition, It is a

logical error

syntax

error run

time error

None of these



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# AR Lucky Term

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

Not required

Good

programming

Relevant

Must



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# AR Lucky Term

\_\_\_\_\_ allow us to have a memory location and use it as int or char interchangeably structures

union

constr

uct

None of the given

In Analysis, we try to have a \_\_\_\_\_

Determined the inputs

Break up of

problem Precise

problem statement

None of the given

\_\_\_\_\_ function give the position of the next character

to be read from that file.

tellp()



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# AR Lucky Term

tellg(  
)

)

seek

g()

seek

p()

Pointers store the \_\_\_\_\_

value of a variable



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# AR Lucky Term

memory address

charactersNone of  
the given

In order to get the right most digit of a number, we divide this number by 10 and take its

Remainder

Quoti

ent

Diviso

r

None of the given options

\_\_\_\_\_Returns true if c is a digit and false otherwise.

int isalpha( int c )

int isalnum(

int c ) int



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# AR Lucky Term

isdigit( int c

) int isdigit(

int c )

If int a = 50; then the value of a/= 3; will be,

15

18

16

17

\_\_\_\_\_contains functions for manipulations of character data.



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# AR Lucky Term

ctype.h

iostring.h

string.h

None of the given

\_\_\_\_\_ Returns true if c is a digit or a letter and false otherwise.

int isalpha( int c )

int isalnum(

int c ) int

isxdigit( int c

) int isdigit(

int c )



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## AR Lucky Term

If  $\text{int sum} = 54$ ; Then the value of the following statement is  $\text{sum} = \text{sum} - 3$  ;

52

50

51

57



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# AR Lucky Term

To get the value stored at a memory address, we use the\_\_

referencing operator

dereferencing  
operator  
operator

None of the given

In C/C++; by default arguments are passed by\_\_to a function.

Reference

Valu

e

Typ

e

Dat

a



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# AR Lucky Term

The string in the array is terminated by a \_

zero

nil

null

one

Structures are syntactically defined with the word\_\_\_.

struc



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# AR Lucky Term

struct

struct

ure

None of the given

C is widely known as development language of

\_\_\_\_\_operating

system.Linux

Unix

Windo

ws

Mac

OS

<http://vustudents.ning.com>



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# AR Lucky Term

At the \_\_\_\_\_, we try to break up the problem into functional units

analysis phase

design phase

Implementation

phase None of the

given

While developing a program; should we think about the user interface?

Yes



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# AR Lucky Term

No

What will be the result of arithmetic

expression  $5+25/5*5$ ? 45

6

30 9

Why we use "cin"?

To send data to printer

To read data from

keyboard To display

message

To display output on the screen

\_\_\_\_\_operator uses the sign ^.



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# AR Lucky Term

Bit-wise OR

Exclusive

OR AND

Operator

NOT

operator



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# AR Lucky Term

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

High level

Low

level

Machin

e

Fourth Generation

$12 \& 8 = (1000)_2 = \underline{\quad}$ .  $\&$  is used to AND two numbers bit-wise

4

8

6

12

From the following; which one is used as an assignment operator?



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# AR Lucky Term

Equal sign „=”

Double equal sign „==”

Both equal and double equal

sign None of the given

options

What will be the value of „a” and „b” after executing the following statements? `int a =9; int b = a++; cout<<`



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# AR Lucky Term

10,9

9,10

9,9

10,10

These functions seekg() and seekp() requires an argument of type \_\_\_\_\_ to let them how many bytes to move forward or backward.

int

short

long

double

A character is stored in the memory in \_\_\_\_

byte



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# AR Lucky Term

integer

string None

of the given

dereferencing operator is represented by \_\_\_\_\_



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# AR Lucky Term

\*

+

-

None of the given

\_\_\_\_\_ transfers the executable code from main memory to hard disk.

Loader

Debug

ger

Compil

er

Linker

When the logical operator OR (||) combine two expressions exp1 and exp2 then the result will be false only,

When both exp1 and exp2 are true



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# AR Lucky Term

When both exp1 and exp2

are false When exp1 is

true and exp2 is false

When exp1 is false and

exp2 is true

suppose we have int y[10]; To access the 4th element of the array we write\_

---

y[4];

y[3]; y[2];

none of

givenwe

have



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# AR Lucky Term

opened a  
file  
stream  
myfilefor  
reading  
(getting),  
myfile.tell  
g () gives  
us the  
current  
get  
position  
of the file  
pointer. It  
returns a  
whole  
number  
of type\_\_



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# AR Lucky Term

long

int

short

doubl

e

ofstream is used for\_\_

Input file stream

Output file stream

Input and output file

stream All of the given



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# AR Lucky Term

A structure is a collection of \_\_\_\_\_ under a single name.

values

variables

data None of

the given

The first character of a variable name must be an alphabet or



Underscore

▶ Digit

▶ Special character

▶ Comma

Suppose `int multi[5][10]`; when we are using `**multi`, it means,



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# AR Lucky Term

- ▶ Single dereferencing
- ▶ Single referencing
- ▶ Double referencing
- ▶ Double dereferencing



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# AR Lucky Term

eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ False

<http://vustudents.ning.com>

It is possible to return an object from a function through **this** pointer.

▶ True

▶ False



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# AR Lucky Term

Function implementation of friend function must be defined outside the class.

▶ True

▶ False



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**AR Lucky Bahi**



# AR Lucky Term

The default scope for members of structures is **public** whereas the default visibility for class members is **private**.

▶ True

▶ False

The operator function of << and >> operators are always the member function of a class.

▶ True

▶ False

How many bytes are occupied by declaring following array of characters?

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



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# AR Lucky Term

▶ 10

▶ 11

▶ 12

▶ 13



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# AR Lucky Term

What does STL stand for?

▶ Source template library

▶ [Standard template library](#)

▶ Stream template library

▶ Standard temporary library

Which of the following array is the most suitable for storing a matrix structure

▶ Single-dimensional array

▶ [Two-dimensional array](#)

▶ Three-dimensional array

▶ Four-dimensional array

What will be the output of following code segment?



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# AR Lucky Term

```
main(){
```

```
int x = 5 ;
```

```
{
```



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# AR Lucky Term

```
int x = 4 ;
```

```
cout << x << “,” ;
```

```
}
```

```
cout << x ;
```

```
}
```

▶ 5, 5

▶ 4, 4

▶ 4, 5

▶ 5, 4

Single line comments explaining code would be preceded like in the following example.

▶ /\*



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# AR Lucky Term

▶ //

▶ /

▶ /\*\*

The \_\_\_\_\_ statement interrupts the flow of control.



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# AR Lucky Term

- ▶ switch
- ▶ continue
- ▶ goto

▶ break

Which of the following will be the correct function call for function prototype given below?

int func (int &);

- ▶ func(int num);
- ▶ func(&num);
- ▶ func(num);
- ▶ func(\*num);



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# AR Lucky Term

If there is a symbol (& sign) used with the variable name followed by data type then it refers to \_\_\_\_\_ and if & is being used with variable name then it refers to \_\_\_\_.

- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable



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# AR Lucky Term

- ▶ Reference variable, address of variable
- ▶ Address of variable, value of variable

Which of the following operator the compiler overloads for objects by default?

- ▶ + operator
- ▶ - operator
- ▶ = operator

▶ == operator

If overloaded plus operator is implemented as member function then which of the following option will be true for the statement given below?

obj3 = obj1 + obj2 ;



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# AR Lucky Term

▶ obj1 will be passed as an argument to + operator whereas obj2 will drive the +operator

▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator

▶ Both objects (obj1, obj2) will be passed as arguments to the + operator



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- ▶ Any of the objects (obj1, obj2) can drive the + operator

The operator function will be implemented as `__`, if both objects (obj1, obj2) are passed as arguments to - operator in the statement given below.

**obj3 = obj1 - obj2;**

- ▶ friend function
- ▶ member function
- ▶ **non-member function**
- ▶ either non-member or friend function

The input/output streams cin and cout are \_\_\_\_\_ therefore have \_\_\_\_\_.

- ▶ Structures, function



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# AR Lucky Term

- ▶ **Objects, member functions**
- ▶ Functions, objects
- ▶ None of the given options



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What will be the output of following statement?

```
cout << setfill(,"0") << setw(7) << 128
```

▶ 0000128

▶ 0128128

▶ 1280000

▶ 0012800

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The static data members of a class will be \_\_\_\_\_

▶ shared by objects



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▶ created for each object

▶ initialized within class

▶ initialized within main function



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# AR Lucky Term

Which of the following is used for allocating space for static variables?

▶ Heap

▶ Static storage area

▶ Free store

▶ Stack

Templates provide way of abstracting\_\_\_information.

▶ type

▶ data

▶ method



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# AR Lucky Term

► access

A pointer is a special type of variable that contain \_\_\_\_\_



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# AR Lucky Term

## ▶ Memory Address

- ▶ Data values
- ▶ Both Values and Memory
- ▶ None of given of options

Which is NOT a protection level provided by classes in C++?

- ▶ protected
- ▶ hidden
- ▶ private

## ▶ public

Users must not know about\_\_\_\_\_.

- ▶ Functions Name within Class
- ▶ Class implementation of Functionality and Interfaces
- ▶ **Methods Functionality with in Class**



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- ▶ None of the given options



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

▶ True

▶ False

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

- ▶ Member function of class
- ▶ Non-member function of class
- ▶ Both member and non-member function
- ▶ None of the given options

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A template function must have



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▶ One or more than one arguments

- ▶ Only one argument
- ▶ Zero arguments
- ▶ None of the given options



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Truth tables are used for analyzing\_\_.

## ▶ logical expressions

- ▶ arithmetic expressions
- ▶ both logical and arithmetic expressions
- ▶ none of the given options.

Which of the following array is the most suitable for storing a matrix structure?

- ▶ Single-dimensional array

## ▶ Two-dimensional array

- ▶ Three-dimensional array
- ▶ Four-dimensional array

How many bytes are occupied by declaring following

array of characters? `char str[] = "programming";`



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▶ 10

▶ 11

▶ 12

▶ 13



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11 bytes for 11 characters of word programming and 1 for '\n'

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

▶ True

▶ False

The prototype of friend functions must be written \_\_\_ the class

and its definition must be written \_\_\_\_\_

▶ inside, inside the class

▶ inside, outside the class



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# AR Lucky Term

▶ outside, inside the class

▶ outside, outside the class



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Copy constructor becomes necessary while dealing with \_\_ allocation in the class.

## ► Dynamic memory

- Static memory
- Both Dynamic and Static memory
- None of the given options

Dealing with structures and functions passing by reference is the most economical method

## ► True

- False

1st...what is the function of flush command?

1): when we specify the buffer size, normally the operating system or compiler does this for us. A typical size of buffer is 512 bytes. When the information is of 512 byte size, output will take place. But in the program, we may want at some point that whatever is in the buffer, show them. For that purpose the normal mechanism is flush. Flush the stream. The flush command forces the data from the buffer to go to its destination which is normally a screen or file and make the buffer empty. **Lec 34**



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2nd...what are the types of templates?

a template is a sketch to draw some shape or figure.

There are two different types of templates in C++ language

i.e." function templates and class templates. Lec 41



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The declarator of Plus (+) member operator function is

- ▶ **Class-Name operator + (Class-Name rhs)**
- ▶ operator Class-Name + ( )
- ▶ operator Class-Name + ( rhs)
- ▶ Class-Name operator + ( )

$12 \& 8 = (1000)_2 = \underline{\hspace{2cm}}$ . & is used to AND two numbers bit-wise

Select correct option:

4

**8**

6

12

Is ka answer 8 hy, see handouts page number 246.



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Truth table for &

| Bit1 | Bit2 | Bit1 & Bit2 |
|------|------|-------------|
| 1    | 1    | 1           |
| 1    | 0    | 0           |



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0 1 0  
0 0 0

Therefore, when we apply the conditions, we get

12 = 1 1 1 0 (binary conversion of 12)

8 = 1 0 0 0 (binary conversion of 8)

-----

1 0 0 0, which is equals to 8

The reserved words public and private comes under the category

Which of the following operators can not be overloaded?

- 1) :new
- 2) :delet
- e3) :+=
- 4) :sizeof

The reserved words public and private comes under the category



# AR Lucky Term

1) :structures

2) :strings

3) :accessibility modifiers

4) :types of functions

## Question No: 10 ( Marks: 1 ) - Please choose one

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



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- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor**
- ▶ Constructor is called first before allocating memory

## Question No: 11 ( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ **Destructor is called first before deallocating memory**

## Question No: 12 ( Marks: 1 ) - Please choose one

**new** and **delete** operators cannot be overloaded as member functions.

- ▶ True
- ▶ **False**

## Question No: 13 ( Marks: 1 ) - Please choose one



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The operator function of << and >> operators are always the member function of a class.

▶ True

▶ False

Question No: 14 ( Marks: 1 ) - Please choose one

A template function must have at least    generic data type



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- ▶ Zero
- ▶ One
- ▶ Two
- ▶ Three

## Question No: 15 ( Marks: 1 ) - Please choose one

If we do not mention any *return\_value\_type* with a function, it will return an \_\_\_\_\_ value.

▶ int

- ▶ void
- ▶ double
- ▶ float

## Question No: 16 ( Marks: 1 ) - Please choose one

Suppose a program contains an array declared as `int arr[100];` what will be the size of array?

- ▶ 0
- ▶ 99

▶ 100

- ▶ 101



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Question No: 17 ( Marks: 1 ) - Please choose one

The name of an array represents address of first location of array element.



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# AR Lucky Term



True

False

## Question No: 18 ( Marks: 1 ) - Please choose one

Reusing the variables in program helps to save the memory

▶ True

▶ False

## Question No: 19 ( Marks: 1 ) - Please choose one

Which of the following option is true about new operator to dynamically allocate memory to an object?

▶ The new operator determines the size of an object

▶ Allocates memory to object and returns pointer of valid type

▶ Creates an object and calls the constructor to initialize the object

▶ All of the given options



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Question No: 20 ( Marks: 1 ) - Please choose one

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

▶ Functions, operators

▶ Classes, operators

▶ Operators, functions

▶ Operators, classes

Question No: 21 ( Marks: 1 ) - Please choose one

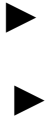


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Like member functions, can also access the private data members of a class.

Non-member functions

## Friend functions

- ▶ Any function outside class
- ▶ None of the given options

### Question No: 22 ( Marks: 1 ) - Please choose one

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ **Friend function must be declared at the top within class definition.**
- ▶ It can be declared anywhere in class as these are not affected by the public and private keywords.

### Question No: 23 ( Marks: 1 ) - Please choose one

The operator function overloaded for an Assignment operator (=) must be



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▶ Non-member function of class

▶ **Member function of class**

▶ Friend function of class

▶ None of the given options

**Question No: 24 ( Marks: 1 ) - Please choose one**



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For non-member operator function, object on left side of the operator may be

▶ Object of operator class

▶ Object of different class



**Built-in data type**

All of the given options

**Question No: 25 ( Marks: 1 ) - Please choose one**

The operator function will be implemented as\_, if obj1

drive the - operator whereas obj2 is passed as arguments to

- operator in the statement given below.

**obj3 = obj1 - obj2;**

▶ Member function



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▶ Non-member function

▶ **Friend function**

▶ None of the given options

## Question No: 26 ( Marks: 1 ) - Please choose one

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

▶ Class-name operator +();

▶ Class-name operator +(int);

▶ **Class-name operator ++();**



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- ▶ Class-name operator ++(int) ;

## Question No: 27 ( Marks: 1 ) - Please choose one

The static data members of a class are initialized \_\_\_\_

- ▶ at file scope

- ▶ within class definition



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- ▶ within member function
  - ▶ within main function

## Question No: 28 ( Marks: 1 ) - Please choose one

Class is a user defined\_\_\_\_\_.

### ▶ data type

- ▶ memory referee
- ▶ value
- ▶ none of the given options.

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**Question No: 29 ( Marks: 1 ) - Please choose one** We can also define a user-defines manipulators.

▶ True

▶ **False**

**Question No: 30 ( Marks: 1 ) - Please choose one**



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Automatic variable are created on\_\_.

- ▶ Heap
- ▶ Free store

▶ **static storage**

- ▶ stack



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## Question No: 3 ( Marks: 1 ) - Please choose one

A pointer variable can be,

- ▶ Decremented only
- ▶ Incremented only
- ▶ Multiplied only

▶ **Both 1 and 2**

## Question No: 4 ( Marks: 1 ) - Please choose one

setprecision is a parameter less manipulator.

▶ True

▶ **False**

## Question No: 5 ( Marks: 1 ) - Please choose one

We can change a Unary operator to Binary operator through operator overloading.



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▶ False

▶ True



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What is the functionality of the following statement?

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

▶ Default constructor will call for all objects of array

▶ **Parameterized constructor will call for all objects of array**

▶ Parameterized constructor will call for first 2 objects and default constructor for remaining objects

▶ Default constructor will call for first 3 objects and Parameterized constructor for remaining objects

There is an array of characters having name „course“ that has to be initialized by string „programming“ which of the following is the correct way to do this,

i. `course[] = {„p“, „r“, „o“, „g“, „r“, „a“, „m“, „m“, „i“, „n“, „g“};`



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ii. `course[] = „programming“ ;` iii.

`course[12] = “programming” ;`

**iv. `course = “programming” ;`**

Choose the correct options.

▶ (i) and (ii) only

▶ (i) and (iv) only



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▶ (i) and (iii) only

▶ (ii) and (iii) only

Overloaded member operator function is always called by \_\_\_\_\_

▶ Class

▶ Object

▶ Compiler

▶ Primitive data type

Consider the following code segment

```
class M {
```

```
friend int operator!(const M &);
```



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...

};

!s

// code of line implies that operator!(s)



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# AR Lucky Term

...

Let assume if s is an object of the class then function is implemented as \_\_

▶ Member function

▶ Non-member function

▶ Binary operator function

▶ None of the given options

None of the given options

Copy constructor becomes necessary while dealing with \_\_ allocation in the class.



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▶ Dynamic memory

▶ Static memory

▶ Both Dynamic and Static memory



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► None of the given options

1) C/C++ string constant is enclosed in

http://vustudents.ning.com Small braces

Curly braces

Double quote

Single quote

2) Unary operator takes

argumentZero

One

Two

Three

3) When define array of  
objects Constructor will call  
Destructor will call



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The size of int data type is



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- ▶ 1 bytes
- ▶ 2 bytes
- ▶ 3 bytes

▶ **4 bytes**

In Flow chart process is represented by

▶ **Rectangle**

- ▶ Arrow symbol
- ▶ Oval
- ▶ Circle

If the break statement is missed in switch statement then,

- ▶ The compiler will give error
- ▶ **This may cause a logical error**
- ▶ No effect on program
- ▶ Program stops its execution

When we are using const keyword with a variable x then initializing it at the time of declaration is,

▶ **Must**

- ▶ Optional
  - ▶ Not necessary
- ▶ A syntax error



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Which of the following is the correct way to assign an integer value 5 to element of a matrix say „m“ at second row and third column?

- ▶ `m[3][2] = 5 ;`
  - ▶ `m[1][2] = 5 ;`
  - ▶ `m[2][3] = „5“;`
- ▶ `m[2][3] = 5;`



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How many total elements must be in two-dimensional array of 3 rows and 2 columns?

▶ 4

▶ 5

▶ 6

▶ 7

Which of the following is the correct statement for the following declaration? `const int *ptr.`

▶ ptr is a constant pointer ptr

is constant integer pointer ▶

▶ ptr is a constant pointer  
to int ptr is a pointer to const int ▶

Consider the following code segment. What will be the output

of this code segment? `int arr[6] = {2, 3, 7, 4, 5, 6};`

`int *ptr1 = &arr[1]; int *ptr2`

`= &arr[4]; cout <<`

`(ptr2 - ptr1);`



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- ▶ 3
- ▶ 9
- ▶ 12

▶ **2**



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What will be the correct syntax to assign an array named arr of 5 elements to a pointer ptr?

▶ `*ptr = arr ;`  
`ptr = arr ;` ▶

▶ `ptr = arr[5] ;` ▶ `*ptr = arr[5]`

The variables having a name, type and size are just like empty boxes.

▶ False

True ▶

What's wrong with this for loop?

`for (int k = 2, k <=12, k++)`

- ▶ the increment should always be ++k
- ▶ the variable must always be the letter i when using a for loop
- ▶ there should be a semicolon at the end of the statement
- ▶ the commas should be semicolons

Most efficient method of dealing with structure variables is to define the structure globally

▶ True

False ▶



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Syntax of union is identical to \_

▶ **Structure**

- ▶ Class
- ▶ Function
- ▶ None of the given options



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# AR Lucky Term

Like member functions, `friend` can also access the private data members of a class.

Non-member functions

► Friend functions

Any function outside class

None of the given options

Function created with in function called?

nested

overload

d

grouped

none of

them



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CS201- Introduction to Programming

## Question No: 1 ( Marks: 1 ) - Please choose one

All A template function must have at least generic data type

- ▶ Zero
- ▶ **One (Page 499)**
- ▶ Two
- ▶ Three

## Question No: 2 ( Marks: 1 ) – Please choose one

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ **It can be declared anywhere in class as these are not affected by the public and private keywords. (Page 346)**

## Question No: 3 ( Marks: 1 ) - Please choose one

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

member function?

- ▶ Class-name operator +();
- ▶ Class-name operator +(int) ;
- ▶ **Class-name operator ++(); (Page 389)**
- ▶ Class-name operator ++(int) ;

**Question No: 4 ( Marks: 1 ) - Please choose one** Classis

a user defined \_\_\_\_\_.



# AR Lucky Term

## ▶ data type (Page 317)

- ▶ memory referee
- ▶ value
- ▶ none of the given options.

### Question No: 5 ( Marks: 1 ) - Please choose one

How many bytes will the pointer intPtr of type int move in the following statement? `intPtr += 3 ;2`

- ▶ 3 bytes
- ▶ 6 bytes



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# AR Lucky Term

▶ 12 bytes

▶ 24 bytes

**Question No: 6 ( Marks: 1 ) - Please choose one**

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

▶ new int(10) ;

▶ new int[10];

▶ int new(10) ;

▶ int new[10];

▶ Data values

▶ Memory Address (Page 267)

▶ Both data and values

▶ None of the given option

**Question No: 8 ( Marks: 1 ) - Please choose one**

Reference Value Type Data The code is written to\_\_the program.

▶ implement

▶ design

▶ analysis

▶ none of the given options

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Operator overloading can be performed through\_\_\_.

▶ Classes

▶ [Function \(Page 371\)](#)

▶ Operators

▶ Reference

▶ [Direct Reference \(page 143\)](#)

▶ Indirect

Reference.3



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- ▶ Partial Reference
- ▶ Proper Reference

When a value is referred by a normal variable is known as direct reference

## Question No: 3 ( Marks: 1 ) - Please choose one

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

- ▶ malloc
- ▶ calloc

▶ [realloc \(Page 285\)](#)

- ▶ free

- ▶ #error
- ▶ #define
- ▶ #line

▶ [#undef \(Page 272\)](#)

- ▶ [iostream.h \(Page 15\)](#)
- ▶ fstream.h
- ▶ istream.h
- ▶ ostream.h

## Question No: 6 ( Marks: 1 ) – Please choose one

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



# AR Lucky Term

▶ True (Page 414)

▶ False

The same pointer that is returned by the new operator, is passed as an argument to the deleteoperator.

These rules apply to both, if operators (new and delete) are overloaded as member or non-member operators

(as global operators).

**Question No: 7 ( Marks: 1 ) – Please choose one**



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

for array of objects.

▶ True (Page 414)

▶ False

Question No: 8 ( Marks: 1 ) – Please choose one

4

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

▶ Linux

▶ Windows

▶ Unix (Page 12)

▶ Mac OS

In the start C became widely known as the development language of the UNIX operating system, and the

UNIX operating system was written by using this C language. The C language is so powerful that the

compiler of C and other various operating systems are written in C.

**Question No: 9 ( Marks: 1 ) - Please choose one** Computer can understand only machine language code.

▶ True

▶ False



# AR Lucky Term

► True

► **False (Page 151)**

Class templates can have friends. A class or class template, function, or function template can be a friend to

a template class. Friends can also be specializations of a class template or function template, but not partial specializations.



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## Question No: 11 ( Marks: 1 ) – Please choose one

What will be the value of „a“ and „b“ after executing the following statements?

A=3; b = a++;

- ▶ 3, 4
- ▶ 4, 4
- ▶ 3, 3

▶ 4, 3

Question No: 12 ( Marks: 1 ) – Please choose one

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 << x`

`<< “,” ; cout << addValue(&x) << “,” ; cout << x ;`

`}`

5

▶ 6,8,6



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# AR Lucky Term

6,6,8 ▶

6,8,8

▶ 6,6,6

**Question No: 13 ( Marks: 1 ) – Please choose one**

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

- ▶ Compiler
- ▶ Editor
- ▶ Linker

▶ **Debugger (Page 13)**

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

- ▶ Functions, operators
- ▶ Classes, operators

▶ **Operators, functions (Page 342-285)**

- ▶ Operators, classes

Hence, we can call new and delete operators, P# 342

we have allocated a memory space for our use by malloc function. P# 285

**Question No: 15 ( Marks: 1 ) - Please choose one**

Like member functions, \_\_\_\_\_ can also access the private data members of a class.

- ▶ Non-member functions

▶ **Friend functions (Page 346)**

- ▶ Any function outside class
- ▶ None of the given options

**Question No: 16 ( Marks: 1 ) – Please choose one**



# AR Lucky Term

Which situation would require the use of a non-member overloaded operator?

▶ The overloaded operator is an Assignment operator. ▶

**The left most operand is an object of a class.(Page 375)** ▶

The left operand is built-in data type. ▶ The operator returns a reference.

When an operator function is implemented as a non-member function, the left-most operand maybe an

object of the operator's class, an object of a different class, or a built-in type

**Question No: 17 ( Marks: 1 ) - Please choose one**



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The stream insertion and stream extraction operators are already overloaded for \_\_\_\_\_.

- ▶ User-defined data types
- ▶ **Built-in data types <http://www.sstutor.com/cpp/stream1.htm>**
- ▶ User-defined and built-in data types
- ▶ None of the given

options6

## Question No: 18 ( Marks: 1 ) - Please choose one

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program

the value of PI \_\_\_\_\_.

- ▶ can not be replaced
- ▶ None of the given options
- ▶ **Remain constant. (Page 271)**

- ▶ can be changed by some operation

## Question No: 19 ( Marks: 1 ) - Please choose one

Assignment operator is ----- associative.

▶ **right**

- ▶ left
- ▶ binary
- ▶ unary



# AR Lucky Term

## Question No: 20 ( Marks: 1 ) - Please choose one

When ever dynamic memory allocation is made in C/C++, it is freed\_.

▶ **Explicitly (Page 527)**

- ▶ Implicitly
- ▶ Both explicitly and implicitly
- ▶ None of the given options

## Question No: 21 ( Marks: 1 ) – Please choose one

The appropriate data type to store the number of rows and columns of the matrix is\_\_\_\_\_.



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# AR Lucky Term

▶ float

int (Not sure)

▶ char

▶ none of the given options.

## Question No: 22 ( Marks: 1 ) – Please choose one

Which of the following function do NOT initialize the chunk of memory to all zero?

▶ calloc() function

▶ Both malloc() and calloc()

▶ None of the above

▶ **malloc() function (Page 283)**

The **malloc** function differs from **calloc** in the way that the space allocated by **malloc** is not initialized and

contains any values initially.

## Question No: 23 ( Marks: 1 ) – Please choose one

The function free() returns back the allocated memory got

thorough calloc and malloc to\_\_\_.

▶ stack

▶ heap

▶ stack and heap

▶ None of the given options

## Question No: 24 ( Marks: 1 ) – Please choose one

is member function of \_\_\_\_\_

▶ cin object

▶ cout object

▶ **Both cin and cout object (Page 440)**



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# AR Lucky Term

- ▶ None of the given option



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# AR Lucky Term



▶ true

▶ **false (Page 518)**

Templates are type-safe. This is because the types that templates act upon are known at compiletime, so the

compiler can perform type checking before errors occur.

## **Question No: 26 ( Marks: 1 ) - Please choose one**

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

---

▶ Write a separate class to handle each

▶ **Use templates (Page 527)**

▶ Use strings to store all types

▶ None of the given options

## **FINALTERM EXAMINATION**

Spring 2010

### **CS201- Introduction to**

### **Programming Question No: 1**

**( Marks: 1 ) - Please choose**

**one**

In if structure the block of statements is executed only,

▶ When the condition is false

▶ When it contain arithmetic operators

▶ When it contain logical operators



# AR Lucky Term

▶ When the condition is true (Page 38) Question No: 2 ( Marks: 1 ) - Please choose one

Header file: **fstream.h** includes the definition of the stream classes

---

.8

▶ ifstream, fstream, cout

▶ ifstream, fstream, ofstream (Page 199)

▶ fstream, cin, cout

▶ None of the above

▶ dot operator (.) (Page 231)

▶ \* operator



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# AR Lucky Term

- ▶ U operator

None of given.

**Question No: 4 ( Marks: 1 ) - Please choose one** eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ **True (Page 433)**

- ▶ False

## Question No: 5 ( Marks: 1 ) - Please choose one

Which kind of functions can access private member variables of a class?

▶ **Friend functions of the class (Page 374)**

- ▶ Private member functions of the class
- ▶ Public member functions of the class
- ▶ Friend, private and public functions

▶ True ▶ **False**  
**(Page 79)**

- ▶ Member function

▶ **Non-member function (Page 348)**

- ▶ Private function
- ▶ Public function

## Question No: 8 ( Marks: 1 ) - Please choose one

Function implementation of friend function must be defined outside the class.



# AR Lucky Term

▶ True

▶ False (Page 346)

Question No: 9 ( Marks: 1 ) - Please choose one 9

▶ File

▶ Disk

▶ Keyboard (Page 424)



**SUBSCRIBE**

**AR Lucky Bahi**



# AR Lucky Term



▶ RAM

## Question No: 10 ( Marks: 1 ) - Please choose one

Which of the following is correct way to initialize a variable x of int type with value 10?

▶ int x ; x = 10;

▶ int x = 10;

▶ int x, x = 10;

▶ x = 10;

## Question No: 11 ( Marks: 1 ) - Please choose one

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

int

func(int

); int

num = 10

;int

main(){

int num;

num = 5



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# AR Lucky Term

```
; cout <<
```

```
num ;
```

```
cout << func(num) ;
```

```
}
```

```
int func(int x){ return
```

```
num ;
```

```
}
```

- ▶ 5, 5
- ▶ 10, 5

▶ **5, 10**

- ▶ 10, 10

**Question No: 12 ( Marks: 1 ) - Please choose one**

With template function, the compiler automatically detects the passed data and generates a new copy of



**SUBSCRIBE**

**AR Lucky Bahi**



# AR Lucky Term

function using passed data.

**True Page 510**

▶ False

**Question No: 13 ( Marks: 1 ) - Please choose one**

What will be the correct syntax to declare two-dimensional array of float data type?

▶ `float arr{2}{2};`

▶ **`float arr[2][2]; 10`**

▶ `float arr[2,2];` ▶  
`float[2][2] arr;`

▶ Must be passed by value

▶ **Must be passed by reference (Page 446)**

▶ Can be passed by value or reference

▶ Must be object of class

▶ **True (Page 280)**

▶ False

**Question No: 16 ( Marks: 1 ) - Please choose one**

While calling function, the arguments are assigned to the parameters from

▶ **left to right. (Page 295)**

▶ right to left

▶ no specific order is followed

▶ none of the given options.



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# AR Lucky Term

▶ looped

▶ **nested (Page 492)**

▶ overloaded

▶ none of the given options.

**Question No: 18 ( Marks: 1 ) - Please choose one**



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# AR Lucky Term



If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program

the value of PI \_\_\_\_\_.

- ▶ can not be replaced
- ▶ None of the given options
- ▶ **Remain constant. (Page 271)** ▶
- ▶ can be changed by some operation

- ▶ A pointer to the class. 11
- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctly

▶ **Destructors do not return a value. (page 323)**

- ▶ Constructor
- ▶ Destructor

▶ **Both a constructor and a destructor (Lecture 27)**

- ▶ None of the given options

▶ **One or more than one arguments**

- ▶ Only one argument
- ▶ Zero arguments
- ▶ None of the given options



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# AR Lucky Term

## ▶ Databases Management (page 563)

- ▶ Networks
- ▶ Writing Operating System
- ▶ none of the given options

### Question No: 23 ( Marks: 1 ) - Please choose one

When a call to a user-defined function finishes, the variable defined inside the function is still inexistence.



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# AR Lucky Term

True

▶ [False \(Page 460\)](#)

Question No: 24 ( Marks: 1 ) - Please choose one

The precedence of an operator can be changed through operator overloading.

▶ True

▶ [False \(Page 372\)](#)

Question No: 25 ( Marks: 1 ) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

▶ Write a separate class to handle each

▶ [Use templates \(Page 527\)](#)

▶ Use strings to store all types

▶ None of the given

options12

Question No: 26 ( Marks: 1 ) - Please choose one

"**delete**" operator is used to return memory to free store, which is allocated by the "**new**" operator.

▶ [True \(page 332\)](#)

▶ False



# AR Lucky Term

► Data

► [Memory Address \(Page 267\)](#)



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# AR Lucky Term



▶ Data Type



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# AR Lucky Term



Values

▶ \*

▶ +

▶ @

▶ # (Page 269)

**Question No: 3 Marks: 1 ) - Please choose one**

Within the statement **obj1=obj2; obj1** will call the assignment operator function and **obj2** will be passed

as an argument to function.

▶ True

▶ False

**Question No: 4 ( Marks: 1 ) - Please choose one**

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

▶ Only block of memory is deallocated for objects

▶ Only destructor is called for objects

▶ Memory is deallocated first before calling destructor



**Destructor is called first before deallocating memory (Page 414)**  
**Question No: 5 ( Marks: 1 ) - Please**



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# AR Lucky Term

choose one

The second parameter of operator functions for << and >> are objects of the class for which we are

13 overloading

these operators.

▶ True (page 453)

▶ False

Question No: 6 ( Marks: 1 ) - Please choose one



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# AR Lucky Term

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

- ▶ #include "iostream.h"
- ▶ include <iostream.h>
- ▶ include <iostream.h> ▶

**#include <iostream.h> (sure)**

- ▶ int
- ▶ short

▶ **float (Sure)**

- ▶ char

▶ **True (Page 503)**

- ▶ False

**Question No: 9 ( Marks: 1 ) - Please choose one**

For which values of the integer `_value` will the following code becomes an infinite loop?

```
int number=1;
```

```
while(true) {
```

```
cout << number;
```

```
if (number == 3) break; number
```

```
+= integer_value; }
```

- ▶ any number other than 1 or 2

▶ **only 0**



# AR Lucky Term

- ▶ only 1
- ▶ only 2

**Question No: 10 ( Marks: 1 ) - Please choose one** Template class cannot have static variables.



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**AR Lucky Bahi**



# AR Lucky Term



True

False

False

False

14

**Question No: 11 ( Marks: 1 ) - Please choose one** Which of the following is used with bit manipulation?

▶ Signed integer

▶ **Un-signed integer (Page 245)**

▶ Signed double

▶ Un-signed double

**Question No: 12 ( Marks: 1 ) - Please choose one**

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

▶ Only Functions

▶ **Only Variables (Page 229)**

▶ Both Functions and Variables

▶ None of the given options

**Question No: 13 ( Marks: 1 ) - Please choose one**

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

▶ `new int(10) ;`

▶ **`new int[10] ;`**

▶ `int new(10) ;`

▶ `int new[10];`



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# AR Lucky Term

## Question No: 14 ( Marks: 1 ) - Please choose one

Unary operator implemented as member function takes arguments whereas non-memberfunction takes\_\_\_\_\_arguments.

▶ One, zero

▶ **Zero, one**

▶ One, two

▶ Two, one

## Question No: 15 ( Marks: 1 ) - Please choose one



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# AR Lucky Term

The first parameter of overloaded stream insertion operator is

\_\_\_\_\_ where

second parameter is

\_\_\_\_\_



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# AR Lucky Term



- input stream, object of class
- object of class, output stream
- stream ► **output**
- stream, object of class**
- object of class, input stream

► **True (Page 272)**

► False

15

## **Question No: 17 ( Marks: 1 ) - Please choose one**

If a symbolic constant has been defined, it will be an error to define it again.

► **True (Page 273)**

► False

## **Question No: 18 ( Marks: 1 ) - Please choose one**

While calling function, the arguments are assigned to the parameters from\_\_\_\_\_.

► **left to right. (Page 295)**

- right to left
- no specific order is followed
- none of the given options.



**SUBSCRIBE**

**AR Lucky Bahi**



# AR Lucky Term

▶ looped

▶ nested (Page 492)

▶ overloaded

▶ none of the given options.

**Question No: 20 ( Marks: 1 ) - Please choose one**

If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program



**SUBSCRIBE**

**AR Lucky Bahi**



# AR Lucky Term

the value of PI

\_\_\_\_\_ cannot be replaced None of the given options

▶ **Remain constant. (Page 271)** ▶  
can be changed by some operation

▶ right

- ▶ left
- ▶ binary
- ▶ unary

**Question No: 22 ( Marks: 1 ) - Please choose one**

If **text** is a pointer of class **String** then what is meant by the following statement? **text**

**= new String [5];**

- ▶ Creates an array of 5 string objects statically
- ▶ **creates an array of 5 string objects dynamically**

16

- ▶ Creates an array of pointers to string
- ▶ Creates a string Object

**Question No: 23 ( Marks: 1 ) - Please choose one**

The return type of the operator function for << operator is\_\_\_\_\_.

▶ class for which we overload operator



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# AR Lucky Term

- ▶ reference of ostream class (ostream&)
- ▶ reference of istream class (istream&)
- ▶ void

- ▶ design

▶ [implement \(Page 520\)](#)



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# AR Lucky Term



- ▶ analysis
- ▶ none of the given options.

## Question No: 25 ( Marks: 1 ) - Please choose one

Memory allocated at run time is a system resource and it is the responsibility of \_\_\_\_\_ to de-allocate the memory.

- ▶ System

▶ **Programmer (Page 331)**

- ▶ User of program
- ▶ None of given options

- ▶ True

▶ **False (Page 518)**

FINALTERM EXAMINATION

Spring 2010

CS201- Introduction to Programming

Question No: 1 ( Marks: 1 ) - Please choose one \*.doc  
is \_\_\_\_\_ by type.

.

- ▶ Sequential File
- ▶ **Random Access File**
- ▶ Data File ▶



**SUBSCRIBE**

**AR Lucky Bahi**



# AR Lucky Term

Record File

▶ #error 17

▶ #define

▶ #line

▶ **#undefine (Page 2727)**

▶ True



**SUBSCRIBE**

**AR Lucky Bahi**



# AR Lucky Term



# AR Lucky Term

## ▶ False (Page 79)

- ▶ The current function of the class
- ▶ The current pointer of the class

## ▶ The current object of the class (Page 390)

- ▶ A value of the data member

- ▶ Read a string from keyboard

## ▶ Read a character from keyboard (Page 426)

- ▶ Read a string from file
- ▶ Read a character from file

## Question No: 6 ( Marks: 1 ) - Please choose one

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

## ▶ True (Page 479)

- ▶ False

## Question No: 7 ( Marks: 1 ) - Please choose one

Overloaded new operator function takes parameter of type *size\_t* and returns

- ▶ void (nothing)

## ▶ void pointer (Page 415)

- ▶ object pointer
- ▶ int pointer



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AR Lucky Bahi



# AR Lucky Term

## Question No: 8 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are

overloading these operators.

▶ **True (Page 453)**

▶ False



**SUBSCRIBE**

**AR Lucky Bahi**



# AR Lucky Term

Question No: 9 ( Marks: 1 ) - Please choose one 18

▶ True (Page 68)

▶ False

Question No: 10 ( Marks: 1 ) - Please choose one

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

▶ #include "iostream.h"

▶ include <iostream.h>

▶ include <iostream.h> ▶

#include <iostream.h> (Sure)

▶ True

▶ False (Page 501)

▶ True

▶ False

Question No: 13 ( Marks: 1 ) - Please choose one

What will be the correct syntax to assign an array named *arr* of 5 elements to a



# AR Lucky Term

pointer *ptr*?

- ▶ `*ptr = arr ;`
- ▶ `ptr = arr ;`
- ▶ `*ptr = arr[5] ;`
- ▶ `ptr = arr[5] ;`

**Question No: 14 ( Marks: 1 ) - Please choose one**

What will be the correct syntax to access the value of fourth element of an array using pointer *ptr*?



**SUBSCRIBE**

**AR Lucky Bahi**



# AR Lucky Term

- ▶ ptr[3]
- ▶ (ptr+3)
- ▶ \*(ptr+3)

▶ **Both 1 and 3**

Question No: 15 ( Marks: 1 ) - Please choose one

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

- ▶ True

▶ **False (Page 251)**

Question No: 16 ( Marks: 1 ) - Please choose one

19

If there is a symbol (& sign) used with the variable name followed by data type then it refers to

\_\_\_\_\_ and if & is being used with variable

name then it refers to\_\_.

- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable

▶ **Reference variable, address of variable (Page 367)**

- ▶ Address of variable, value of variable

▶ **True (Page 272)**

- ▶ False



# AR Lucky Term

## Question No: 18 ( Marks: 1 ) - Please choose one

The default value of a parameter can be provided inside the \_\_\_\_\_

- ▶ function prototype
- ▶ function definition

▶ **both function prototype or function definition (Page 294)**

- ▶ none of the given options.

## Question No: 19 ( Marks: 1 ) - Please choose one



# AR Lucky Term

Classes defined inside other classes are called classes

▶ looped

▶ nested (Page 492)

▶ overloaded

▶ none of the given options.

▶ Data encapsulation

▶ Providing a convenient way of modeling real-world objects

▶ Simplifying code reuse ▶

▶ All of the given options

▶ Constructor

▶ Destructor

▶ Both a constructor and a destructor (Lecture 27)

▶ None of the given options

Question No: 22 ( Marks: 1 ) - Please choose one

**new** operator is used to allocate memory from the free store during 20

▶ Compile Time

▶ Run Time

▶ Link Time

▶ None of the given options

Question No: 23 ( Marks: 1 ) - Please choose one

When an object of a class is defined inside another class then,



# AR Lucky Term

- ▶ Destructor of enclosing class will be called first
- ▶ **Destructor of inner object will be called first**
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

▶ **True (Page 492)**

- ▶ False



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**AR Lucky Bahi**



# AR Lucky Term

## Question No: 25 ( Marks: 1 ) - Please choose one

New and Delete are also used with \_\_ and data types as well.

### ▶ Class, Objects (Page 342)

- ▶ Structures, Pointers
- ▶ Both Class and structures
- ▶ None of above

## Question No: 26 ( Marks: 1 ) - Please choose one

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

### ▶ True (Page 334)

- ▶ False

## FINAL TERM EXAMINATION

Spring 2010

CS201- Introduction to Programming

## Question No: 1 ( Marks: 1 ) - Please choose one

If it is required to copy an array to another array then,

### ▶ Both arrays must be of the same size and data type (Page 105)

- ▶ Both arrays may be of different size
- ▶ Both arrays may be of different data type
- ▶ Both arrays may be of different size and type 21

## Question No: 2 ( Marks: 1 ) - Please choose one



# AR Lucky Term

Dealing with structures and functions passing by reference is the most economical method

▶ True

▶ False

**Question No: 3 ( Marks: 1 ) - Please choose one** eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True (Page 433)

▶ False

**Question No: 4 ( Marks: 1 ) - Please choose one**

Overloaded new operator function takes parameter of type *size\_t* and returns



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**AR Lucky Bahi**



# AR Lucky Term

▶ void (nothing)

▶ **void pointer (Page 415)**

▶ object pointer

▶ int pointer

**Question No: 5 ( Marks: 1 ) - Please choose one**

When new operator is overloaded at global level then corresponding built-in new operator will not be

visible to whole of the program.

▶ **True (Page 413)**

▶ False

**Question No: 6 ( Marks: 1 ) - Please choose one**

If there is more than one statement in the block of a for loop, which of the following must be placed at the

beginning and the ending of the loop block?

▶ parentheses ( )

▶ **braces { } (Page 37)**

▶ brackets [ ]

▶ arrows < >

**Question No: 7 ( Marks: 1 ) - Please choose one**

The return type of a function that do not return any value must be \_

▶ float



# AR Lucky Term

▶ int

▶ void (Page 79)

▶ double

**Question No: 8 ( Marks: 1 ) - Please choose one** UNIX  
has been developed in \_\_\_\_\_ language.

22

▶ JAVA

▶ B



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# AR Lucky Term

## ▶ C (Page 12)

- ▶ FORTRAN

### Question No: 9 ( Marks: 1 ) - Please choose one

Like member functions, can also access the private data members of a class.

- ▶ Non-member functions

### ▶ Friend functions (Page 346)

- ▶ Any function outside class
- ▶ None of the given options

### Question No: 10 ( Marks: 1 ) - Please choose one

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.

### ▶ It can be declared anywhere in class as these are not affected by the public and private keywords. (Page 346)

### Question No: 11 ( Marks: 1 ) - Please choose one

The operator function overloaded for an Assignment operator (=) must be

- ▶ Non-member function of class

### ▶ Member function of class (Page 372)

- ▶ Friend function of class
- ▶ None of the given options

### Question No: 12 ( Marks: 1 ) - Please choose one

The endl and flush are \_\_\_\_\_



# AR Lucky Term

► Functions ►  
Operators

► [Manipulators \(Page 434\)](#)

► Objects

**Question No: 13 ( Marks: 1 ) - Please choose one**

If a symbolic constant has been defined, it will be an error to define it again.

► [True \(Page 273\) 15](#)

► False



**SUBSCRIBE**

**AR Lucky Bahi**



# AR Lucky Term

The operator used for casting, in C, is standard

\_\_\_\_\_operat

or.23

▶ none of the given options.

▶ [cast \(Page 281\)](#)

▶ cost

▶ const

▶ True

▶ [False \(Page 323\)](#)

**Question No: 16 ( Marks: 1 ) - Please choose one**

Which of the following function call is correct for the function

prototype? defaultParameters( int a, int b = 7, char z = „\*” );

▶ [defaultParameters \(5\);](#)

▶ defaultParameters (5, „8”);

▶ defaultParameters (6, „#”);

▶ defaultParameters (0, 0, „\*”, 0);

**Question No: 17 ( Marks: 1 ) - Please choose one**

When an operator function is defined as member function for a binary Plus (+) operator then the number of

argument it take is/are.

▶ Zero

▶ One

▶ [Two \(Page 371\)](#)



# AR Lucky Term

► N arguments

► True

► **False (Page 320)**

Question No: 19 ( Marks: 1 ) - Please choose one



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**AR Lucky Bahi**



# AR Lucky Term

When an object of a class is defined inside an other class then,

▶ **Constructor of enclosing class will be called first (Page 464)**

- ▶ Constructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given

options24

**Question No: 20 ( Marks: 1 ) - Please choose one**

The appropriate data type to store the number of rows and columns of the matrix is\_\_\_\_\_.

▶ float

▶ **int (Not sure)**

▶ char

▶ none of the given options.

▶ **data type (page 317)**

▶ memory referee

▶ value

▶ none of the given options.

▶ Decrementd

▶ Incremented

▶ Multiplied

▶ **Both incremented and Decrementd (Page 366)**

**Question No: 23 ( Marks: 1 ) - Please choose one**

NULL value has been defined in\_\_\_\_\_and\_\_\_\_header files.



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**AR Lucky Bahi**



# AR Lucky Term

- ▶ strings.h and iostream.h
- ▶ ctype.h and conio.c
- ▶ conio.c and conio.h

▶ **stdlib.h and stddef.h (Page 281)**

Question No: 24 ( Marks: 1 ) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

\_\_\_\_\_

- ▶ Write a separate class to handle each

▶ **Use templates (Page 527)**



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**AR Lucky Bahi**



# AR Lucky Term

- ▶ Use strings to store all types
- ▶ None of the given options

## Question No: 25 ( Marks: 1 ) - Please choose one

"setprecision" manipulator will set 25

- ▶ The number of digits after the decimal point  
(Page 440)

- ▶ The number of digits before the decimal point
- ▶ The number of digits in a number
- ▶ None of the given options

## Question No: 26 ( Marks: 1 ) - Please choose one

Which of the following option will be true, if we overload "-=" operator?

- ▶ only - operator needs to be overloaded
- ▶ Minus (-) and = operators need to be overloaded

- ▶ the -= operator need to be overloaded  
explicitly

- ▶ the - and = operators need to be overloaded implicitly

## Fall 2009

### CS201- Introduction to Programming

Question No: 1 ( Marks: 1 ) - Please choose one

In C/C++ if we define an array of size eight (8) i.e. int Arr [8]; then the last element of this array will be stored at,

- ▶ Arr[0]



# AR Lucky Term

▶ Arr[8]

▶ **Arr[7]**

▶ Arr[-1]

**Question No: 2 ( Marks: 1 ) - Please choose one**

When an array is passed to a function then default way of passing this array is,

▶ By data

▶ **By reference (Page 154)**

▶ By value ▶

By data type



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**AR Lucky Bahi**



# AR Lucky Term

- ▶ Memory addresses
- ▶ Variables
- ▶ **Data Type (Page 100)**
- ▶ Data

▶ **True (Page 408)**

- ▶ False

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**Question No: 5 ( Marks: 1 ) - Please choose one**

When we define an array of objects then,

- ▶ Destructor will call once for whole array
  - ▶ **Destructor will call for each object of the array**
  - ▶ Destructor will never call ▶
- Depends on the size of array

**Question No: 6 ( Marks: 1 ) - Please choose one**

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor (Page 414)**
- ▶ Constructor is called first before allocating memory

**Question No: 7 (Marks: 1) - Please choose one**

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

allocation internally.

- ▶ True
- ▶ **False**



# AR Lucky Term

Question No: 8 ( Marks: 1 ) - Please choose one



# AR Lucky Term

The second parameter of operator functions for << and >> are objects of the class For which we are overloading these operators.

▶ **True (Page 453)**

▶ False

**Question No: 9 ( Marks: 1 ) - Please choose one**

Which of the following is correct way to initialize a variable x of int type with value 10?

▶ `int x ; x = 10 ;`

▶ **`int x = 10 ; (sure)`**

▶ `int x, x = 10;`

▶ `x = 10 ;`

**Question No: 10 ( Marks: 1 ) - Please choose one**

Default mechanism of function calling in case of array is\_\_\_\_\_and in case of variableis\_\_\_\_\_.

▶ Call by value, call by reference

▶ Call by referene, call by reference

▶ **Call by reference, call by value (Page 119)**

▶ Call by value, call by value

▶ Source template library

27

▶ **Standard template library (Page 519)**

▶ Stream template library

▶ Standard temporary library

**Question No: 12 ( Marks: 1 ) - Please choose one**

Skill(s) that is/are needed by programmer"s\_\_\_\_\_.

▶ Paying attention to detail

▶ Think about the reusability



# AR Lucky Term

- ▶ Think about user interface



# AR Lucky Term

▶ **All of the given options (Page 4 & 5) Question**

**No: 13 ( Marks: 1 ) - Please choose one**

For which array, the size of the array should be one more than the number of elements in an array?

- ▶ int
- ▶ double
- ▶ float
- ▶ **char (Page 113)**

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions (Page 342-285)**
- ▶ Operators, classes

- ▶ Member functions
- ▶ Public member functions
- ▶ Private member functions
- ▶ **Non-member functions (Page 346)**

The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ **inside, outside the class (Page 346)**
- ▶ outside, inside the class
- ▶ outside, outside the class

**Question No: 17 ( Marks: 1 ) - Please choose one**

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

**obj3 = obj1 + obj2 ;**



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► obj2 will be passed as an argument to + operator whereas obj2 will  
28  
drive the + operator



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# AR Lucky Term

▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator

▶ **Both objects (obj1, obj2) will be passed as arguments to the + operator (not sure)**

▶ Any of the objects (obj1, obj2) can drive the + operator

**Question No: 18 ( Marks: 1 ) - Please choose one**

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

▶ Class-name operator +() ;

▶ Class-name operator +(int) ;

▶ **Class-name operator ++() ; (page 389)**

▶ Class-name operator ++(int) ;

**Question No: 19 ( Marks: 1 ) - Please choose one**

For cin, the source is normally a \_\_\_\_\_ and destination can be \_\_\_\_\_.

▶ File, native data type

▶ Disk, user-define type

▶ **Keyboard, variable (Page 424)**

For cin, the source is normally keyboard and the destination can be an ordinary variable

▶ File, user-define type

▶ **True (Page 272)**

▶ False

**Question No: 21 ( Marks: 1 ) - Please choose one**

The programs, in which we allocate static memory, run essentially on \_\_\_\_\_

▶ Heap

▶ System Cache

▶ None of the given options

▶ **Stack (Page 280)**

The programs, in which we allocate static memory, run essentially on stack.



# AR Lucky Term

Question No: 22 ( Marks: 1 ) - Please choose one

The default value of a parameter can be provided inside the \_\_\_\_\_



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- ▶ function prototype
- ▶ **function definition (Page 249)**
- ▶ both function prototype or function definition
- ▶ none of the given options.

The default value of a parameter is provided inside the function prototype or function definition.

**Question No: 23 ( Marks: 1 ) - Please choose one**

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While calling function, the arguments are assigned to the parameters from\_\_\_\_\_.

▶ **left to right. (page 295)**

- ▶ right to left
- ▶ **no specific order is followed**
- ▶ none of the given options.

**Question No: 24 ( Marks: 1 ) - Please choose one**

When an operator function is defined as member function for a binary Plus (+) operator then the number of

argument it take is/are.

- ▶ Zero
- ▶ One
- ▶ **Two (Page 371)**
- ▶ **N arguments**

**Question No: 25 ( Marks: 1 ) - Please choose one**

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

\_\_\_\_\_.

- ▶ Syntax error
- ▶ **Logical error**
- ▶ Link error
- ▶ **Non of the given options (not sure)**

**Question No: 26 ( Marks: 1 ) - Please choose one**



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

▶ True (Page 479)



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# AR Lucky Term

▶ False

**Question No: 27 ( Marks: 1 ) - Please choose one**

When an object of a class is defined inside an other class then,

- ▶ **Constructor of enclosing class will be called first (Page 496)**
- ▶ Constructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

**Question No: 28 ( Marks: 1 ) - Please choose one**

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

- ▶ From left to right
- ▶ From right to left
- ▶ **In the order in which they are defined within class** ▶

None of the given options

**Question No: 29 ( Marks: 1 ) - Please choose one** new operator allocates

memory from free store and return\_\_\_\_\_.

30

- ▶ **A pointer**
- ▶ A reference
- ▶ An integer

▶ A float

**Question No: 30 ( Marks: 1 ) - Please choose one**

"new" and "delete" keywords are\_\_\_\_\_ in C++ language.

- ▶ Built-in- Function
- ▶ Operators

▶ **Memory Allocation Function (Page 332)**

▶ None of the given options

**Spring 2010**

**CS201- Introduction to Programming**

**Question No: 1 ( Marks: 1 ) - Please choose one**



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is \_\_\_\_\_ operator.

- ▶ An arithmetic

## ▶ Logical (Page 40)

- ▶ Relational
- ▶ Unary

### Question No: 2 ( Marks: 1 ) - Please choose one

Which of the following function(s) is/are included in **ctype.h** header file?

- ▶ isdigit(int c)
- ▶ isxdigit(int c )
- ▶ tolower(int c)

## ▶ All of the above (Page 188)

### Question No: 3 ( Marks: 1 ) - Please choose one

Disks are \_\_\_\_\_ devices having access time of \_\_\_\_\_ milliseconds.

- ▶ Electro-physical, 6
- ▶ Electro-Mechanical, 4
- ▶ Electro-physical, 5
- ▶ **Electro-Mechanical, 7 (Page 427)**

- ▶ \*

31

- ▶ ++

- ▶ @

## ▶ # (Page 269)

### Question No: 5 ( Marks: 1 ) - Please choose one



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When we use manipulators in our program then which header file should be included?

- ▶ `iostream.h`
- ▶ `stdlib.h`
- ▶ `stdio.h`



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# AR Lucky Term

▶ **iomanip.h (Page 433)**

Question No: 6 ( Marks: 1 ) - Please choose one

setprecision is a parameter less manipulator.

▶ True ▶ **False**  
(Page 439)

▶ #error  
▶ #define  
▶ #line ▶ **#undef**  
(Page 272)

▶ True ▶ **False**  
(Page 369 )

Question No: 9 ( Marks: 1 ) - Please choose one What

does (**\*this**) represents?

▶ The current function of the class  
▶ The current pointer of the class  
▶ **The current object of the class (Page 390)**  
▶ A value of the data member

▶ Member function  
▶ **Non-member function (Page 348)**  
▶ Private function



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► Public function

**Question No: 11 ( Marks: 1 ) - Please choose one** A function can declare itself a friend of a class.



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# AR Lucky Term



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True

▶ **False (Page 346)**

**Question No: 12 ( Marks: 1 ) - Please choose one**

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

▶ **True (Page 414)**

▶ False

**Question No: 13 ( Marks: 1 ) - Please choose one**

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

▶ **True (Page 453 )**

▶ False

The second parameter to *operator <<* is an object of the class that we are overloading the operator for. Similar

is the case for *operator >>*

**Question No: 14 ( Marks: 1 ) - Please choose one**

A template function must have at least -----generic data type

▶ Zero

▶ **One (Page 499)**

▶ Two

▶ Three

▶ True



# AR Lucky Term

▶ False (Page 501)

▶ True



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▶ **False (Page 506)**

**Question No: 17 ( Marks: 1 ) - Please choose one**

Which character is inserted at the end of string to indicate the end of string?

- ▶ new line
- ▶ tab
- ▶ **null (Page 113)**
- ▶ carriage return

**Question No: 18 ( Marks: 1 ) - Please choose one**

is used for\_\_\_\_\_.

33

- ▶ calculation
- ▶ reading
- ▶ **assigning value to variables (Page 372) ▶**

None of the given options.

**Question No: 19 ( Marks: 1 ) - Please choose one vuzs**

The object\_\_\_\_\_may be used both for file input and file output

- ▶ **fstream, (Page 199)**
- ▶ ifstream,
- ▶ ofstream,
- ▶ none of the given options.

**Question No: 20 ( Marks: 1 ) - Please choose one**

Which of the following function calling mechanism is true for the function prototype given below?

**float func(float &);**

- ▶ Call by value
- ▶ Call by reference using pointer
- ▶ **Call by reference using reference variable**



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▶ None of the given options

**Question No: 21 ( Marks: 1 ) - Please choose one**

The programs, in which we allocate static memory, run essentially on \_\_\_\_\_



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- ▶ Heap
- ▶ System Cache
- ▶ None of the given options

**Stack (Page 280)**

**Question No: 22 ( Marks: 1 ) - Please choose one**

Overloaded delete operator function takes parameter of void pointer and returns

\_\_\_\_\_.

- ▶ **void**
- ▶ void pointer
- ▶ pointer to an object
- ▶ pointer of type int

- ▶ void pointer

- ▶ int
- ▶ same as object type

▶ **constructors do not return any thing (Page 313)**

**Question No: 24 ( Marks: 1 ) - Please choose one**

It is a way of reusing the code when we contain objects of our already written classes into a new class,

▶ **True**

34

▶ False



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▶ true

▶ **false (Page 518)**

**Question No: 26 ( Marks: 1 ) - Please choose one**

The functions used for dynamic memory allocation return pointer of type \_\_\_\_\_



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- ▶ int
- ▶ float
- ▶ **void**
- ▶ double

## FINAL TERM EXAMINATION

Fall 2008

CS201- Introduction to Programming

### Question No: 1 ( Marks: 1 ) - Please choose one

There are mainly----- types of software

- ▶ **Two (Page 9)**
- ▶ Three
- ▶ Four
- ▶ Five

seekg() and write() are functionally\_\_\_\_\_.

- ▶ **Different**
- ▶ Identical
- ▶ Two names of same function
- ▶ None of the above

### Question No: 3 ( Marks: 1 ) - Please choose one

When a pointer is incremented, it actually jumps the number of memory addresses

#### ▶ **According to data type (Page 160)**

- ▶ 1 byte exactly
- ▶ 1 bit exactly
- ▶ A pointer variable can not be incremented

**Question No: 4 ( Marks: 1 ) - Please choose one** setw  
is a parameterized manipulator.



# AR Lucky Term

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▶ True (Page 437)

▶ False

**Question No: 5 ( Marks: 1 ) - Please choose one** eof( ),  
bad( ), good( ), clear( ) all are manipulators.

▶ True (Page 433)



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# AR Lucky Term



▶ False

▶ Local



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# AR Lucky Term

▶ Global

▶ Global or static (Page 369)

▶ None of the given option

▶ Class-Name operator + (Class-Name rhs)  
(Page 371)

▶ operator Class-Name + ( )

▶ operator Class-Name + ( rhs)

▶ Class-Name operator + ( )

## Question No: 8 ( Marks: 1 ) - Please choose one

The compiler does not provide a copy constructor if we do not provide it.

▶ True

▶ False (Page 476)

Question No: 9 ( Marks: 1 ) - Please choose one

What is the functionality of the following syntax to delete an array of 5 objects named *arr*

allocated using new operator? **delete arr ;**

▶ Deletes all the objects of array

▶ Deletes one object of array (Page 411)

▶ Do not delete any object

▶ Results into syntax error

This statement will call the destructor only for the object pointed by the *arr* and deallocate the space allocated to this object

## Question No: 10 ( Marks: 1 ) - Please choose one

What is the sequence of event(s) when allocating memory using new



# AR Lucky Term

operator? 36

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
  - ▶ **Memory is allocated first before calling constructor (Page 414)**
- ▶ Constructor is called first before allocating memory

## **Question No: 11 ( Marks: 1 ) - Please choose one**

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



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# AR Lucky Term

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ **Destructor is called first before deallocating memory (Page 414)**

**Question No: 12 ( Marks: 1 ) - Please choose one new and delete operators cannot be overloaded as member functions.**

- ▶ True

▶ **False (Page 414)**

**Question No: 13 ( Marks: 1 ) - Please choose one**

The operator function of << and >> operators are always the member function of a class.

- ▶ True

▶ **False (Page 446)**

- ▶ Zero

▶ **One (Page 499)**

- ▶ Two
- ▶ Three

**Question No: 15 ( Marks: 1 ) - Please choose one**

If we do not mention any *return\_value\_type* with a function, it will return an \_\_\_\_\_ value.

▶ **int (Page 79)**

- ▶ void
- ▶ double
- ▶ float

**Question No: 16 ( Marks: 1 ) - Please choose one**

Suppose a program contains an array declared as `int arr[100]`; what will be the size of array?



# AR Lucky Term

- ▶ 0
- ▶ 99

▶ 100 (Page 103)

- ▶ 101
- 37

## Question No: 17 ( Marks: 1 ) - Please choose one

The name of an array represents address of first location of array element.

▶ True

- ▶ False



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The name of the array is a constant pointer which contains the memory is the address of first element of the

array

**Question No: 18 ( Marks: 1 ) - Please choose one** Reusing the variables in program helps to save the memory

▶ **True**

▶ False

**Question No: 19 ( Marks: 1 ) - Please choose one**

Which of the following option is true about new operator to dynamically allocate memory to an object?

- ▶ The new operator determines the size of an object
- ▶ Allocates memory to object and returns pointer of valid type
- ▶ Creates an object and calls the constructor to initialize the object

▶ **All of the given options**

- ▶ Functions, operators
- ▶ Classes, operators

▶ **Operators, functions (Page 342-285)**

▶ Operators, classes

**Question No: 21 ( Marks: 1 ) - Please choose one**

Like member functions, can also access the private data members of a class.

▶ Non-member functions



# AR Lucky Term

## ▶ Friend functions (Page 346)

- ▶ Any function outside class
- ▶ None of the given options

### Question No: 22 ( Marks: 1 ) - Please choose one

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.



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# AR Lucky Term

▶ It can be declared anywhere in class as these are not affected by the public and private keywords. (Page 346)

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## Question No: 23 ( Marks: 1 ) - Please choose one

The operator function overloaded for an Assignment operator (=) must be

▶ Non-member function of class

▶ Member function of class (Page 372)

▶ Friend function of class

▶ None of the given options

## Question No: 24 ( Marks: 1 ) - Please choose one

For non-member operator function, object on left side of the operator may be

▶ Object of operator class

▶ Object of different class

▶ Built-in data type

▶ All of the given options (Page 375)

Question No: 25 ( Marks: 1 ) - Please choose one

The operator function will be implemented as \_\_\_\_\_, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.

obj3 = obj1 - obj2;

▶ Member function (Page 373)

▶ Non-member function



# AR Lucky Term

- ▶ Friend function
- ▶ None of the given options

## Question No: 26 ( Marks: 1 ) - Please choose one

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

member function?

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;
- ▶ **Class-name operator ++() ; (Page 389 )**
- ▶ Class-name operator ++(int) ;



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## ▶ at file scope (Page 466)

- ▶ within class definition
- ▶ within member function
- ▶ within main function

**Question No: 28 ( Marks: 1 ) - Please choose one** Classis

a user defined\_\_\_\_\_.

39

## ▶ data type (Page 317)

- ▶ memory referee
- ▶ value
- ▶ none of the given options.

▶ True

▶ False

- ▶ Heap
- ▶ Free store
- ▶ static storage

## ▶ stack (Page 461)

**FINALTERM EXAMINATION**

fall 2008

CS201- Introduction to Programming (Session - 2)

**Question No: 1 ( Marks: 1 ) - Please choose one** If

Num is an integer variable then Num++ means,



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▶ Add 1 two times with Num

▶ **Add 1 with Num**

▶ Add 2 with Num ▶

Subtract 2 from Num



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# AR Lucky Term

**Question No: 2 ( Marks: 1 ) - Please choose one**

If the return type of a function is void then it means that it will,

- ▶ Return any type of data
- ▶ Return some specific type of data
- ▶ **Return no data**
- ▶ Return just character data

**Question No: 3 ( Marks: 1 ) - Please choose one** Which of the following is a valid class declaration?

- ▶ **class A { int x; };**
- ▶ class B { }
- ▶ public class A { } ▶  
object A { int x; };

**Question No: 4 ( Marks: 1 ) - Please choose one**

40

When we use manipulators in our program then which header file should be included?

- ▶ iostream.h
- ▶ stdlib.h
- ▶ stdio.h
- ▶ **iomanip.h (Page 433)**
- ▶ **True (Page 408)**
- ▶ False



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- ▶ File
- ▶ Disk
- ▶ **Keyboard (Page 424)**



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# AR Lucky Term

▶ RAM

▶ **True (Page 423)**

▶ False

**Question No: 8 ( Marks: 1 ) - Please choose one**

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

▶ Only block of memory is allocated for objects

▶ Only constructor is called for objects

▶ **Memory is allocated first before calling constructor (Page 414)**

▶ Constructor is called first before allocating memory

**Question No: 9 ( Marks: 1 ) - Please choose one**

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

allocation internally.

▶ **True (Page 412)**

▶ False

**Question No: 10 ( Marks: 1 ) - Please choose one**

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

▶ **True (Page 453)**



# AR Lucky Term

► False

**Question No: 11 ( Marks: 1 ) - Please choose one**

Which looping process checks the test condition at the end of the loop?

41



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# AR Lucky Term

- ▶ for
- ▶ while
- ▶ **do while**
- ▶ no looping process checks the test condition at the end

## Question No: 12 ( Marks: 1 ) - Please choose one

In a group of nested loops, which loop is executed the most number of times?

- ▶ the outermost loop
- ▶ **the innermost loop**
- ▶ all loops are executed the same number of times
- ▶ cannot be determined without knowing the size of the loops

▶ True

▶ **False (Page 513)**

## Question No: 14 ( Marks: 1 ) - Please choose one

Consider the following statements to initialize a two-dimensional array.

- ▶ `int arr[2][3] = {4, 8, 9, 2, 1, 6};`
- ▶ `int arr[3][2] = {4, 8, 9, 2, 1, 6};`
- ▶ `int arr[][2] = {{4,8},{9, 2},{1, 6}};`

Which of the following option(s) are correct to initialize a two-dimensional array with 3 rows and 2 columns?

- ▶ (ii) only
  - ▶ (iii) only
  - ▶ **(ii) and (iii)**
- and (iii)



# AR Lucky Term

Question No: 15 ( Marks: 1 ) - Please choose one



# AR Lucky Term

There is a pointer variable named *ptr* of type int then address of which type of variable the *ptr* will store in it?

- ▶ variable of type char
- ▶ variable of type short
- ▶ **variable of type int**
- ▶ variable of type double

**Question No: 16 ( Marks: 1 ) - Please choose one**

Let suppose

```
Union intorDouble{
```

```
Int ival;
```

```
Double charvar;
```

```
};
```

```
main(){ 42
```

```
intorDouble VAZ;
```

```
int size ;
```

```
size = sizeof(VAZ);
```

```
}
```

What will be the value of variable "size", if int occupies 4 bytes and double occupies 8 bytes?

- ▶ 2
- ▶ 4
- ▶ 8
- ▶ 12

**Question No: 17 ( Marks: 1 ) - Please choose one**

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.



# AR Lucky Term

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions (Page 342-285)**



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# AR Lucky Term

- ▶ Operators, classes

**Question No: 18 ( Marks: 1 ) - Please choose one**

The member functions of a class occupy\_\_\_\_\_region in memory for\_\_\_\_\_object(s) of class.

- ▶ separate, each

▶ **common, all (Page 334)**

- ▶ different, each

- ▶ different, all

- ▶ Member functions

- ▶ Public member functions

- ▶ Private member functions

▶

**Non-member functions (Page 346) Question**

**No: 20 ( Marks: 1 ) - Please choose one**

Which of the following is true while overloading operators?

- ▶ Precedence of an operator can be changed
- ▶ The arity (number of operands) can be changed
- ▶ No new operators can be created
- ▶ Associativity of an operator can be changed



# AR Lucky Term

Question No: 21 ( Marks: 1 ) - Please choose one

Which of the following option will be true to overload the -= operator?

- ▶ **only - operator needs to be overloaded (not sure)**
- ▶ Minus (-) and = operators need to be overloaded



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# AR Lucky Term

- ▶ the -= operator need to be overloaded explicitly
- ▶ the - and = operators need to be overloaded implicitly

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**Question No: 22 ( Marks: 1 ) - Please choose one**

The input/output streams; cin and cout are \_\_\_\_

- ▶ Operators
- ▶ **Functions**
- ▶ Objects
- ▶ Structures

**Question No: 23 ( Marks: 1 ) - Please choose one** dec, hex, oct are all \_\_\_\_\_

- ▶ Member functions
- ▶ Objects of input/output streams
- ▶ Parameterized manipulators

▶

**Non-parameterized manipulators (Page 435)**

**Question No: 24 ( Marks: 1 ) - Please choose one**

What will be the output of the following statement?

```
cout << setbase(16) << 52 ;
```

- ▶ 74
- ▶ 52
- ▶ **34**
- ▶ 64

**Question No: 25 ( Marks: 1 ) - Please choose one**



# AR Lucky Term

The first parameter of overloaded stream insertion operator is \_\_\_\_\_ where second parameter is \_\_\_\_\_

- ▶ input stream, object of class
- ▶ object of class, output stream



# AR Lucky Term

▶ **output stream, object of class** ▶

object of class, input stream

**Question No: 26 ( Marks: 1 ) - Please choose one**

We can also do conditional compilation with preprocessor directives.

▶ **True (Page 272)**

▶ False

**Question No: 27 ( Marks: 1 ) - Please choose one**

With user-defined data type variables (Objects), self assignment can produce\_\_\_\_\_.

▶ Syntax error

▶ **Logical error**

▶ Link error

▶ Non of the given options

**Question No: 28 ( Marks: 1 ) - Please choose one**

The return type of the operator function for >> operator is\_\_\_\_\_.

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▶ **class for which we overload this operator**

▶ reference of ostream class (ostream&)

▶ reference of istream class (istream&)

▶ void

▶ **Constructor of enclosing class will be called first (Page 496)**

▶ Constructor of inner object will be called first



# AR Lucky Term

▶ Constructor and Destructor will be called simultaneously

▶ None of the given options

**Question No: 30 ( Marks: 1 ) - Please choose one**



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Where we can include a header file in the program?

▶ any where (Page 270)

▶ in start

▶ at the end

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

We cannot increment \_\_\_\_\_.

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



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variables

We can \_\_\_\_\_ pointer.



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1. increment 2. decrement



3. reassign 4. all of the given

We can \_\_\_\_\_ references.

► increment 2. decrement

3. reassign 4. **None of the given**

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

1. add(int x); 2. ;

add(\*x)  
4. ;

**add(x)  
3. ;**



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



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# AR Lucky Term

1. structure
2. data type

3. t
- member
- objec
4. function

The \_\_\_\_\_ is called automatically when an object destroys

- destruct
- o
2. constructor
3. main program
- default
4. constructor

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

- allocate
1. memory2.
- deallocate
- memory
- allocate
- staticmemory
3. create
- objects4.



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

1. Public

privat  
2. e

3. Static

Globally  
4. declared



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Member functions of the class\_main program.

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

Overloading means :

► Using the same name to perform multiple tasks  
► Using the different name to perform multiple tasks or different tasks depending on the situation

► Using the same name to perform tasks or same tasks depending on complex tasks and it does not depend on the situation the situation

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

► The program becomes portable  
2. The program becomes complex

3. The function becomes inline
4. The program becomes more readable



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You cannot overload the \_\_\_\_\_ operator



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# AR Lucky Term

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

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

- ▶ can be returned back to the system automatically
- ▶ can be allocated to classes only
- ▶ cannot be returned back unless freed explicitly using malloc and realloc
- ▶ cannot be returned back unless freed explicitly using free and delete operators

We cannot use\_\_\_pointer for storing and reading data from it.

- 1. ?
- 2. integer
- 3. double
- 4. zero

The dynamic memory allocation uses



# AR Lucky Term

\_\_\_\_\_ whereas static memory allocation uses  
\_\_\_\_\_.

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



# AR Lucky Term

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: // largervalue incremented twice cout << "x = " << x << " y = " << y << '\n'; }
```

- 1. y=45
- 2. y=46

- x=22
- x=24
- 3. y=47

- 4. y=47

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

- 1. user-define function , conio.h
- 2. conio.h
- 3. built-in function, stlib.h
- 4. iostream.h

Symbolic constant PI can be defined as:



# AR Lucky Term

1. #define PI 3.14 ;
  2. #define PI  
3.14
  3. #define PI=3.14
  4. # include pi=
- 3.1  
4

The parameter passed to isdigit() function is variable.



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# AR Lucky Term

1. Character 2.

Boolea  
n

4. Float

Intege  
3. r

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

1. pointer to pointer 2. pointer to char

pointer to pointer to  
3. char

None of the  
4. given

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

1. 1

2.  
2

3. 3 4. 4

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



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1. variable 2. value

None of  
4. given

data  
3. type

the

How many bytes an integer type  
pointer

intPtr will jump in memory if the



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# AR Lucky Term

statement below is executed? intPtr  
+= 2

;

1. 2.

2. 4

3. 4.

8 12

## QUESTION

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

- 1. Value
  - 2. address
  - 3. Variable
  - 4. given
- memory
- None of the

## QUESTION

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



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1. \*      2.      +

▶ -4. None of the above



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Transpose of a matrix means that when we interchange rows and columns

---

the first row becomes the Last  
1. column

the first row becomes the first  
2. column

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

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

1. superscript    2.    script  
3. subscript      4.    value

We can define a matrix as \_\_array.

1.    Sorted    2.    Unsorted

3.    Single dimensional    4. Multi dimensional



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A\_\_\_\_\_is an array of characters that can store number of character specified.

1. Char

Strin  
2. g

Data




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3. Multidimensional array      4. type

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 ;

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

           of a variable means the locations within a program from where it can be accessed.

1. Data type

Visibilit  
2. y

3. Value      4. e

Referenc

Which of the following function call is "call by reference" for the



# AR Lucky Term

following function prototype? `int add (int *);` ↘

2. `x);`

3. `add(x);`

4. `add(*x);`

`add(int`



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# AR Lucky Term

```
add(&x)
1. ;
```

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

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

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

1. add(&x);

```
add(x)  
2. ;
```

add(*x)

3. add(float x); 4. ;

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

1. add(&x);

```
add(x)  
2. ;
```

add(*x)

3. add(int x); 4. ;



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Return type of a function that does not return any value must be ___.

- cha
1. r 2. int
4. voi
3. d double

_____ will be used for enclosing function statements into a block.



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1. ""

2. ()

3. []

4. {}



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

switch (var) { case

'a': cout << "apple" <<< "banana" <<< "mango" <<< "any=" " fruit" <<=" "

p=" " style="boxsizing: border-box; ">

1.



3. banana

4. None of

mango

fruit

2. banana

banana any

fruit

the given any

When the break statement is encountered in a loop's body, it transfers the control _____ from

the current loop.

1.

Inside

2.

Outside



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4. To

To break statement continue statement

What is the output of the following code, if the first case is true
switch (var) { case



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```
'a':cout<<"apple"<<endl; case  
'b':cout<<"banana"<<endl; case  
'm':cout<<"mango"<<endl; default:  
cout<<"any fruit"<<endl; }
```

2.

apple

1.

apple any

fruit

3. apple

banana

4. none of above

mango

any fruit

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

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

3. 2,3,4

4. 4,6,7,8,9

_____statement is used to terminate the processing of a particular case and exit from switchstructure.



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1. if 2. goto

4. e

continu



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brea
3. k

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

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

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



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1. 0

2.

5

3. 6 4. 4

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

1. 0 2. 5



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3. 4. 4
6

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

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

1. While

Do-
2. While

3. For

4. Loop

Nested

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

1. 1
2. 2

3. 3

4. 4



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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



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A _____ structure specifies that an action is to be repeated while some condition remains true.

- 1. |
- 2. Logical
- 3. Repetition
- 4. |

!(x > 3) means in C++ that

- ▶ x is greater than 3
- ▶ x is less than 3
- ▶ x is equal to 3

When the logical operator && combines two expressions then the result will be true only when the both expressions are _____

- 1. Logical
- 2. c
- Arithmeti



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tru
3. e

4. false

< and > both are ____ operators.

1. Arithmetic



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Relationa

2. |

4.

3. Logical

Mathematical

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

!(x < 3) means in C++ that

2.x
1.x is less than 3 is

r

n

or

l

great
e

equ

to



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3

4.x

is

3.x is greater than

3equal

to 3

!= operator is used to check whether the operand on the left-hand-side is _____ to the



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operand on the right-hand-side.

1. Less than or equal
2. Greater than or equal

Not
3. equal

4. to

Approximately equal

When the if statement consists more than one statement then enclosing these statement in curlybraces is, ~~NA~~

- Good
1. Not required
 2. programming

3. Relevant

Mus
4. t

The most suitable data type for number 325.25 is__.

1. char 2. int

3. short 4.
float



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

1. 10 2. 40.5



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4. 41

3.
42

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

1. Integer

2. r

Characte

3. Short

Floa
4. t

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

1. +

2. -

3. /

4. *

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);` ^



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1. 15

2.
17

3. 12 4. 11

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

1. Double

2. Tow sided

None of the



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Binar
3. y

4. given

It is the job of _____ to transfer the executable code from hard disk to main memory.

- | | | |
|----------------|-----------|------|
| 1. Interpreter | Debugge | 2. r |
| 3. Linker | 4. Loader | |

In computer systems there are mainly _____ type of softwares.

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

_____ will explain the function of a program.

2.

1. Comments



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D

bugg

e

er4.

3. Compiler

Linker

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Question No: 1 (Marks: 1) - Please choose one

All A template function must have at least generic data type

▶ Zero

▶ One (Page
499)

▶ Two

▶ Three

Question No: 2 (Marks: 1) – Please choose one

Which of the following statement is best regarding declaration of friend function?

▶ Friend function must be declared after public keyword

▶ ▶ Friend function must be declared after private keyword.

Friend function must be declared at the top within class definition.

It can be declared anywhere in class as these are not affected by the public and private keywords. (Page 346)

Question No: 3 (Marks: 1) - Please choose one

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



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- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;

▶ Class-name operator ++() ; (Page 389)

- ▶ Class-name operator ++(int) ;

Question No: 4 (Marks: 1) - Please choose one



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Class is a user defined_____.

▶ data type (Page 317)

- ▶ memory referee
- ▶ value
- ▶ none of the given options.

Question No: 5 (Marks: 1) - Please choose one

How many bytes will the pointer intPtr of type int move in the following statement? `intPtr += 3 ;`



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- ▶ 3 bytes
- ▶ 6 bytes
- ▶ **12 bytes**
- ▶ 24 bytes

Question No: 6 (Marks: 1) - Please choose one

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

- ▶ `new int(10);`
- ▶ **`new int[10];`**
- ▶ `int new(10);`
- ▶ `int new[10];`

Question No: 7 (Marks: 1) - Please choose one A

Pointer is a special variable that contain

- ▶ Data values
- ▶ **Memory Address (Page 267)**
- ▶ Both data and values
- ▶ None of the given option

Question No: 8 (Marks: 1) - Please choose one

Reference Value Type Data The code is written to__the program.



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▶ implement

- ▶ design
- ▶ analysis
- ▶ none of the given options



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Operator overloading can be performed through___.

- ▶ Classes
- ▶ **Function (Page 371)**
- ▶ Operators
- ▶ Reference

Question No: 2 (Marks: 1) - Please choose one

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

▶ Direct Reference (page 143)

▶ Indirect Reference.



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- ▶ Partial Reference
- ▶ Proper Reference

When a value is referred by a normal variable is known as direct reference

Question No: 3 (Marks: 1) - Please choose one

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

- ▶ malloc
- ▶ calloc
- ▶ **realloc (Page 285)**
- ▶ free

Question No: 4 (Marks: 1) - Please choose one

Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ **#undef (Page 272)**

Question No: 5 (Marks: 1) – Please choose one

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



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▶ [iostream.h \(Page 15\)](#)

- ▶ fstream.h
- ▶ istream.h
- ▶ ostream.h

Question No: 6 (Marks: 1) – Please choose one

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



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▶ True (Page 414)

▶ False

The same pointer that is returned by the new operator, is passed as an argument to the delete operator. These rules apply to both, if operators (new and delete) are overloaded as member or non-member operators (as global operators).

Question No: 7 (Marks: 1) – Please choose one

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

▶ **True (Page 414)**

▶ False

Question No: 8 (Marks: 1) – Please choose one



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C is widely known as development language of _operating system.

- ▶ Linux
- ▶ Windows

- ▶ Mac OS

▶ **Unix (Page 12)**

In the start C became widely known as the development language of the UNIX operating system, and the UNIX operating system was written by using this C language. The C language is so powerful that the compiler of C and other various operating systems are written in C.

Question No: 9 (Marks: 1) - Please choose one

Computer can understand only machine language code.

True

- ▶ False

Question No: 10 (Marks: 1) - Please choose one

We can not define a function as a friend of a Template class.

- ▶ True

False (Page 151)

Class templates can have friends. A class or class template, function, or function template can be a friend to a template class. Friends can also be



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specializations of a class template or function template, but not partial specializations.

Q

(Marks: 1) – Please choose one

u

e

s

t

i

o

n

N

o

:

1

1

What will be the value of „a“ and „b“ after executing the following statements?

A=3;

b = a++;



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▶ 3, 4

▶ 4, 4

▶ 3, 3

▶ 4, 3

Question No: 12 (Marks: 1) – Please choose one

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 << x`

`<< “,” ; cout << addValue(&x) << “,” ; cout << x ;`

`}`

▶ 6,8,6 ▶ None of the given options

▶

6,6,8

▶

6,8,8

▶ 6,6,6

**Question
No: 13**

(Marks: 1) – Please choose one

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

▶ Compiler

▶



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AR Lucky Term



Linker

▶ **Debugger (Page 13)**

Question No: 14 (Marks: 1) - Please choose one

new and delete are _____ whereas malloc and free are _____.

▶ Functions, operators

▶ Classes, operators

▶ **Operators, functions (Page 342-285)**



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► Operators, classes

Hence, we can call new and delete operators, P# 342

we have allocated a memory space for our use by malloc function. P# 285



Access the private data members of a class.

Question No: 15 (Marks: 1) - Please choose one

Like member functions, _____ can also access



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▶ Non-member functions

▶ **Friend functions (Page 346)**

▶ Any function outside class

Question No: 16 (Marks: 1) – Please choose one

Which situation would require the use of a non-member overloaded operator?

▶ The overloaded operator is an Assignment operator.

The left most operand is an object of a class.(Page 375)

The left operand is built-in data type.

The operator returns a reference.

When an operator function is implemented as a non-member function, the left-most operand may be an object of the operator's class, an object of a



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different class, or a built-in type

Question No: 17 (Marks: 1) - Please choose one

The stream insertion and stream extraction operators are already overloaded for

▶ User-defined data types

▶ Built-in data types <http://www.sstutor.com/cpp/stream1.htm>



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- ▶ User-defined and built-in data types
- ▶ None of the given options



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Question No: 18 (Marks: 1) - Please choose one

If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program the value of PI ____.

- ▶ can not be replaced
- ▶ None of the given options
- ▶ **Remain constant. (Page 271)**
- ▶ can be changed by some operation

Question No: 19 (Marks: 1) - Please choose one

Assignment operator is----- associative.

- ▶ **right**
- ▶ left
- ▶ binary
- ▶ unary

Question No: 20 (Marks: 1) - Please choose one

When ever dynamic memory allocation is made in C/C++, it is freed ____.



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▶ Explicitly (Page 527)

- ▶ Implicitly
- ▶ Both explicitly and implicitly
- ▶ None of the given options

Question No: 21 (Marks: 1) – Please choose one

The appropriate data type to store the number of rows and columns of the matrix is _____.

- ▶ float



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▶ int (Not sure)

- ▶ char
- ▶ none of the given options.

Question No: 22 (Marks: 1) – Please choose one

Which of the following function do NOT initialize the chunk of memory to all zero?

- ▶ calloc() function
- ▶ Both malloc() and calloc()
- ▶ None of the above
- ▶ **malloc() function (Page 283)**

The **malloc** function differs from **calloc** in the way that the space allocated by **malloc** is not initialized and contains any values initially.

Question No: 23 (Marks: 1) – Please choose one

The function free() returns back the allocated memory got thorough calloc and



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malloc to ___.

▶ stack

▶ **heap**

▶ stack and heap

▶ None of the given options

Question No: 24 (Marks: 1) – Please choose one
width() is member function of _____

▶ cin object

▶ cout object

▶ **Both cin and cout object (Page 440)**

▶ None of the given option

Question No: 25 (Marks: 1) - Please choose one

Templates are not type safe.

▶ true

▶ **false (Page 518)**

Templates are type-safe. This is because the types that templates act upon are known at compile time, so the compiler can perform type checking before errors occur.



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Question No: 26 (Marks: 1) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

▶ Write a separate class to handle each

▶ Use templates (Page 527)



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- ▶ Use strings to store all types
- ▶ None of the given options

FINAL TERM EXAMINATION

Spring 2010

CS201- Introduction to Programming

Question No: 1 (Marks: 1) - Please choose one In if structure the block of statements is executed only,

- ▶ When the condition is false
- ▶ When it contain arithmetic operators
- ▶ When it contain logical operators
- ▶ **When the condition is true (Page 38)**

Question No: 2 (Marks: 1) - Please choose one

Header file: **fstream.h** includes the definition of the stream classes_____.



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▶ ifstream, fstream, cout

▶ **ifstream, fstream, ofstream (Page 199)**

▶ fstream, cin, cout

▶ None of the above

Question No: 3 (Marks: 1) - Please choose one

To access the data members of structure `_` is used.

▶ **dot operator (.) (Page 231)**

▶ * operator

▶ U operator

▶ None of given.

Question No: 4 (Marks: 1) - Please choose one

`eof()`, `bad()`, `good()`, `clear()` all are manipulators.

▶ **True (Page 433)**

▶ False

Question No: 5 (Marks: 1) - Please choose one

Which kind of functions can access private member variables of a class?

▶ **Friend functions of the class (Page 374)**

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- ▶ Private member functions of the class
- ▶ Public member functions of the class
- ▶ Friend, private and public functions

Question No: 6 (Marks: 1) - Please choose one The return type of operator function must always be void.

▶ True

▶ **False (Page 79)**



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Question No: 7 (Marks: 1) - Please choose one

Friend function of a class is_____.

▶ Member function

▶ **Non-member function (Page 348)**

▶ Private function

▶ Public function

Question No: 8 (Marks: 1) - Please choose one

Function implementation of friend function must be defined outside the class.

▶ True

▶ **False (Page 346)**

Question No: 9 (Marks: 1) - Please choose one



AR Lucky Term

The normal source of (Macro), Please choose one

- ▶ File
- ▶ Disk
- ▶ **Keyboard (Page 424)**
- ▶ RAM

Question No: 10

- ▶ int x ; x = 10;
- ▶ **int x = 10;**
- ▶ int x, x = 10;
- ▶ x = 10;

Question No: 11

```
int func(int) ;
```

```
int num = 10 ;
```

```
int main(){
```



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int

num ;

num =

5;

cout

<<

num;

cout << func(num);

}

int func(int x){

return num ;



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Which of the following is correct way to initialize a variable x of int type with value 10?

(Marks: 1) - Please choose one

Consider the following code segment. What will be the output of the following program? }

▶ 5, 5

▶ 10, 5

▶ **5, 10**

▶ 10, 10

Question No: 12 (Marks: 1) - Please choose one

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

▶ **True Page 510**



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▶ False

Question No: 13 (Marks: 1) - Please choose one

What will be the correct syntax to declare two-dimensional array of float data type?

▶ `float arr{2}{2};`

▶ `float arr[2][2];`



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- ▶ `float arr[2,2] ;`
- ▶ `float[2][2] arr ;`

Question No: 14 (Marks: 1) - Please choose one

The first parameter of operator function for << operator,

- ▶ Must be passed by value
- ▶ **Must be passed by reference (Page 446)**
- ▶ Can be passed by value or reference
- ▶ Must be object of class

Question No: 15 (Marks: 1) - Please choose one

Heap is constantly changing in size.

- ▶ **True (Page 280)**
- ▶ False

Question No: 16 (Marks: 1) - Please choose one

While calling function, the arguments are assigned to the parameters from_.

- ▶ **left to right. (Page 295)**
- ▶ right to left



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- ▶ no specific order is followed
- ▶ none of the given options.

Question No: 17 (Marks: 1) - Please choose one

Classes defined inside other classes are called__classes

- ▶ looped



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▶ **nested (Page 492)**

- ▶ overloaded
- ▶ none of the given options.

Question No: 18 (Marks: 1) - Please choose one

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI ____.

- ▶ can not be replaced
- ▶ None of the given options

▶ **Remain constant. (Page 271)**

- ▶ can be changed by some operation

Question No: 19 (Marks: 1) - Please choose one Which value is returned by the destructor of a class?

- ▶ A pointer to the class.
-



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- ▶ True An object of the class.
- ▶ A status code determining whether the class was destructed correctly
- ▶ **Destructors do not return a value. (page 323)**

Question No: 20 (Marks: 1) - Please choose one

Every class contains_____.

- ▶ Constructor
- ▶ Destructor
- ▶ **Both a constructor and a destructor (Lecture 27)**
- ▶ None of the given options

Question No: 21 (Marks: 1) - Please choose one A
template function must have

- ▶ **One or more than one arguments**

- ▶ Only one argument
- ▶ Zero arguments
- ▶ None of the given options

http://en.wikipedia.org/wiki/Template_%28programming%29

Question No: 22 (Marks: 1) - Please choose one

Structured Query Language is used for ____

- ▶ **Databases Management (page 563)**

- ▶ Networks
- ▶ Writing Operating System
- ▶ none of the given options



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Question No: 23 (Marks: 1) - Please choose one

When a call to a user-defined function finishes, the variable defined inside the function is still in existence.



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▶ False (Page 460)

Question No: 24(Marks: 1) - Please choose one

The precedence of an operator can be changed through operator overloading.

▶ True

▶ False (Page 372)

Question No: 25 (Marks: 1) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

▶ Write a separate class to

handle each ▶ Use templates (Page 527)

- _____
- ▶ Use strings to store all types
 - ▶ None of the given options



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Question No: 26 (Marks: 1) - Please choose one

"delete" operator is used to return memory to free store, which is allocated by the "new" operator.

▶ True (page 332)

▶ False

Question No: 1 (Marks: 1) - Please choose one

Pointer is a variable which store,

▶ Data

▶ Memory Address (Page 267)

▶ Data Type

▶ Values

Question No: 2 (Marks: 1) - Please choose one

All preprocessor directives are started with the symbol_____.

▶ *

▶ +



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▶ @

▶ # (Page 269)

Question No: 3 Marks: 1) - Please choose one



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

▶ True

▶ False

Question No: 4 (Marks: 1) - Please choose one

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

▶ Only block of memory is deallocated for objects

▶ Only destructor is called for objects

▶ Memory is deallocated first before calling destructor

▶ **Destructor is called first before deallocating memory (Page 414)**

Question No: 5 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are



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overloading these operators.

▶ True (page 453)

▶ False

Question No: 6 (Marks: 1) - Please choose one

command.

▶ #include "iostream.h"

▶ include <iostream.h>

▶ include <iostream.h>

▶ #include <iostream.h> (sure)

Question No: 7 (Marks: 1) - Please choose one

The number 544.53 must be stored in ____ data type.

▶ int

▶ short

▶ float (Sure)

▶ char

Question No: 8 (Marks: 1) - Please choose one



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A template function can have different type of arguments.

▶ True (Page 503)

▶ False

Question No: 9 (Marks: 1) - Please choose one

To include code from the library in the program,



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such as `istream`, a directive would be called up using this **For which values of the integer `_value` will the**

following code becomes an infinite loop?



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```
int number=1;
```

```
while (true) { cout <<  
    number; if (number  
    == 3) break; number  
    += integer_value; }
```

▶ any number other than 1 or 2

▶ only 0

- ▶ only 1
- ▶ only 2

Question No: 10 (Marks: 1) - Please choose one
Template class cannot have static variables.

▶ True

▶ False



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Question No: 11 (Marks: 1) - Please choose one
Which of the following is used to allocate space dynamically for an array of 10 int?

Which of the following is used with bit manipulation?

- ▶ Signed integer
- ▶ **Un-signed integer (Page 245)**
- ▶ Signed double
- ▶ Un-signed double

Question No: 12 (Marks: 1) - Please choose one

Structure is a collection of _____ under a single name.

- ▶ Only Functions
- ▶ **Only Variables (Page 229)**
- ▶ Both Functions and Variables
- ▶ None of the given options

Question No: 13 (Marks: 1) - Please choose one

- ▶ `new int(10);`
- ▶ **`new int[10];`**
- ▶ `int new(10);`
- ▶ `int new[10];`



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Question No: 14 (Marks: 1) - Please choose one

takes ___ arguments.

► One, zero



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Unary operator implemented as member function takes ___ arguments whereas non-member function

▶ Zero, one

- ▶ One, two
- ▶ Two, one

Question No: 15 (Marks: 1) - Please choose one

The first parameter of overloaded stream insertion operator is __ where second parameter is

- ▶ input stream, object of class
- ▶ object of class, output stream
- ▶ **output stream, object of**
- ▶ object of class, input stream

Question No: 16 (Marks: 1) - Please choose one

We can also do conditional compilation with preprocessor directives.

▶ False



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▶ True (Page 272)



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Question No: 17 (Marks: 1) - Please choose one

If a symbolic constant has been defined, it will be an error to define it again.

▶ True (Page 273)

▶ False

Q
u
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s

Q
e
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tion
No:
18

(Marks: 1) - Please choose one

While calling function, the arguments are assigned to the parameters from _____.

▶ left to right. (Page 295)

▶ right to left

▶ no specific order is followed

▶ none of the given options.

tion No: 19

Q
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s



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▶ looped

(Marks: 1) - Please choose
one

Classes defined inside other classes are called __classes

▶ **nested (Page 492)**

- ▶ overloaded
- ▶ none of the given options.

Qu
est
ion
No:
20

(Marks: 1) - Please choose
one

If we define an identifier with the statement **#define**
PI 3.1415926 then during the execution of the
program None of the given options

the value of PI _____.



cannot be
replaced



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Remain constant. (Page 271)

can be changed by some operation

Question No: 21 (Marks: 1) - Please choose one

Assignment operator is ----- associative.

▶ right

- ▶ left
- ▶ binary
- ▶ unary

Question No: 22 (Marks: 1) - Please choose one

If **text** is a pointer of class **String** then what is meant by the following statement?

text = new String [5];

- ▶ Creates an array of 5 string objects statically
- ▶ **creates an array of 5 string objects dynamically**
- ▶ Creates an array of pointers to string
- ▶ Creates a string Object

Question No: 23 (Marks: 1) - Please choose one



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The return type of the operator function for << operator is_.

▶ **class for which we overload operator**

- ▶ reference of ostream class (ostream&)
- ▶ reference of istream class (istream&)
- ▶ void



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Question No: 24 (Marks: 1) - Please choose one

The code is written to ___ the program.

▶ implement (Page 520)

- ▶ design
- ▶ analysis
- ▶ none of the given options.

Question No: 25 (Marks: 1) - Please choose one

Memory allocated at run time is a system resource and it is the responsibility of _____ to de-allocate the memory.

System

▶ Programmer (Page 331)

- ▶ User of program
- ▶ None of given options

Question No: 26 (Marks: 1) - Please choose one

Templates are not type safe.

- ▶ True

▶ False (Page 518)



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Question No: 1 (Marks: 1) - Please choose one *.doc
is_____by type. .

▶ Sequential File



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▶ Random Access File

- ▶ Data File
- ▶ Record File

Question No: 2 (Marks: 1) - Please choose one Which of the following is NOT a preprocessor directive?

-
- ▶ #error



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▶ #define

▶ #line

▶ #undef (Page 2727)

Question No: 3 (Marks: 1) - Please choose one The return type of operator function must always be void.

▶ True

▶ False (Page 79)

Question No: 4 (Marks: 1) - Please choose one

What does (***this**) represents?

▶ The current function of the class

▶ The current pointer of the class

▶ **The current object of the class (Page 390)**

▶ A value of the data member

Question No: 5 (Marks: 1) - Please choose one

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

▶ Read a string from keyboard

▶ **Read a character from keyboard (Page 426)**

▶ Read a string from file

▶ Read a character from file



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Question No: 6 (Marks: 1) - Please choose one

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

▶ True (Page 479)

▶ False



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Question No: 7 (Marks: 1) - Please choose one

Overloaded new operator function takes parameter of type *size_t* and returns

▶ void (nothing)

▶ **void pointer (Page 415)**

▶ object pointer

▶ int pointer

Question No: 8 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

▶ **True (Page 453)**

▶ False

Question No: 9 (Marks: 1) - Please choose one



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C++ is a case-sensitive language

To include code from the library in the program, such as iostream, a directive would be called up using this

▶ True (Page 68)

▶ False

Question No: 10 (Marks: 1) - Please choose one

command.

▶ #include "iostream.h"

▶ include <iostream.h>

▶ include <iostream.h>

▶ #include <iostream.h> (Sure)

Question No: 11 (Marks: 1) - Please choose one

A template function must have only generic data types.

▶ True

▶ False (Page 501)

Question No: 12 (Marks: 1) - Please



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choose one

Template class can not have static variables.

▶ True

▶ **False**

Question No: 13
(Marks:
1) - Please choose
one

*ptr = arr ;

What will be the correct syntax to assign an array named *arr* of 5 elements to a pointer *ptr*?

ptr = arr ;

*ptr = arr[5] ;

▶ ptr = arr[5] ;

Question No: 14 (**Marks: 1**) - Please **choose one**

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What will be the correct syntax to access the value of fourth element of an array using pointer ptr?

▶ ptr[3]

▶ (ptr+3)

▶ *(ptr+3)

▶ **Both 1 and 3**

Question No: 15 (Marks: 1) - Please choose one

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

▶ True

▶ **False (Page 251)**

Question No: 16 (Marks: 1) - Please choose one



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If there is a symbol (& sign) used with the variable name followed by data type

then it refers to _____ and if & is being used with

variable name then it refers to _____.

▶ Address of variable, reference variable

▶ Reference variable, value of variable

▶ **Reference variable, address of variable (Page 367)**

▶ Address of variable, value of variable

Question No: 17 (Marks: 1) - Please choose one

We can also do conditional compilation with preprocessor directives.

▶ **True (Page 272)**

▶ False

Question No: 18 (Marks: 1) - Please choose one

The default value of a parameter can be provided inside the _____

▶ function prototype



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▶ function definition

▶ **both function prototype or function definition (Page 294)**

▶ none of the given options.

Question No: 19 (Marks: 1) - Please choose one

Classes defined inside other classes are called__classes

▶ looped

▶ **nested (Page 492)**

▶ overloaded

▶ none of the given options.



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Question No: 20 (Marks: 1) - Please choose one What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ **All of the given options**

Question No: 21 (Marks: 1) - Please choose one

Every class contains_____.

- ▶ Constructor
- ▶ Destructor
- ▶ **Both a constructor and a destructor**
(Lecture 27)

- ▶ None of the given options

Question No: 22 (Marks: 1) - Please choose one



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Compile Time

Run Time

Link Time

- ▶ None of the given options

Question No: 23 (Marks: 1) - Please choose one

When an

object of a class is defined inside another class then,

- ▶ Destructor of enclosing class will be called first
- ▶ **Destructor of inner object will be called first**
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 24 (Marks: 1) - Please choose one It is possible to define a class within another class.

▶ **True (Page 492)**

- ▶ False

Question No: 25 (Marks: 1) - Please choose one

New and Delete are also used with __ and data types as well.

▶ **Class, Objects (Page 342)**



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- ▶ Structures, Pointers
- ▶ Both Class and structures
- ▶ None of above

Question No: 26 (Marks: 1) - Please choose one

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

new operator is used to allocate memory from the free store during ▶ **True (Page 334)**



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▶ False FINALTERM EXAMINATION

Spring 2010

CS201- Introduction to Programming

Question No: 1 (Marks: 1) - Please choose one If it is required to copy an array to another array then,

▶ Both arrays must be of the same size and data type (Page 105)

- ▶ Both arrays may be of different size
- ▶ Both arrays may be of different data type

▶ Both arrays may be of different size and type



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If there is more than one statement in the block of a for loop, which of the following must be placed at the



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Question No: 2 (Marks: 1) - Please choose one

Dealing with structures and functions passing by reference is the most **economical** method

▶ **True**

▶ False

<http://mathbits.com/MathBits/CompSci/Structures/Functions.htm>

Question No: 3 (Marks: 1) - Please choose one

eof(), bad(), good(), clear() all are manipulators.

▶ **True (Page 433)**

▶ False

Question No: 4 (Marks: 1) - Please choose one

Overloaded new operator function takes parameter of type *size_t* and returns

▶ void (nothing)

▶ **void pointer (Page 415)**

▶ object pointer

▶ int pointer



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Question No: 5 (Marks: 1) - Please choose one

When new operator is overloaded at global level then corresponding built-in new operator will not be visible to whole of the program.

▶ **True (Page 413)**

▶ False

Question No: 6 (Marks: 1) - Please choose one

beginning and the ending of the loop block?



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▶ parentheses ()

▶ braces { } (Page 37)

▶ brackets []

▶ arrows < >

Question No: 7 (Marks: 1) - Please choose one

The return type of a function that do not return any value must be ____

▶ float

▶ int

▶ void (Page 79)

▶ double

Question No: 8 (Marks: 1) - Please choose one

UNIX has been developed in_ language.



AR Lucky Term

- ▶ JAVA
- ▶ B
- ▶ **C (Page 12)**
- ▶ FORTRAN

Question No: 9 (Marks: 1) - Please choose one

Like member functions, can also access the private data members of a class.

- ▶ Non-member functions
 - ▶ **Friend functions (Page 346)**
- ▶ Any function outside class
- ▶ None of the given options

Question No: 10 (Marks: 1) - Please choose one

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ **It can be declared anywhere in class as these are not affected by the public and private keywords. (Page 346)**



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Question No: 11 (Marks: 1) - Please choose one

The operator function overloaded for an Assignment operator (=) must be

▶ Non-member function of class

▶ **Member function of class (Page 372)**

▶ Friend function of class

▶ None of the given options



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Question No: 12 (Marks: 1) - Please choose one

The **endl** and **flush** are _____

- ▶ Functions
- ▶ Operators

▶ **Manipulators (Page 434)**

- ▶ Objects

Question No: 13 (Marks: 1) - Please choose one

If a symbolic constant has been defined, it will be an error to define it again.

▶ **True (Page 273) 15**

- ▶ False

Question No: 14 (Marks: 1) - Please choose one

The operator used for casting, in C, is standard_ operator.



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- ▶ none of the given options.

▶ **cast (Page 281)**

- ▶ cost
- ▶ const

Question No: 15 (Marks: 1) - Please choose one

Constructors can not be overloaded like ordinary functions.

- ▶ True

▶ **False (Page 323)**

Question No: 16 (Marks: 1) - Please choose one

Which of the following function call is correct for the function prototype?

`defaultParameters (int a, int b = 7, char z = „*”);`

▶ **defaultParameters (5);**

- ▶ defaultParameters (5, „8”);
- ▶ defaultParameters (6, „#”);
- ▶ defaultParameters (0, 0, „*”, 0);



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Question No: 17 (Marks: 1) - Please choose one

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

- ▶ Zero
- ▶ One
- ▶ **Two (Page 371)**
- ▶ N arguments



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Question No: 18 (Marks: 1) - Please choose one

We can not define a variable of user-defined data type in the class.

▶ True

▶ **False (Page 320)**

Question No: 19 (Marks: 1) - Please choose one

When an object of a class is defined inside an other class then,

▶ **Constructor of enclosing class will be called first**
(Page 464)

- ▶ Constructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options



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Question No: 20 (Marks: 1) - Please choose one

The appropriate data type to store the number of rows and columns of the matrix is _____.

▶ float

▶ **int (Not sure)**

▶ char

▶ none of the given options.

Question No: 21 (Marks: 1) - Please choose one

Class is a user defined_____.

▶ **data type (page 317)**

▶ memory referee

▶ value

▶ none of the given options.

Question No: 22 (Marks: 1) - Please choose one A

pointer variable can be,

▶ Decremented

▶ Incremented

▶ Multiplied

▶ **Both incremented and Decremented (Page 366)**



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Question No: 23 (Marks: 1) - Please choose one

NULL value has been defined in_____and__header files.

- ▶ strings.h and iostream.h ▶ ctype.h and conio.c
- ▶ conio.c and conio.h



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▶ [stdlib.h and stddef.h \(Page 281\)](#)

Question No: 24(Marks: 1) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

▶ Write a separate class to

handle each ▶ [Use templates \(Page 527\)](#)

- ▶ Use strings to store all types
- ▶ None of the given options

Question No: 25 (Marks: 1) - Please choose one

"setprecision" manipulator will set



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▶ The number of digits after the decimal point (Page 440)

- ▶ The number of digits before the decimal point
- ▶ The number of digits in a number
- ▶ None of the given options

Question No: 26 (Marks: 1) - Please choose one

Which of the following option will be true, if we overload "-=" operator?

- ▶ only - operator needs to be overloaded
- ▶ Minus (-) and = operators need to be overloaded
- ▶ the -= operator need to be overloaded explicitly
- ▶ the - and = operators need to be overloaded implicitly

Fall 2009

CS201- Introduction to Programming

Question No: 1 (Marks: 1) - Please choose one

In C/C++ if we define an array of size eight (8) i.e. `int Arr [8];` then the last element of this array will be stored at,



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- ▶ Arr[0]
- ▶ Arr[8]
- ▶ Arr[7]
- ▶ Arr[-1]

Question No: 2 (Marks: 1) - Please choose one

When an array is passed to a function then default way of passing this array is,

- ▶ By data ▶ **By reference (Page 154)**
- ▶ By value



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- ▶ By data type

Question No: 3 (Marks: 1) - Please choose one

Array is a data structure which store

- ▶ Memory addresses
- ▶ Variables
- ▶ **Data Type (Page 100)**
- ▶ Data

Question No: 4 (Marks: 1) - Please choose one

We can also create an array of user define data type.

- ▶ **True (Page 408)**
 - ▶ False
-



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Question No: 5 (Marks: 1) - Please choose one

When we define an array of objects then,

- ▶ Destructor will call once for whole array
- ▶ **Destructor will call for each object of the array**
- ▶ Destructor will never call
- ▶ Depends on the size of array

Question No: 6 (Marks: 1) - Please choose one

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor (Page 414)**
- ▶ Constructor is called first before allocating memory

Question No: 7 (Marks: 1) - Please choose one

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

- ▶ True
- ▶ **False**

Question No: 8 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.



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▶ True (Page 453)

▶ False

Question No: 9 (Marks: 1) - Please choose one

Which of the following is correct way to initialize a variable x of int type with value 10?



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▶ `int x ; x = 10 ;`

▶ `int x = 10 ; (sure)`

▶ `int x, x = 10;`

▶ `x = 10 ;`

Question No: 10 (Marks: 1) - Please choose one

Default mechanism of function calling in case of array is_____and in case of variableis_____.

▶ Call by value, call by reference

▶ Call by referene, call by reference

▶ **Call by reference, call by value (Page 119)**

▶ Call by value, call by value

▶ Source template library

Question No: 11 (Marks: 1) - Please choose one

▶ **Standard template library (Page 519)**

▶ Stream template library

▶ Standard temporary library

Question No: 12 (Marks: 1) - Please choose one

Skill(s) that is/are needed by programmer's _____.

▶ Paying attention to detail

▶ Think about the reusability

▶ Think about user interface

▶ **All of the given options (Page 4 & 5)**

Question No: 13 (Marks: 1) - Please choose one



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What does STL stand for?

For which array, the size of the array should be one more than the number of elements in an array?

- ▶ int
- ▶ double
- ▶ float
- ▶ **char (Page 113)**

Question No: 14 (Marks: 1) - Please choose one

new and delete are _____ whereas malloc and free are _____.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions (Page 342-285)**
- ▶ Operators, classes

Question No: 15 (Marks: 1) - Please choose one

Friend functions are _____ of a class.

- ▶ Member functions
- ▶ Public member functions
- ▶ Private member functions
- ▶ **Non-member functions (Page 346)**

Question No: 16 (Marks: 1) - Please choose one

The prototype of friend functions must be written _____ the class and its definition must be written _____



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- ▶ inside, inside the class
- ▶ **inside, outside the class (Page 346)**
- ▶ **outside, inside the class**
- ▶ outside, outside the class



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Question No: 17 (Marks: 1) - Please choose one

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

obj3 = obj1 + obj2 ;

► obj2 will be passed as an argument to + operator whereas obj1 will



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drive the + operator

▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator

▶ **Both objects (obj1, obj2) will be passed as arguments to the + operator (not sure)**

▶ Any of the objects (obj1, obj2) can drive the + operator

Question No: 18 (Marks: 1) - Please choose one

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

▶ Class-name operator +() ;

▶ Class-name operator +(int) ;

▶ **Class-name operator ++() ; (PAGE 389)**

▶ Class-name operator ++(int) ;

Question No: 19 (Marks: 1) - Please choose one

For cin, the source is normally a _____ and destination can be _____.

▶ File, native data type

▶ Disk, user-define type

▶ **Keyboard, variable (Page 424)**

For cin, the source is normally keyboard and the destination can be an ordinary variable

▶ File, user-define type

Question No: 20 (Marks: 1) - Please choose one

We can also do conditional compilation with preprocessor directives.



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▶ True (Page 272)

▶ False

Question No: 21 (Marks: 1) - Please choose one

The programs, in which we allocate static memory, run essentially on_____▶ Heap



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- ▶ System Cache
- ▶ None of the given options
- ▶ **Stack (Page 280)**

The programs, in which we allocate static memory, run essentially on stack.

Question No: 22 (Marks: 1) - Please choose one

The default value of a parameter can be provided inside the _____

- ▶ function prototype
- ▶ **function definition (Page 249)**
- ▶ both function prototype or function definition
- ▶ none of the given options.

The default value of a parameter is provided inside the function prototype or function definition.

Question No: 23 (Marks: 1) - Please choose one



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While calling function, the arguments are assigned to the parameters from_____.

- ▶ **left to right. (page 295)**
- ▶ right to left
- ▶ **no specific order is followed**
- ▶ none of the given options.

Question No: 24 (Marks: 1) - Please choose one

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

- ▶ Zero
- ▶ One
- ▶ **Two (Page 371)**
- ▶ N arguments

Question No: 25 (Marks: 1) - Please choose one

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

_____.

- ▶ Syntax error
- ▶ **Logical error**
- ▶ Link error
- ▶ **Non of the given options (not sure)**

Question No: 26 (Marks: 1) - Please choose one

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



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object.

▶ True (Page 479)

▶ False

Question No: 27 (Marks: 1) - Please choose one



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When an object of a class is defined inside an other class then, ► **Constructor of enclosing class will be called first (Page 496)**

- Constructor of inner object will be called first
- Constructor and Destructor will be called simultaneously
- None of the given options

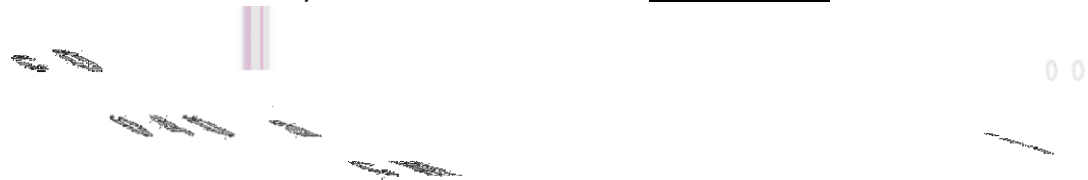
Question No: 28 (Marks: 1) - Please choose one

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

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

Question No: 29 (Marks: 1) - Please choose one

new operator allocates memory from free store and return_____.



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▶ **A pointer**

- ▶ A reference
- ▶ An integer
- ▶ A float

Question No: 30 (Marks: 1) - Please choose one

"new" and "delete" keywords are _____ in C++ language.

- ▶ Built-in- Function
- ▶ Operators
- ▶ None of the given options

Question No: 1 (Marks: 1) - Please choose one

&& is _____ operator.

- ▶ An arithmetic
- ▶ Relational
- ▶ Unary

Question No: 2 (Marks: 1) - Please choose one

Which of the following function(s) is/are included in **ctype.h** header file?



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▶ isdigit(int c)

▶ isxdigit(int c)

▶ tolower(int c)

▶ **All of the above (Page 188)**

Question No: 3 (Marks: 1) - Please choose one

Disks are_____devices having access time of_____milliseconds.

▶ Electro-physical, 6

▶ Electro-Mechanical, 4

▶ Electro-physical, 5

▶ **Electro-Mechanical, 7 (Page 427)**

Question No: 4 (Marks: 1) - Please choose one

All preprocessor directives are started with the symbol_____.

▶ *



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▶ ++

▶ @

▶ # (Page 269)

Question No: 5 (Marks: 1) - Please choose one

When we use manipulators in our program then which header file should be included?

▶ iostream.h

▶ stdlib.h

▶ stdio.h

▶ **iomani.h** (Page 433)

Question No: 6 (Marks: 1) - Please choose one

setprecision is a parameter less manipulator.

▶ True

▶ **False (Page 439)**

Question No: 7 (Marks: 1) - Please choose one

Which of the following is NOT a preprocessor directive?

▶ #error

▶ #define

▶ #line

▶ **#undefine (Page 272)**

Question No: 8 (Marks: 1) - Please choose one

We can do arithmetic with references like pointers.



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▶ True

▶ **False (Page 369)**

Question No: 9 (Marks: 1) - Please choose one



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What does (***this**) represents?

- ▶ The current function of the class
- ▶ The current pointer of the class
- ▶ **The current object of the class (Page 390)**
- ▶ A value of the data member

Question No: 10 (Marks: 1) - Please choose one

Friend function of a class is_____.

- ▶ Member function
- ▶ **Non-member function (Page 348)**
- ▶ Private function
- ▶ Public function

Question No: 11 (Marks: 1) - Please choose one

A function can declare itself a friend of a class.



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▶ True

▶ False (Page 346)

Question No: 12 (Marks: 1) - Please choose one

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

▶ True (Page 414)

▶ False

Question No: 13 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

▶ True (Page 453)

▶ False

The second parameter to *operator <<* is an object of the class that we are overloading the operator for. Similar is the case for *operator >>*

Question No: 14 (Marks: 1) - Please choose one

A template function must have at least ----- generic data type

▶ Zero

▶ Two

▶ Three



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Question No: 15 (Marks: 1) - Please choose one

A template function must have only generic data types.

▶ True

▶ **False (Page 501)** Question No: 16 (Marks: 1) - Please choose one



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We can not make a member function of a class as template function.

▶ True

▶ **False (Page 506)**

Question No: 17 (Marks: 1) - Please choose one

Which character is inserted at the end of string to indicate the end of string?

▶ new line

▶ tab

▶ **null (Page 113)**

▶ carriage return

Question No: 18 (Marks: 1) - Please choose one

is used for_____.



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- ▶ calculation
- ▶ reading

▶ **assigning value to variables** (Page 372)

- ▶ None of the given options.

Question No: 19 (Marks: 1) - Please choose one vuzs

The object _____ may be used both for file input and file output

▶ **fstream,** (Page 199)

- ▶ ifstream,
- ▶ ofstream,
- ▶ none of the given options.

Question No: 20 (Marks: 1) - Please choose one

Which of the following function calling mechanism is true for the function prototype given below?

float func(float &);

- ▶ Call by value
- ▶ Call by reference using pointer
- ▶ **Call by reference using reference variable**
- ▶ None of the given options

Question No: 21 (Marks: 1) - Please choose one

The programs, in which we allocate static memory, run essentially on _____

- ▶ Heap
- ▶ System Cache



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▶ None of the given options

▶ Stack (Page 280)

Question No: 22 (Marks: 1) - Please choose one

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



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▶ void

- ▶ void pointer
- ▶ pointer to an object
- ▶ pointer of type int

Question No: 23 (Marks: 1) - Please choose one

What should be the return type of the constructor?

▶ void pointer

- ▶ int
- ▶ same as object type

▶ constructors do not return any thing (Page 313)

Question No: 24 (Marks: 1) - Please choose one

It is a way of reusing the code when we contain objects of our already written classes into a new class,

▶ True



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▶ False

Question No: 25 (Marks: 1) - Please choose one vuzs

Templates are not type safe.

▶ true

▶ **false (Page 518)**

Question No: 26 (Marks: 1) - Please choose one

The functions used for dynamic memory allocation return pointer of type _____

▶ int

▶ float

▶ **void**

▶ double

Question No: 1 (Marks: 1) - Please choose one

There are mainly ----- types of software

▶ Two (Page 9)

▶ Three

▶ **Four**

▶ Five

Question No: 2 (Marks: 1) - Please choose one seekg()



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and write() are functionally_____.



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▶ Different

- ▶ Identical
- ▶ Two names of same function
- ▶ None of the above

Question No: 3 (Marks: 1) - Please choose one

When a pointer is incremented, it actually jumps the number of memory addresses

▶ According to data type (Page 160)

- ▶ 1 byte exactly
- ▶ 1 bit exactly
- ▶ A pointer variable can not be incremented

Question No: 4 (Marks: 1) - Please choose one setw
is a parameterized manipulator.

▶ True (Page 437)



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▶ False

ks: 1) - Please choose one

Question No: 5 (Mar ar() all are

manipulators.eof(), bad(), good(),
cle

▶ True (Page 433)



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▶ False

Marks: 1) - Please choose one

In functions that return reference, use_____variables.

Question No: 6

(

▶ Local

▶ Global

▶ Global or

static (Page 369)

▶ None of the given
option

Question No: 7 (Marks: 1) -
Please

declarator of Plus (+)

memberoperator function is

choose one The

▶ Class-Name operator +

(Class

-Name rhs) (Page 371)

▶ operator Class-Name + ()

▶ operator Class-Name + (rhs)

▶ Class-Name operator + ()



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Question No: 8 (Marks: 1) - Please choose one The compiler does not provide a copy constructor if we do not provide it.

▶ True



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▶ False (Page 476)

Question No: 9 (Marks: 1) - Please choose one

What is the functionality of the following syntax to delete an array of 5 objects named *arr* allocated using new operator?

delete arr ;

Deletes all the objects of array

▶ Deletes one object of array (Page 411)

Do not delete any object

Results into syntax error

This statement will call the destructor only for the object pointed by the *arr* and deallocate the space allocated to this object

Question No: 10 (Marks: 1) - Please choose one

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



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▶ Only block of memory is allocated for objects

▶ Only constructor is called for objects

▶ **Memory is allocated first before calling constructor (Page 414)**

▶ Constructor is called first before allocating memory

Question No: 11 (Marks: 1) - Please choose one

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

▶ Only block of memory is deallocated for objects

▶ Only destructor is called for objects

▶ Memory is deallocated first before calling destructor

▶ **Destructor is called first before deallocating memory (Page 414)**



Question No: 12 (Marks: 1) - Please choose one

new and **delete** operators cannot be overloaded as member functions.

▶ True

▶ **False (Page 414)**



Question No: 13 (Marks: 1) - Please choose one

The operator function of << and >> operators are always the member function of a class.



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▶ True

▶ **False (Page 446)**

Question No: 14 (Marks: 1) - Please choose one

A template function must have at least generic data type

▶ Zero

▶ **One (Page 499)** ▶ Two

▶ Three



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Question No: 15 (Marks: 1) - Please choose one

If we do not mention any *return_value_type* with a function, it will return an _____ value.

▶ int (Page 79)

- ▶ void
- ▶ double
- ▶ float

Question No: 16 (Marks: 1) - Please choose one

Suppose a program contains an array declared as `int arr[100]`; what will be the size of array?

- ▶ 0
- ▶ 99
- ▶ 101

▶ 100 (Page 103)



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Question No: 17 (Marks: 1) - Please choose one

The name of an array represents address of first location of array element.

▶ True

▶ False

The name of the array is a constant pointer which contains the memory address of first element of the array

Question No: 18 (Marks: 1) - Please choose one

Reusing the variables in program helps to save the memory

▶ True

▶ False

Question No: 19 (Marks: 1) - Please choose one

Which of the following options is true about new operator to dynamically allocate memory to an object?

- ▶ The new operator determines the size of an object
- ▶ Allocates memory to object and returns pointer of valid type
- ▶ Creates an object and calls the constructor to initialize the object

▶ All of the given options



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Question No: 20 (Marks: 1) - Please choose one

New and delete are whereas malloc and free are_____.

- ▶ Functions,
operators
Classes,
operators

▶ **Operators, functions (Page 342-285)**

- ▶ Operators, classes

Question No: 21 (Marks: 1) - Please choose one Like member functions,_____ can also access the private data members of a class.



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▶ Non-member functions

▶ **Friend functions (Page 346)**

- ▶ Any function outside class
- ▶ None of the given options

Question No: 22 (Marks: 1) - Please choose one

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.

▶ **It can be declared anywhere in class as these are not affected by the public and**

▶ Friend function must be declared at the top within class definition.

private keywords. (Page 346)



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Question No: 23 (Marks: 1) - Please choose one

The operator function overloaded for an Assignment operator (=) must be

▶ Non-member function of class

▶ **Member function of class (Page 372)**

▶ Friend function of class

▶ None of the given options

Question No: 24 (Marks: 1) - Please choose one

For non-member operator function, object on left side of the operator may be

▶ Object of operator class

▶ Object of different class

▶ Built-in data type

▶ **All of the given options (Page 375)**

Question No: 25 (Marks: 1) - Please choose one

The operator function will be implemented as __, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.

obj3 = obj1 - obj2;



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▶ **Member function** (Page 373)

- ▶ Non-member function
- ▶ Friend function
- ▶ None of the given options

Question No: 26 (Marks: 1) - Please choose one

Which one of the following is the declaration of overloaded pre-increment operator implemented as member function? ▶ Class-name operator +() ;

▶ Class-name operator +(int) ;

▶ **Class-name operator ++() ; (Page 389)**



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- ▶ Class-name operator ++(int) ;

Question No: 27(Marks: 1) - Please choose one

The static data members of a class are initialized _____

- ▶ at file scope (Page 466)

- ▶ within class definition
- ▶ within member function
- ▶ within main function

Question No: 28(Marks: 1) - Please choose one

Class is a user defined_____.

- ▶ data type (Page 317)



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- ▶ memory referee
- ▶ value
- ▶ none of the given options.

Question No: 29 (Marks: 1) - Please choose one

We can also define a user-defines manipulators.

▶ True

- ▶ False

Parameterized manipulators require one or more arguments. `setfill` (near the bottom of the `iomanip.h` header file) is an example of a parameterized manipulator. You can create your own parameterized manipulators and your own simple manipulators.

Question No: 30 (Marks: 1) - Please choose one

Automatic variable are created on___.

- ▶ Heap
- ▶ Free store
- ▶ static storage

▶ stack (Page 461)

FINALTERM EXAMINATION

fall 2008



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CS201- Introduction to Programming (Session - 2)

Question No: 1 (Marks: 1) - Please choose one

If Num is an integer variable then Num++ means,

Add 1 two times with Num

Add 1 with Num



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- 🕒 Add 2 with Num
- 🕒 Subtract 2 from Num

Question No: 2 (Marks: 1) - Please choose one

If the return type of a function is void then it means that it will,

- 🕒 Return any type of data
- 🕒 Return some specific type of data

🕒 **Return no data**

- 🕒 Return just character data

Question No: 3 (Marks: 1) - Please choose one

Which of the following is a valid class declaration?

🕒 **class A { int x; };**

- 🕒 class B { }
- 🕒 public class A { }
- 🕒 object A { int x; };

Question No: 4 (Marks: 1) - Please choose one

- 🕒 Only constructor is called for objects



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When we use manipulators in our program then which header file should be included?

iostream.h

stdlib.h

stdio.h

iomanip.h (Page 433)

Question No: 5 (Marks: 1) - Please choose one

We can also create an array of user define data type.

True (Page 408)

False

Question No: 6 (Marks: 1) - Please choose one

The normal source of **cin** object is,

File

Disk

RAM

Question No: 7 (Marks: 1) - Please choose one

A stream is an ordered sequence of bytes.

True (Page 423)

False



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Question No: 8 (Marks: 1) - Please choose one

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

🕒 Only block of memory is allocated for objects

★ **Memory is allocated first before calling constructor (Page 414)** 🕒 Constructor is called first



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before allocating memory

Question No: 9 (Marks: 1) - Please choose one

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

 **True (Page 412)**

 False

Question No: 10 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

 **True (Page 453)**

 False

Question No: 11 (Marks: 1) - Please choose one

Which looping process checks the test condition at the end of the loop?



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🕒 faonrd (iii) **Question No: 15 (Marks: 1) - Please choose one**

🕒 while

🕒 **do while**

▶ no looping process checks the test condition at the end
<http://mathbits.com/MathBits/CompSci/looping/MCLooping.htm>

Question No: 12 (Marks: 1) - Please choose one

In a group of nested loops, which loop is executed the most number of times?

🕒 the outermost loop

🕒 **the innermost loop**

🕒 all loops are executed the same number of times

▶ cannot be determined without knowing the size of the

loops

<http://mathbits.com/mathbits/java/Looping/MCLooping.htm>

Question No: 13 (Marks: 1) - Please choose one

Template class can not have static variables.

🕒 True

🕒 **False (Page 513)**

Question No: 14 (Marks: 1) - Please choose one

Consider the following statements to initialize a two-dimensional array.

🕒 `int arr[2][3] = {4, 8, 9, 2, 1, 6};`

🕒 `int arr[3][2] = {4, 8, 9, 2, 1, 6};`

🕒 `int arr[][2] = {{4,8},{9, 2},{1, 6}};`



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Which of the following option(s) are correct to initialize a two-dimensional array with 3 rows and 2 columns?

(ii) only

(iii) only

(ii) and (iii)



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There is a pointer variable named *ptr* of type int then address of which type of variable the *ptr* will store in it?

- variable of type char
- variable of type short
- variable of type int
- variable of type double

Question No: 16 (Marks: 1) - Please choose one

Let suppose

```
Union intorDouble{
```

```
Int ival;
```

```
Double charvar;
```

```
};
```

```
main(){
```



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```
intorDouble VAZ;
```

```
int size ;
```

```
size = sizeof(VAZ);
```

```
}
```

What will be the value of variable "size", if int occupies 4 bytes and double occupies 8 bytes?

2

4

8

12

Question No: 17 (Marks: 1) - Please choose one

new and delete are _____ whereas malloc and free are _____.

Functions, operators

Classes, operators

Operators, functions (Page 342-285)

Operators, classes

Question No: 18 (Marks: 1) - Please choose one

The member functions of a class occupy _____ region in memory for _____ object(s) of class.

separate,
each

different, all

common, all

different,
each



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(Page 334)

Question No: 19 (Marks: 1) - Please choose one

Friend functions are_____of a class.

- Member functions
- Public member functions
- Private member functions



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★ **Non-member functions** (Page 346)

Question No: 20 (Marks: 1) - Please choose one

Which of the following is true while overloading operators?

- Precedence of an operator can be changed
- The arity (number of operands) can be changed
- No new operators can be created
- Associativity of an operator can be changed

Question No: 21 (Marks: 1) - Please choose one

Which of the following option will be true to overload the -= operator?

★ **only - operator needs to be overloaded (not sure)**

- Minus (-) and = operators need to be overloaded
 - the -= operator need to be overloaded explicitly
 - the - and = operators need to be overloaded implicitly
-



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Question No: 22 (Marks: 1) - Please choose one

The input/output streams; cin and cout are ____

Operators

Functions

Objects

Structures

Question No: 23 (Marks: 1) - Please choose one

dec, hex, oct are all _____

Member functions

Objects of input/output streams

Parameterized manipulators

*** Non-parameterized manipulators (Page 435)**

Question No: 24 (Marks: 1) - Please choose one

What will be the output of the following statement?

```
cout << setbase(16) << 52 ;
```

74

52

34

64

Question No: 25 (Marks: 1) - Please choose one



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AR Lucky Term

The first parameter of overloaded stream insertion operator is _____ where second parameter is _____

⌚ input stream, object of class

⌚ object of class, output stream

⌚ **output stream, object of class**



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🕒 object of class, input stream **Question No: 26 (Marks: 1) - Please choose one**

We can also do conditional compilation with preprocessor directives.

★ **True (Page 272)**

🕒 False

Question No: 27 (Marks: 1) - Please choose one

With user-defined data type variables (Objects), self assignment can produce_____.

🕒 Syntax error

🕒 **Logical error**

🕒 Link error

🕒 Non of the given options

Question No: 28 (Marks: 1) - Please choose one

The return type of the operator function for >> operator is_____.



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🕒 **class for which we overload this operator**

- 🕒 reference of ostream class (ostream&)
- 🕒 reference of istream class (istream&)
- 🕒 void

Question No: 29 (Marks: 1) - Please choose one

When an object of a class is defined inside an other class then,

★ **Constructor of enclosing class will be called first** (Page 496)

- 🕒 Constructor of inner object will be called first
- 🕒 Constructor and Destructor will be called simultaneously
- 🕒 None of the given options

Question No: 30 (Marks: 1) - Please choose one

Where we can include a header file in the program?

★ **any where** (Page 270)

- 🕒 in start
- 🕒 at the end
- 🕒 none of the given options.

1) An alternative to translators



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▶ Assembler



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Compiler



Interpreter



Mnemonics

2) The sign of modulus is



/



\



%



-

3) This _____ view of the database is called a database model.



theoretical

 conceptual **Page no 253**



empirical



logic

4) Which of following is not a phase of SDLC?



Testing



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- ▶ **Problem identification**
- ▶ Requirement analysis
- ▶ Implementation



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▶ In modern computer applications, problems are more easily solved in the context of:

▶ **Parallel processing** [Page no 209](#)

- ▶ Traditional context
- ▶ Traditional processing
- ▶ Technology

6) $5\%2$ would give

- ▶ 0
- ▶ 1
- ▶ 2
- ▶ 5

7) Design phase is followed by _____

▶ **Requirement analysis** [Page no 218](#)

- ▶ Implementation
- ▶ Testing ▶

Maintenances In



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particular the chart



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that indicates the entire game is overseen by a function named

- ▶ objects
- ▶ **control game** Page no 224
- ▶ function
- ▶ forms

9) The simplest form of array is the_____array.



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- ▶ multi-dimensional
- ▶ two-dimensional
- ▶ **one-dimensional**
- ▶ all of above

10) A Specific example is the____series of standards, which address numerous industrial activities such as design, production, installation and servicing

- ▶ **ISO 9000** **Page no 233**
- ▶ IEEE
- ▶ ISO/IEC 15504
- ▶ SQA

11) A paradigm works on object called

- ▶ Imperative paradigm
 - ▶ Declarative paradigm
 - ▶ Functional paradigm ▶
- Object-oriented paradigm**



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- ▶ An object is actually a special case of the general concept of a



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- ▶
- ▶ coupling
binding
- ▶ cohesion ▶

components

13) A significant example of iterative techniques is:

- ▶ Relational process
- ▶ Conventional process



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Rational unified process

- ▶ Unified process

▶ If the result after comparison of two variables in relational operator is False, then if statement returns value

- ▶ 1
- ▶ No
- ▶ !
- ▶ 0

15) The description of the object's properties is called

- ▶ Object
- ▶ **Class**
- ▶ Function
- ▶ Instance

▶ A model which represents the shift away from strict adherence from the waterfall model is:

- ▶ Incremental model



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- ▶ Waterfall model



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Spiral model

Iterative model Page no 222



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- ▶ The **loop** control structure iterates a set of instructions based on the provided condition.



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One example of an **agile method is extreme programming (XP).**

- ▶ **Factory Pattern** is based on real time factory concept
- ▶ The result of **each intermediate step** in the entire development process should be "tested" for accuracy.
- ▶ Which of the following data type will be used for a variable having string of symbols and alphabets. **Character**
- ▶ Which of the following language is related to functional paradigm. **LISP**
- ▶ SLDC = **SOFTWARE DEVELOPMENT LIFE CYCLE**



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- ▶
- ▶ Software engineering IS AN engineering discipline that is concerned with **all aspects of software production**
- ▶ An object is actually a special case of the more general concept of a **component**



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The major steps in the traditional software development life cycle are **requirements**

- ▶ Analysis, **design**, implementation, and testing.
- ▶ **Design** stages is about developing a solution to the problem.
- ▶ Which is contrast to the **imperative paradigm** is the declarative paradigm.
- ▶ **black-box testing**, which refers to tests that do not rely on knowledge of the software's interior composition.
- ▶ How many choices are possible when using a single If-else statement? **2**
- ▶ **Mathematicians** refer to functional paradigm.



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► Each programming language tends to approach the parallel processing paradigm from its own point of view, resulting in different terminology. In Ada we use term **Task** for this purpose



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The **imperative paradigm**, also known as the **procedural paradigm**, represents the **traditional approach** to the programming process.

- ▶ While **copyrights** and software license agreements provide legal avenues to inhibit outright copying and unauthorized use of software.
- ▶ **control coupling**, which occurs when a module passes control of execution to another, as in a function call
- ▶ The Select Operation extracts **rows** from a relation.
- ▶ The PROJECT operation extracts **columns** from a relation.
- ▶ An **array** is a **"rectangular"** block of data whose entries are of the same type.
- ▶ The problem known as the **incorrect summary problem** can arise if one transaction is in the middle of transferring funds from one account to another when another transaction tries to compute the **total deposits in the bank.**
- ▶ A **subschema** is a description of only that portion of the database pertaining to a particular user's needs.
- ▶ **Declarative Paradigms** system is designed for general purpose.
- ▶ How do you initialize an array in C. **int arr[3]={1,2,3}**



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- ▶
- ▶ We use **information hiding** to reduce unnecessary dependencies or effects on other modules.



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A process which is used by the software industry to design, develop and test high quality software is known as **software life cycle**.

- ▶ Stakeholders can be a **government agency**,
- ▶ **Ergonomic** which deals with designing systems that harmonize with the physical abilities of humans.
- ▶ Which of the following symbol is used as assignment operator in Ada. **:=**
- ▶ **Implementation** stage that distinct between the tasks of a **software analyst** (sometimes referred to as a system analyst) and a **programmer**.
- ▶ The node at the top is called the **root** node.
- ▶ The links between **objects** in an object-oriented database are normally maintained by the DBMS,
- ▶ In modern computer applications. problems or more easily solved in the context of **parallel processing** 2 traditional contact



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three traditional processing 4r technology.



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- ▶ In which of the following paradigms a program is constructed by connecting smaller predefined program units. **functional paradigms**



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▶ Which one of the following is the traditional approach of programming process. **imperative paradigm**

▶ Which from the following is not a relational operator **= =>**
!= %= =

▶ A significant example of iterative techniques is: **Rational Unified Process**

▶ The provides a standardized way of implementing success system that leads to a manageable solution.

decorator pattern

▶ In object-oriented paradigm each object will have its own collection of functions which is known as **methods**



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- ▶ Writing programs in a machine language is a tedious task that often leads to errors that must be located and corrected. **debugging.**



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▶ Correct syntax is **if (condition) Statement A Else Statement B**

▶ is exemplified by two transactions each of which makes a deduction from the same account **lost update problem**

▶ In If two modules interact with the same item of data then modifications made to one module may affect the other. **data coupling**

▶ A paradigm works on object called **object oriented paradigm**

▶ In the case of highly standardized languages, compiler designers often provide features, sometimes called machine language. **language extensions**



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The syntax for using && is. `cmd1 && cmd2`

► The set of instructions in a computer language to get the desired results is known as **program**

► This description of the object's properties is called **a class.**



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▶ A software license is a **legal agreement** between the owner and user of a software product that grants the user certain permissions to use the product without transferring ownership rights to the intellectual property.

▶ Software development companies are establishing **software quality assurance**

▶ **(SQA)** groups, which are charged with overseeing and enforcing the quality control systems adopted by the organization.

▶ A **tree** is a collection whose entries have a hierarchical organization similar to that of an organization chart of a typical company.

▶ In the case of **large databases** that are subject to heavy



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transaction loads, it is highly likely that a random snapshot



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will find the database in the middle of some transaction.

From a lay- person's perspective, requirements analysis is often equated with **what**.

► This **conceptual** view of the database is called a database model.



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▶ Which one is a Unary operator. **NOT OPERATOR**

▶ A software license is a _____ between the owner and the user of a software product that grant the user certain permission to use the product without transferring ownership right to the intellectual property? **Legal agreements**

▶ Which one is a unary operator? **Not**

▶ If the result after comparison two variables in relational operator is false. Then if statement return values? **0**

▶ A process that is used by the software industry to design, develop and test high-quality software is known as **software life cycle**

▶ The imperative paradigm is also known as the particular machine... **procedural paradigm** Which software testing methodology is to develop the test of set data that ensures that each instruction in the software is executed at least once? **Basis path testing**



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1. 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
2. We cannot increment _____.
 1. pointers
 2. arrays
 3. references
 4. variables
3. We can _____ pointer.
 1. increment
 2. decrement
 3. reassign
 4. all of the given



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4. We can _____ references.
 1. increment
 2. decrement
 3. reassign
 4. **None of the given**
5. 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);
6. An instance of a class is called _____.
 1. structure
 2. data type
 3. object
 4. member function
7. The _____ is called automatically when an object destroys
 1. destructor
 2. constructor
 3. main program
 4. default constructor
8. The destructor is used to _____.
 1. allocate memory
 2. deallocate memory
 3. create objects
 4. allocate static memory
9. _____ data isn't accessible by non-member functions or outside classes.
 1. Public
 2. private
 3. Static
 4. Globally declared
10. Member functions of the class _____ main program.
 1. are not accessible
 2. are accessible from
 3. are defined within the
 4. are private to
11. 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



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4. Using the same name to perform difficult tasks or complex tasks and it does not depend on the situation

12. The main advantage of function overloading is_____.



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

13. You cannot overload the _____ operator.

1. ? :
2. *
3. /
4. ++

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

_____.

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

15. 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

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

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

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

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

18. 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;
```



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```
y = 45;  
i = MAX( x++, y++ );  
// Side-effect: // larger value  
incremented twice cout << "x = " << x << "  
y = " << y << "\n";  
}
```

1. x=23 y=45



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2. $x=24$ $y=46$
 3. $x=24$ $y=47$
 4. $x=22$ $y=47$
19. NULL has been defined in _____ header file.
1. iostream.
 2. Stdlib.h
 3. Stdio.h
 4. String.h
20. 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
21. 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
22. C++ was developed by _____.
1. Charles Babbage
 2. Graham Bell
 3. Bejarne Stroustrup
 4. Von Nuemann
23. 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
24. 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
25. An address is a _____, while a pointer is a _____.
1. constant, variable
 2. variable, constant
 3. global, variable
 4. non static variable, constant
26. The syntax of declaration of a function that returns the reference to an integer is



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-
1. `int & myfunc();`
 2. `int myfunc();`
 3. `int myfunc() &;`
 4. `integer & myfunc();`

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

1. `#undef`



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2. #include
 3. #undef
 4. All of the given
28. The members of a class declared with the keyword struct are _____ by default.
1. static
 2. Private
 3. protected
 4. public
29. 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, stdlib.h
 4. built -in function, iostream.h
30. _____ 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
31. _____ 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
32. _____ are not available in C language.
1. User defned functions
 2. Built in functions
 3. Library functions
 4. Inline functions
33. The members of a class declared without any keyword are _____ by default.
1. protected
 2. private
 3. public
 4. constant
34. 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
35. The name of the destructor is the same as that of a class proceeding with a _____.
1. & sign



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

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



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1. True
 2. False
37. 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
38. 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
39. 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
40. Object code is machine code but it is not_____ and_____.
1. relocatable, executable
 2. faster, efficient
 3. compiled, debugged
 4. tested, compiled
41. The default visibility for the data members of the class is
1. private
 2. protected
 3. public
 4. accessible outside the class
42. The_____ is called automatically when an object destroys.
1. destructor
 2. constructor
 3. main program
 4. default constructor
43. 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
44. _____Variables are those that are defined outside of main.
1. Local
 2. Dynamic
 3. Global
 4. Static
45. Within the statement obj1=obj2; obj1 will call the assignment operator function and



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obj2 will be passed as an argument to function.

1. True
2. False



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46. 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

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

1. True
2. False

48. Overloaded assignment operator must be

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

49. 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);`

50. 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

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

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

52. `ostream` is a _____ operator.

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

53. _____ must be included to use stream manipulation in your code.

1. `conio.h`
2. `iostream`



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3. `stdlib.h`

4. `iomanip`

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

1. Unit



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

55. The endl and flush are_____.

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

56. 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

57. 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

58. Automatic variables are created on_____.

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

```
59. 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 <<;

60. dec, hex, oct are all_____.

1. Member functions
2. Objects of input/output streams
3. Parameterized manipulators



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4. Non-parameterized manipulators

61. What will be the output of following statement?

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

1. 0128128

2. 0000128

3. 1280000



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4. 0012800
62. 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];
63. 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
64. 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
65. 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
66. 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
67. 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
68. \_\_\_\_\_ variables are defined in the main.
1. Global
  2. Dynamic



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3. Local
  4. All
69. ostream class is \_\_\_\_\_ and not under our control.
1. user-defined
  2. built-in
  3. both user-defined and built-in



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4. None of the given
70. The memory allocation in C++ is carried out with the help of\_\_\_\_\_.
1. NULL pointer
  2. new operator
  3. dot operator
  4. + operator
71. 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
72. 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
  3. the operator returns 0
  4. free operator returns nothing
73. 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
74. 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
75. The malloc function takes\_\_\_\_\_argument(s).
1. two
  2. three
  3. fou
  4. one
76. The constructor contains\_\_\_\_\_.
1. return type
  2. no return type
  3. objects
  4. classes



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77. What will be the output of the following c++ code?

```
#include<iostream.h>
#define max 100
main()
{
```



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

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

78. 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

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

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

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

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

81. 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

82. 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

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

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

84. char \*\*argv can be read as \_\_\_\_\_.



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1. pointer to pointer
  2. pointer to char
  3. pointer to pointer to char
  4. None of the given
85. To read command-line arguments, the main() function itself must be given \_\_\_\_\_ arguments.



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

86. 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

87. The increment of a pointer depends on its \_\_\_\_\_.

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

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

1. Value
2. memory address
3. variable
4. None of the given

89. \_\_\_\_\_ is used as a dereferencing operator.

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

90. 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

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

1. superscript
2. script
3. subscript
4. value



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92. We can define a matrix as \_\_\_\_\_ array.

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



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

1. Char
2. String
3. Multidimensional array
4. Data type

94. 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 ;`

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

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

96. 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);`

97. 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);`

98. 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);`

99. 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);`



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4. add(\*x);
100. Return type of a function that does not return any value must be\_\_\_\_\_.
1. char
  2. int



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3. void
  4. double
101. \_\_\_\_\_ will be used for enclosing function statements into a block.
1. ""
  2. ()
  3. []
  4. {}
102. 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
103. 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

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



# AR Lucky Term

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

1. mango



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

105. 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

106. 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

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

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

108. What will be the result of the expression  $j = i++$ ; if initially  $j = 0$  and  $i = 5$ ?



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1. 0
  2. 5
  3. 6
  4. 4
109. What will be the result of the expression  $k = ++m$ ; if initially  $k = 0$  and  $m = 4$ ?
1. 0
  2. 5
  3. 6



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4. 4
110. 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
111. 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
112. 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
113. The operators `++` and `--` are used to increment or decrement the value of a variable by\_\_\_\_\_.
1. 3
  2. 2
  3. 1
  4. 4
114. 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
115. A \_\_\_\_\_ structure specifies that an action is to be repeated while some condition remains true.
1. Control
  2. Logical
  3. Repetition
  4. Relational
116. `!(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
117. When the logical operator `&&` combines two expressions then the result will be true only when the both expressions are\_\_\_\_\_.



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1. Logical
2. Arithmetic
3. true



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4. false

118. < and > both are \_\_\_\_\_ operators.

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

119. 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

120. !(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

121. != 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

122. 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

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

1. char



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2. int
  3. shor
  4. float
124. What will be the result of arithmetic expression  $6+48/4*3$ ?
1. 10
  2. 40.5



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3. 42

4. 41

125. 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

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

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

127. 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

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

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

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

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

130. \_\_\_\_\_ will explain the function of a program.

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

131. 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



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3.  $a > b$  is true and  $a > c$  is false
  4. Both  $a > b$  and  $a > c$  are false
132. A variable of character data type occupies \_\_\_\_\_ byte(s) in memory.
1. 1
  2. 2



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3. 4
  4. 8
133. 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
134. 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
135. 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];
136. 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
137. Here the code is given below. You have to identify the problem in the code.



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`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
138. The correct syntax of do-while loop is \_\_\_\_\_.
1. (condition) while; do {statements};
  2. {statements;} do-while();



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

139. Matrix is defined as\_\_\_\_\_.

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

140. In programming, comments are used to explain the functioning of the

\_\_\_\_\_.

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

141. Operating System is a type of a/an\_\_\_\_\_.

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

142. 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

143. 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

144. 'While' loop may execute\_\_\_\_\_or more times.

1. thre
2. zero



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3. two
  4. one
145. Body of any function is enclosed within\_\_\_\_\_.
1. { }
  2. ( )
  3. [ ]
  4. " "



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146. 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";

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

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

148. 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

149. 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

150. The remainder (%) operator is a \_\_\_\_\_ operator.

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

151. 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

152. The purpose of using cout<< is to \_\_\_\_\_.

1. Display information on the screen
2. Read the data from keyboard



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3. Read the data from a file
  4. Write into a file
- 153. Which of the following data types will be assumed if no data type is specified with constant?**



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1. short
  2. float
  3. int
  4. double
154. When an array element is passed to a function, it is passed by\_\_\_\_\_.
1. reference
  2. data type
  3. value
  4. data
155. 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
156. \_\_\_\_\_ executes all the lines before error and stops at the line which contains the error.
1. Interpreter
  2. Compiler
  3. Linker
  4. Debugger
157. 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]
158. C is a/an \_\_\_\_\_ language.
1. low level
  2. object based
  3. object oriented
  4. function oriented
159. \_\_\_\_\_ of a function is also known as signature of a function.
1. Definition
  2. Declaration
  3. Calling
  4. Invoking
160. \_\_\_\_\_ are very good tools for code reuse.
1. operators
  2. loops
  3. functions
  4. variables



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161. 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



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4. program stops its execution
  
162. 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
163. 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`
164. A record is a group of related\_\_\_\_\_.
  1. Data
  2. Fields
  3. Bytes
  4. Files
165. The microsoft word document (.doc) is a kind of\_\_\_\_\_.
  1. Sequential File
  2. Random Access File
  3. Binary Access File
  4. Executable File
166. NULL character is used to indicate the\_\_\_\_\_of string.
  1. Start
  2. End
  3. Begin
  4. Middle
167. How many dimensions does n-dimensional array has?
  1. n dimensions
  2. 2n dimensions
  3. (n+1) dimensions
  4. (n-1) dimensions
168. 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);`



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4. `func(num);`
169. The loop which is most suitable to be used when the number of iterations is known is called \_\_\_\_\_.



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1. for
  2. while
  3. do-while
  4. all looping processes require that the iterations be known.
170. In C/C++, the string constant is enclosed in\_\_\_\_\_.
1. curly braces { }
  2. parentheses( )
  3. single quotes ' '
  4. double quotes " "
171. 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
172. 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[];
173. How many bytes of memory are occupied by array 'str'?

char str[] = "programming";

1. 10
  2. 11
  3. 12
  4. 13
174. 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
175. 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



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176. Whenever we use a library function or a predefined object or macro, we need to use a\_\_\_\_\_.
1. source file
  2. object file



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3. header file
  4. exe file
177. Switch statement deals with \_\_\_\_\_ type of data.
1. Integer
  2. Float
  3. Character
  4. Both Integer and Character
178. Both compiler and \_\_\_\_\_ are used to translate program into machine language code.
1. debugger
  2. linker
  3. loader
  4. interpreter
179. 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
180. The parameter passed to isdigit() function is \_\_\_\_\_.
1. a character variable
  2. a boolean variable
  3. an integer variable
  4. a character string
181. C++ views each file as a sequential stream of \_\_\_\_\_.
1. Bits
  2. Bytes
  3. Numbers
  4. Words
182. Structure is a collection of \_\_\_\_\_ under a single name.
1. only functions
  2. only variables
  3. both functions and variables
  4. only data types
183. The default mode for writing into a file using ofstream object is \_\_\_\_\_.
1. out
  2. bin
  3. app
  4. ate
184. The memory address of the first element of an array is called \_\_\_\_\_.
1. floor address
  2. foundation address
  3. first address
  4. base address



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

1. Pointer



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2. Array index
  3. Both pointers and array index are better
  4. Matrix
186. 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
187. Which of the following is not a reserved word in C/C++?
1. int
  2. float
  3. double
  4. sum
188. To access rand(), which library is required to be included in program?
1. conio.h
  2. stdio.h
  3. stdlib.h
  4. iostream.h
189. What is the highest legal index for the following array?
- ```
int arr[4]
```
1. 4
 2. 3
 3. 2
 4. 1
190. Word processor is a type of a/an _____.
1. operating system
 2. application software
 3. device driver
 4. utility software
191. 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);
192. 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
193. C is widely known as development language of _____ operating system.



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1. Windows
2. Unix
3. Mac OS



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4. Linux
194. 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
195. The keyword _____ is used to get some value back from a function.
1. return
 2. break
 3. continue
 4. goto
196. The function seekg() takes _____ parameter(s).
1. 0
 2. 1
 3. 2
 4. 3
197. 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**
198. 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
199. Syntax of a union is identical to _____.
1. **structure**
 2. class
 3. function
 4. loop
200. There can be _____ 'default' statement(s) in any switch structure.
1. 1
 2. **2**
 3. 3
 4. N



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201. The condition in loop should be a(n)_____.
1. Constant Expression
 2. Boolean Expression
 3. Primary Expression
 4. Arithmetic Expression
202. How many nested loops would be required to manipulate n-dimensional array?
1. n
 2. n + 1
 3. n - 1
 4. 2n
203. Which of the following is not an example of int data type?
1. 0
 2. -32
 3. 65531
 4. -4
204. 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 " "
205. Which of the following is the starting index of an array in C++?
1. 0
 2. 1
 3. -1
 4. 2
206. 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
207. 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?



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1. $m[2][3] = 5;$
 2. $m[3][2] = 5;$
 3. $m[1][2] = 5;$
 4. $m[2][3] = '5';$
208. **Array is a data structure that stores _____.**
1. Memory addresses
 2. Variables
 3. Data type
 4. Data
209. **A program statement that invokes a function is called _____.**
1. function declaration
 2. function call
 3. function definition
 4. function prototype
210. **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
211. **The compiler of C language is written in _____ language.**
1. JAVA
 2. BASIC
 3. FORTRAN
 4. C
212. **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)
213. **Which function is used to locate the first occurrence of a character in any string?**
1. strchr()
 2. strstr()
 3. strtok()
 4. strlen()
214. **To access the data members of structure, _____ is used.**
1. Logical operator
 2. Dereference operator
 3. Dot operator
 4. Address operator
215. **In the following nested For Loop, which loop will run most number of times?**
`for(int i = 0; i < 5; i++)`



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



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```
.....  
}  
}
```

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
216. Structure use _____ allocation.
1. Queue
 2. Heap
 3. Cache
 4. Stack
217. _____ function give the position of the next character to be read from that file.
1. tellp()
 2. tellg()
 3. seekg()
 4. seekp()
218. What will be the size of the following character array?
char name[] = "Adeel";
1. 5
 2. 6
 3. 4
 4. 7
219. 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
220. Which one of the following languages has been used to write the compiler of "C" language?
1. Java
 2. Fortran
 3. Basic
 4. C
221. 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
222. _____ stops execution at the line that contains error(s) in the code.



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



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223. C++ is a _____ language.
1. High level
 2. Low level
 3. Machine
 4. Assembly language

224. How many elements are stored in the following?

```
int matrix [4][5];
```

1. 9
 2. 20
 3. 25
 4. 10
225. _____ is a substitute of multiple if statement.
1. if. . .elseif statement
 2. Continue statement
 3. Break statement
 4. Default statement

226. if

```
int sum = 54;
```

Then the value of the following

```
statement is sum = sum - 3;
```

1. 52
 2. 50
 3. 51
 4. 57
227. 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;
228. _____ operator is used to pass the address of a variable in call by reference method.
1. %
 2. +
 3. @
 4. &

229. _____ data type can operate on modulus operator.

1. int
 2. float
 3. char
 4. double
230. Whenever some number is added in an array name, it will jump as many



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_____ as the added number.

1. rows
2. value
3. column



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4. bytes
231. 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
232. _____ 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



AR Lucky Term

Template class can not have static variables.

- ▶ True
- ▶ **False**

Overloaded new operator function takes parameter of type `size_t` and returns

- ▶ void (nothing)
- ▶ **void pointer**
- ▶ object pointer
- ▶ int pointer

The second parameter of operator functions for `<<` and `>>` are objects of the class for which we are overloading these operators.

- ▶ **True**
- ▶ False

C++ is a case-sensitive language

- ▶ **True**
- ▶ False

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



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▶ True

▶ False

If there is a symbol (& sign) used with the variable name followed by data type then it refers to and if & is being used with variable name then it refers to

_____.



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- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable
- ▶ **Reference variable, address of variable**
- ▶ Address of variable, value of variable

When an object of a class is defined inside another class then,

- ▶ **Destructor of enclosing class will be called first**
- ▶ Destructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

It is possible to define a class within another class.

- ▶ **True**
- ▶ False

New and Delete are also used with _____ and data types as well.

- ▶ **Class, Objects**
- ▶ Structures, Pointers
- ▶ Both Class and structures
- ▶ None of above

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

- ▶ **True**
- ▶ False



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

- ▶ #include "iostream.h"
- ▶ include
- ▶ include
- ▶ #include

A template function must have only generic data types.

- ▶ True
- ▶ False

New and Delete are also used with _____ and data types as well.

- ▶ Class, Objects
- ▶ Structures, Pointers
- ▶ Both Class and structures
- ▶ None of above

Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ #undef

We can also do conditional compilation with preprocessor directives.

- ▶ True
- ▶ False



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The default value of a parameter can be provided inside the

- ▶ function prototype
- ▶ function definition
- ▶ **both function prototype or function definition**
- ▶ none of the given options.

The return type of operator function must always be void.

- ▶ True
- ▶ **False**

What does (*this) represents?

- ▶ The current function of the class
- ▶ The current pointer of the class
- ▶ **The current object of the class**
- ▶ A value of the data member

The statement cin.get (); is used to,

- ▶ Read a string from keyboard
- ▶ **Read a character from keyboard**
- ▶ Read a string from file
- ▶ Read a character from file

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

- ▶ **True**
- ▶ False



AR Lucky Term

What does $5 \wedge 6$, evaluate to in decimal where '^' is Exclusive OR operator?

- ▶ 1
- ▶ 2
- ▶ 3
- ▶ 4

What will be the correct syntax to access the value of fourth element of an array using pointer ptr?

- ▶ ptr[3]
- ▶ (ptr+3)
- ▶ *(ptr+3)
- ▶ Both 1 and 3

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

- ▶ True
- ▶ False

If there is a symbol (& sign) used with the variable name followed by data type then it refers to and if & is being used with variable name then it refers to

_____.

- ▶ Address of variable, reference variable



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- ▶ Reference variable, value of variable
- ▶ Reference variable, address of variable
- ▶ Address of variable, value of variable



AR Lucky Term

Classes defined inside other classes are called classes.

- ▶ looped
- ▶ **nested**
- ▶ overloaded
- ▶ none of the given options.

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ **All of the given options**

Every class contains _____.

- ▶ **Constructor**
- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options

New operator is used to allocate memory from the free store during

- ▶ Compile Time
- ▶ **Run Time**
- ▶ Link Time
- ▶ None of the given options

When an object of a class is defined inside another class then,



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- ▶ Destructor of enclosing class will be called first



AR Lucky Term

- ▶ Destructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

It is possible to define a class within another class.

- ▶ True
- ▶ False

If constructor contains a return statement in its body then compiler will give

-
- ▶ No error
 - ▶ Syntax error
 - ▶ Logical error
 - ▶ Run time error

Which of the following data type(s) can operate on modulus operator '%'?

- ▶ float, int
- ▶ float, double
- ▶ int
- ▶ char

Array is passed by value to a function by default.

- ▶ True
- ▶ False



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We can use New keyword inside of Class Constructor.

▶ True



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▶ False

When an operator function is define as member function for a Unary operator then the number of argument it take is/are,

▶ Zero

▶ One

▶ Two

▶ N arguments

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

▶ True

▶ False

To access the data members of structure ___ is used.

▶ dot operator (.)

▶ * operator

▶ à operator

▶ None of given.

What will be the correct syntax to assign an array named arr of 5 elements to a pointer ptr?

▶ *ptr = arr ;

▶ ptr = arr ;

▶ *ptr = arr[5] ;

▶ ptr = arr[5] ;



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*.doc is _____ by type.

- ▶ Sequential File
- ▶ **Random Access File**
- ▶ Data File
- ▶ Record File

The declarator of Plus (+) member operator function is

- ▶ **Class-Name operator + (Class-Name rhs)**
- ▶ operator Class-Name + ()
- ▶ operator Class-Name + (rhs)
- ▶ Class-Name operator + ()

Friend function of a class is _____.

- ▶ Member function
- ▶ **Non-member function**
- ▶ Private function
- ▶ Public function

Which of the following is true for the C++ statement given below? `int &ref = val`

;

- ▶ It creates a synonym for variable 'val'
- ▶ It creates an alias for variable 'val'
- ▶ It's a new name for variable 'val'
- ▶ **All of the given options**



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We can also create an array of user define data type.



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▶ True

▶ False

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

▶ Only block of memory is deallocated for objects

▶ Only destructor is called for objects

▶ Memory is deallocated first before calling destructor

▶ Destructor is called first before deallocating memory

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

▶ True

▶ False

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

▶ True

▶ False

What will be the correct syntax to initialize all elements of two-dimensional array to value 0?

▶ `int arr[2][3] = {0,0};`

▶ `int arr[2][3] = {{0},{0}};`

▶ `int arr[2][3] = {0},{0};`



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► `int arr[2][3] = {0};`



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Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ #undef

The return type of operator function must always be void.

- ▶ True
- ▶ False

What does (*this) represents?

- ▶ The current function of the class
- ▶ The current pointer of the class
- ▶ The current object of the class
- ▶ A value of the data member

The statement cin.get (); is used to,

- ▶ Read a string from keyboard
- ▶ Read a character from keyboard
- ▶ Read a string from file
- ▶ Read a character from file

When an operator function is define as member function then operand on theleft side of operator must be an object.

- ▶ True
- ▶ False



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break statement can be used outside a loop or switch statement.

▶ True

▶ False

The keyword _____ is used to return some value from a function.

▶ return

▶ break

▶ continue

▶ goto

Every data member or function inside the structure is _____ by default whereaseverything declared inside a class is _____ by default.

▶ private, public

▶ public, private

▶ private, protected

▶ public, protected

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below? $obj3 = obj1 + obj2$;

▶ obj2 will be passed as an argument to + operator whereas obj1 will drive the + operator

▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator



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▶ Both objects (obj1, obj2) will be passed as arguments to the + operator



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- ▶ Any of the objects (obj1, obj2) can drive the + operator

Unary operator implemented as member function takes

_____arguments whereas non-member function takes _____arguments.

- ▶ One, zero
- ▶ **Zero, one**
- ▶ One, two
- ▶ Two, one

The input/output streams cin and cout are _____therefore have_____.

- ▶ Structures, function
- ▶ Objects, member functions
- ▶ Functions, objects
- ▶ **None of the given options**

If a symbolic constant has been defined, it will be an error to define it again.

- ▶ **True**
- ▶ False

Every class contains_____.

- ▶ **Constructor**
- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options



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new and delete keywords are _____ in C++ language.

▶ Built-in- Function



AR Lucky Term

- ▶ Operators
- ▶ Memory Allocation Function
- ▶ None of the given options

Consider the following code segment.

```
class M {  
public:  
M &operator+(const M &);  
...  
};  
p + q //code of line implies that p.operator+(q)  
...
```

Let assume if p and q are class objects then function is implemented as _

- ▶ Member function
- ▶ Non-member function
- ▶ Friend function
- ▶ None of the given options

Assignment operator is ----- associative.

- ▶ right
- ▶ left
- ▶ binary
- ▶ unary



AR Lucky Term

Static variable which is defined in a function is initialized_____.



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- ▶ Only once during its life time
- ▶ Every time the function call
- ▶ Compile time of the program
- ▶ None of the above

We can not define a variable of user-defined data type in the class.

- ▶ True
- ▶ False

We can also do conditional compilation with preprocessor directives.

- ▶ True
- ▶ False

The default value of a parameter can be provided inside the _____

- ▶ function prototype
- ▶ function definition
- ▶ both function prototype or function definition
- ▶ none of the given options.

Classes defined inside other classes are called _____ classes

- ▶ looped
- ▶ nested
- ▶ overloaded
- ▶ none of the given options.

What purpose do classes serve?



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- ▶ Data encapsulation



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- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ All of the given options

Every class contains_____.

- ▶ Constructor
- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options

new operator is used to allocate memory from the free store during

- ▶ Compile Time
- ▶ Run Time
- ▶ Link Time
- ▶ None of the given options

A constructor that will create a new object with a full copy of the other object, iscopy is known as _

- ▶ deep copy
- ▶ shallow copy
- ▶ constructor copy
- ▶ none of the options

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.



AR Lucky Term

- ▶ True
- ▶ False

Overloaded new operator function takes parameter of type `size_t` and returns

- ▶ void (nothing)
- ▶ void pointer
- ▶ object pointer
- ▶ int pointer

The second parameter of operator functions for `<<` and `>>` are objects of the class for which we are overloading these operators.

- ▶ True
- ▶ False

C++ is a case-sensitive language

- ▶ True
- ▶ False

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

- ▶ `#include "iostream.h"`
- ▶ `include`
- ▶ `include`
- ▶ `#include`

A template function must have only generic data types.

- ▶ True



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▶ False



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Template class can not have static variables.

- ▶ True
- ▶ **False**

What will be the correct syntax to assign an array named arr of 5 elements to a pointer ptr?

- ▶ *ptr = arr ;
- ▶ **ptr = arr ;**
- ▶ *ptr = arr[5] ;
- ▶ ptr = arr[5] ;

What will be the correct syntax to access the value of fourth element of an array using pointer ptr?

- ▶ ptr[3]
- ▶ (ptr+3)
- ▶ *(ptr+3)
- ▶ **Both 1 and 3**



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- ▶ 3 bytes
- ▶ 6 bytes
- ▶ 12 bytes
- ▶ 24 bytes

Question No: 6 (Marks: 1) - Please choose one

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

- ▶ new int(10);
- ▶ new int[10];
- ▶ int new(10);
- ▶ int new[10];

Question No: 7 (Marks: 1) - Please choose one

A Pointer is a special variable that contain

- ▶ Data values
- ▶ Memory Address (Page 267)
- ▶ Both data and values
- ▶ None of the given option

Question No: 8 (Marks: 1) - Please choose one

Reference Value Type Data The code is written to_the program.

- ▶ implement
- ▶ design
- ▶ analysis
- ▶ none of the given options

Operator overloading can be performed through___.

- ▶ Classes



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▶ *Function (Page 371)*

- ▶ Operators
- ▶ Reference

Question No: 2 (Marks: 1) - Please choose one

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

▶ *Direct Reference (page 143)*

- ▶ Indirect Reference.



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- ▶ Partial Reference
- ▶ Proper Reference

When a value is referred by a normal variable is known as direct reference

Question No: 3 (Marks: 1) - Please choose one

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

- ▶ malloc
- ▶ calloc
- ▶ **realloc (Page 285)**
- ▶ free

Question No: 4 (Marks: 1) - Please choose one

Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ **#undef (Page 272)**

Question No: 5 (Marks: 1) – Please choose one

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

- ▶ **iostream.h (Page 15)**
- ▶ fstream.h
- ▶ istream.h
- ▶ ostream.h

Question No: 6 (Marks: 1) – Please choose one

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

- ▶ **True (Page 414)**
- ▶ False

The same pointer that is returned by the new operator, is passed as an argument to the delete operator. These rules apply to both, if operators (new



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and delete) are overloaded as member or non-member operators(as global operators).

Question No: 7

(Marks: 1) – Please choose one

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

▶ True (Page 414)

▶ False

Question No: 8

(Marks: 1) – Please choose one



AR Lucky Term

C is widely known as development language of ___operating system.

- ▶ Linux
- ▶ Windows
- ▶ **Unix (Page 12)**
- ▶ Mac OS

In the start C became widely known as the development language of the UNIX operating system, and the UNIX operating system was written by using this C language. The C language is so powerful that the compiler of C and other various operating systems are written in C.

Question No: 9 (Marks: 1) - Please choose one

Computer can understand only machine language code.

▶ **True**

▶ False

Question No: 10 (Marks: 1) - Please choose one

We can not define a function as a friend of a Template class.

▶ True

▶ **False (Page 151)**

Class templates can have friends. A class or class template, function, or function template can be a friend to a template class. Friends can also be specializations of a class template or function template, but not partial specializations.

Question No: 11 (Marks: 1) - Please choose one

What will be the value of 'a' and 'b' after executing the following statements?

A = 3;

b = a++;

▶ 3, 4

▶ 4, 4

▶ 3, 3

▶ **4, 3**



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Question No: 12

(Marks: 1) - Please choose one

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 << x << " , " ;
```

```
cout << addValue(&x)
```

```
<< " , " ;cout << x ;
```

```
}
```



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▶ 6,8,6

▶ 6,6,
8

▶ 6,8,
8

▶ 6,6,
6

Question No: 13 (Marks: 1) - Please choose one

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

- ▶ Compiler
- ▶ Editor
- ▶ Linker

▶ **Debugger (Page 13)**

Question No: 14 (Marks: 1) - Please choose one

new and delete are _____ whereas malloc and free are _____.

- ▶ Functions, operators
- ▶ Classes, operators

▶ **Operators, functions (Page 342-285)**

- ▶ Operators, classes

Hence, we can call new and delete operators, P# 342

we have allocated a memory space for our use by malloc function. P# 285

Question No: 15 (Marks: 1) - Please choose one

Like member functions, _____ can also access the private data members of a class.

- ▶ Non-member functions

▶ **Friend functions (Page 346)**

- ▶ Any function outside class
- ▶ None of the given options

Question No: 16 (Marks: 1) - Please choose one

Which situation would require the use of a non-member overloaded operator?

- ▶ The overloaded operator is an Assignment operator.



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▶ *The left most operand is an object of a class.(Page 375)*

- ▶ The left operand is built-in data type.
- ▶ The operator returns a reference.

When an operator function is implemented as a non-member function, the left-most operand may be an object of the operator's class, an object of a different class, or a built-in type

Question No: 17

(Marks: 1) - Please choose one

The stream insertion and stream extraction operators are already overloaded for

-
- ▶ User-defined data types
 - ▶ **Built-in data types <http://www.sstutor.com/cpp/stream1.htm>**
 - ▶ User-defined and built-in data types
 - ▶ None of the given options



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Question No: 18 (Marks: 1) - Please choose one

If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program the value of PI_.

- ▶ can not be replaced
- ▶ None of the given options
- ▶ **Remain constant. (Page 271)**
- ▶ can be changed by some operation

Question No: 19 (Marks: 1) - Please choose one

Assignment operator is----- associative.

- ▶ **right**
- ▶ left
- ▶ binary
- ▶ unary

Question No: 20 (Marks: 1) - Please choose one

When ever dynamic memory allocation is made in C/C++, it is freed_____.

- ▶ **Explicitly (Page 527)**
- ▶ Implicitly
- ▶ Both explicitly and implicitly
- ▶ None of the given options

Question No: 21 (Marks: 1) - Please choose one

The appropriate data type to store the number of rows and columns of the matrix is_____.

- ▶ float
- ▶ **int (Not sure)**
- ▶ char
- ▶ none of the given options.

Question No: 22 (Marks: 1) - Please choose one

Which of the following function do NOT initialize the chunk of memory to all zero?



AR Lucky Term

- ▶ calloc() function
- ▶ Both malloc() and calloc()
- ▶ None of the above
- ▶ **malloc() function** (Page 283)

The **malloc** function differs from **calloc** in the way that the space allocated by **malloc** is not initialized and contains any values initially.

Question No: 23

(Marks: 1) – Please choose one

The function free() returns back the allocated memory got thorough calloc and



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malloc to ____.

▶ stac
k

▶ **heap**

▶ stack and heap

▶ None of the given options

Question No: 24 (Marks: 1) – Please choose one
width() is member function of _____

▶ cin object

▶ cout object

▶ **Both cin and cout object (Page 440)**

▶ None of the given option

Question No: 25 (Marks: 1) - Please
choose one Templates are not type
safe.

▶ true

▶ **false (Page 518)**

Templates are type-safe. This is because the types that templates act upon are known at compile time, so the compiler can perform type checking before errors occur.

Question No: 26 (Marks: 1) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

▶ Write a separate class to handle each

▶ **Use templates (Page 527)**

▶ Use strings to store all types

▶ None of the given options

FINAL TERM EXAMINATION

Spring 2010



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CS201- Introduction to Programming

Question No: 1 (Marks: 1) - Please choose one
In if structure the block of statements is executed only,

- ▶ When the condition is false
- ▶ When it contain arithmetic operators
- ▶ When it contain logical operators

▶ *When the condition is true (Page 38)*

Question No: 2 (Marks: 1) - Please choose one
Header file: **fstream.h** includes the definition of the stream classes_.



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▶ ifstream, fstream, cout

▶ **ifstream, fstream, ofstream (Page 199)**

▶ fstream, cin, cout

▶ None of the above

Question No: 3 (Marks: 1) - Please choose one

To access the data members of structure ____ is used.

▶ **dot operator (.) (Page 231)**

▶ * operator

▶ □ operator

▶ None of given.

Question No: 4 (Marks: 1) - Please choose one

eof(), bad(), good(), clear() all are manipulators.

▶ **True (Page 433)**

▶ False

Question No: 5 (Marks: 1) - Please choose one

Which kind of functions can access private member variables of a class?

▶ **Friend functions of the class (Page 374)**

▶ Private member functions of the class

▶ Public member functions of the class

▶ Friend, private and public functions

Question No: 6 (Marks: 1) - Please choose one

The return type of operator function must always be void.

▶ True

▶ **False (Page 79)**

Question No: 7 (Marks: 1) - Please choose one

Friend function of a class is _____.

▶ Member function

▶ **Non-member function (Page 348)**

▶ Private function

▶ Public function



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AR Lucky Term

Question No: 8

(Marks: 1) - Please choose one

Function implementation of friend function must be defined outside the class.

▶ True

▶ False (Page 346)

Question No: 9 (Marks: 1) - Please choose one



AR Lucky Term

The normal source of `cin` object is,

- ▶ File
- ▶ Disk
- ▶ **Keyboard (Page 424)**
- ▶ RAM

Question No: 10 (Marks: 1) - Please choose one

Which of the following is correct way to initialize a variable `x` of `int` type with value 10?

- ▶ `int x ; x = 10;`
- ▶ **`int x = 10;`**
- ▶ `int x, x = 10;`
- ▶ `x = 10;`

Question No: 11 (Marks: 1) - Please choose one

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

```
int func(int) ; int num =  
10 ;
```

```
int main(){  
int num ; num  
= 5 ; cout <<  
num ;
```

```
cout << func(num) ;  
}
```

```
int func(int x){return  
num ;  
}
```

- ▶ 5, 5
- ▶ 10, 5
- ▶ **5, 10**
- ▶ 10, 10



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Question No: 12

(Marks: 1) - Please choose one

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

▶ True Page 510

▶ False

Question No: 13

(Marks: 1) - Please choose one

What will be the correct syntax to declare two-dimensional array of float data type?

▶ float arr{2}{2};

▶ float arr[2][2];



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- ▶ float arr[2,2] ;
- ▶ float[2][2] arr ;

Question No: 14 (Marks: 1) - Please choose one

The first parameter of operator function for << operator,

- ▶ Must be passed by value
- ▶ **Must be passed by reference (Page 446)**
- ▶ Can be passed by value or reference
- ▶ Must be object of class

Question No: 15 (Marks: 1) - Please choose one

Heap is constantly changing in size.

- ▶ **True (Page 280)**
- ▶ False

Question No: 16 (Marks: 1) - Please choose one

While calling function, the arguments are assigned to the parameters from___.

- ▶ **left to right. (Page 295)**
- ▶ right to left
- ▶ no specific order is followed
- ▶ none of the given options.

Question No: 17 (Marks: 1) - Please choose one

Classes defined inside other classes are called___classes

- ▶ looped
- ▶ **nested (Page 492)**
- ▶ overloaded
- ▶ none of the given options.

Question No: 18 (Marks: 1) - Please choose one

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI_.



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- ▶ can not be replaced
- ▶ None of the given options
- ▶ **Remain constant. (Page 271)**
- ▶ can be changed by some operation

Question No: 19

(Marks: 1) - Please choose one

Which value is returned by the destructor of a class?

- ▶ A pointer to the class.



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- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctly

▶ *Destructors do not return a value. (page 323)*

Question No: 20 (Marks: 1) - Please choose one
Every class contains _____.

- ▶ Constructor
- ▶ Destructor
- ▶ *Both a constructor and a destructor (Lecture 27)*
- ▶ None of the given options

Question No: 21 (Marks: 1) - Please choose one

A template function must have

- ▶ *One or more than one arguments*
- ▶ Only one argument
- ▶ Zero arguments
- ▶ None of the given options

http://en.wikipedia.org/wiki/Template_%28programming%29
[9](#)

Question No: 22 (Marks: 1) - Please choose one

Structured Query Language is used for _____

- ▶ *Databases Management (page 563)*
- ▶ Networks
- ▶ Writing Operating System
- ▶ none of the given options

Question No: 23 (Marks: 1) - Please choose one

When a call to a user-defined function finishes, the variable defined inside the function is still in existence.

- ▶ True
- ▶ *False (Page 460)*

Question No: 24 (Marks: 1) - Please choose one

The precedence of an operator can be changed through operator overloading.

- ▶ True



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▶ *False (Page 372)*

Question No: 25 (Marks: 1) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

▶ Write a separate class to handle each

▶ *Use templates (Page 527)*

▶ Use strings to store all types

▶ None of the given options



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Question No: 26 (Marks: 1) - Please choose one

"delete" operator is used to return memory to free store, which is allocated by the "new" operator.

▶ True (page 332)

▶ False

FINAL TERM EXAMINATION
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Question No: 1 (Marks: 1) - Please choose one

Pointer is a variable which store,

▶ Data

▶ Memory Address (Page 267)

▶ Data Type

▶ Values

Question No: 2 (Marks: 1) - Please choose one

All preprocessor directives are started with the symbol_.

▶ *

▶ +

▶ @

▶ # (Page 269)

Question No: 3 Marks: 1) - Please choose one

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

▶ True

▶ False



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Question No: 4

(Marks: 1) - Please choose one

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor

▶ *Destructor is called first before deallocating memory (Page 414)*

Question No: 5 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are



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overloading these operators.

▶ **True (page 453)**

▶ False

Question No: 6 (Marks: 1) - Please choose one

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

▶ #include "iostream.h"

▶ include <iostream.h>

▶ include <iostream.h>

▶ **#include <iostream.h> (sure)**

Question No: 7 (Marks: 1) - Please choose one

The number 544.53 must be stored in __data type.

▶ int

▶ short

▶ **float (Sure)**

▶ char

Question No: 8 (Marks: 1) - Please choose one

A template function can have different type of arguments.

▶ **True (Page 503)**

▶ False

Question No: 9 (Marks: 1) - Please choose one

For which values of the integer _value will the following code becomes an infinite loop?

```
int
number=1
;while
(true) {
    cout << number;
    if (number == 3)
    break; number +=
```



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```
integer_value; }
```

▶ any number other than 1 or 2

▶ **only 0**

▶ only 1

▶ only 2

Question No: 10

(Marks: 1) - Please choose one

Template class cannot have static variables.

▶ True

▶ **False**



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Which of the following is used with bit manipulation?

- ▶ Signed integer
- ▶ **Un-signed integer (Page 245)**
- ▶ Signed double
- ▶ Un-signed double

Question No: 12 (Marks: 1) - Please choose one

Structure is a collection of _____ under a single name.

- ▶ Only Functions
- ▶ **Only Variables (Page 229)**
- ▶ Both Functions and Variables
- ▶ None of the given options

Question No: 13 (Marks: 1) - Please choose one

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

- ▶ new int(10);
- ▶ **new int[10];**
- ▶ int new(10);
- ▶ int new[10];

Question No: 14 (Marks: 1) - Please choose one

Unary operator implemented as member function takes arguments whereas non-member function takes _____ arguments.

- ▶ One, zero
- ▶ **Zero, one**
- ▶ One, two
- ▶ Two, one



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Question No: 15

(Marks: 1) - Please choose one

The first parameter of overloaded stream insertion operator is_ where second parameter is

- ▶ input stream, object of class
- ▶ object of class, output stream
- ▶ **output stream, object of class**
- ▶ object of class, input stream

Question No: 16

(Marks: 1) - Please choose one

We can also do conditional compilation with preprocessor directives.

- ▶ **True (Page 272)**
- ▶ False



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If a symbolic constant has been defined, it will be an error to define it again.

▶ True (Page 273)

▶ False

Question No: 18 (Marks: 1) - Please choose one

While calling function, the arguments are assigned to the parameters from_____.

▶ left to right. (Page 295)

▶ right to left

▶ no specific order is followed

▶ none of the given options.

Question No: 19 (Marks: 1) - Please choose one

Classes defined inside other classes are called_____classes

▶ looped

▶ nested (Page 492)

▶ overloaded

▶ none of the given options.

Question No: 20 (Marks: 1) - Please choose one

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI_.

▶ cannot be replaced

▶ None of the given options

▶ Remain constant. (Page 271)

▶ can be changed by some operation

Question No: 21 (Marks: 1) - Please choose one

assignment operator is ----- associative.

▶ right

▶ left

▶ binary

▶ unary



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<http://msdn.microsoft.com/en-us/library/ms173145.aspx>

Question No: 22

(Marks: 1) - Please choose one

If **text** is a pointer of class **String** then what is meant by the following statement?

`text = new String [5];`

- ▶ Creates an array of 5 string objects statically
- ▶ **creates an array of 5 string objects dynamically**



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- ▶ Creates an array of pointers to string
- ▶ Creates a string Object

Question No: 23 (Marks: 1) - Please choose one

The return type of the operator function for << operator is___.

- ▶ **class for which we overload operator**
- ▶ reference of ostream class (ostream&)
- ▶ reference of istream class (istream&)
- ▶ void

Question No: 24 (Marks: 1) - Please choose one

The code is written to___the program.

- ▶ **implement (Page 520)**
- ▶ design
- ▶ analysis
- ▶ none of the given options.

Question No: 25 (Marks: 1) - Please choose one

Memory allocated at run time is a system resource and it is the responsibility of _____ to de-allocate thememory.

- ▶ System
- ▶ **Programmer (Page 331)**
- ▶ User of program
- ▶ None of given options

Question No: 26 (Marks: 1) - Please choose one

Templates are not type safe.

- ▶ True
- ▶ **False (Page 518)**

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Question No: 1 (Marks: 1) - Please choose one

*.doc is_____by type.

.

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▶ Sequential File

▶ **Random Access File**

▶ Data File

▶ Record File

Question No: 2

(Marks: 1) - Please choose one

Which of the following is NOT a preprocessor directive?

▶ #error



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▶ #define

▶ #line

▶ #undef (Page 2727)

Question No: 3 (Marks: 1) - Please choose one
The return type of operator function must always be void.

▶ True

▶ False (Page 79)

Question No: 4 (Marks: 1) - Please choose one
What does (*this) represents?

▶ The current function of the class

▶ The current pointer of the class

▶ The current object of the class (Page 390)

▶ A value of the data member

Question No: 5 (Marks: 1) - Please choose one

The statement **cin.get ();** is used to,

▶ Read a string from keyboard

▶ Read a character from keyboard (Page 426)

▶ Read a string from file

▶ Read a character from file

Question No: 6 (Marks: 1) - Please choose one

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

▶ True (Page 479)

▶ False

Question No: 7 (Marks: 1) - Please choose one

Overloaded new operator function takes parameter of type *size_t* and returns

▶ void (nothing)

▶ void pointer (Page 415)

▶ object pointer

▶ int pointer

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Question No: 8

(Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

▶ True (Page 453)

▶ False

Question No: 9

(Marks: 1) - Please choose one



C++ is a case-sensitive language

▶ True (Page 68)

▶ False

Question No: 10 (Marks: 1) - Please choose one

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

▶ `#include "iostream.h"`

▶ `include <iostream.h>`

▶ `include <iostream.h>`

▶ `#include <iostream.h>` (Sure)

Question No: 11 (Marks: 1) - Please choose one

A template function must have only generic data types.

▶ True

▶ False (Page 501)

Question No: 12 (Marks: 1) - Please choose one

Template class can not have static variables.

▶ True

▶ False

Question No: 13 (Marks: 1) - Please choose one

What will be the correct syntax to assign an array named ***arr*** of 5 elements to a pointer ***ptr***?

▶ `*ptr = arr ;`

▶ `ptr = arr ;`

▶ `*ptr = arr[5] ;`

▶ `ptr = arr[5] ;`

Question No: 14 (Marks: 1) - Please choose one

What will be the correct syntax to access the value of fourth element of an array using pointer `ptr`?

▶ `ptr[3]`

▶ `(ptr+3)`

▶ `*(ptr+3)`

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▶ *Both 1 and 3*

Question No: 15 (Marks: 1) - Please choose one

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

▶ True

▶ *False (Page 251)*

Question No: 16 (Marks: 1) - Please choose one



If there is a symbol (& sign) used with the variable name followed by data type then it refers to _____ and if & is being used with variable name then it refers to _____.

- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable
- ▶ **Reference variable, address of variable (Page 367)**
- ▶ Address of variable, value of variable

Question No: 17 (Marks: 1) - Please choose one

We can also do conditional compilation with preprocessor directives.

- ▶ **True (Page 272)**
- ▶ False

Question No: 18 (Marks: 1) - Please choose one

The default value of a parameter can be provided inside the _

- ▶ function prototype
- ▶ function definition
- ▶ **both function prototype or function definition (Page 294)**
- ▶ none of the given options.

Question No: 19 (Marks: 1) - Please choose one

Classes defined inside other classes are called _____ classes

- ▶ looped
- ▶ **nested (Page 492)**
- ▶ overloaded
- ▶ none of the given options.

Question No: 20 (Marks: 1) - Please choose one

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ **All of the given options**

Question No: 21 (Marks: 1) - Please choose one
Every class contains _____.

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▶ Constructor

▶ Destructor

▶ *Both a constructor and a destructor (Lecture 27)*

▶ None of the given options

Question No: 22

(Marks: 1) - Please choose one

new operator is used to allocate memory from the free store during



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- ▶ Compile Time
- ▶ **Run Time**
- ▶ Link Time
- ▶ None of the given options

Question No: 23 (Marks: 1) - Please choose one

When an object of a class is defined inside another class then,

- ▶ Destructor of enclosing class will be called first
- ▶ **Destructor of inner object will be called first**
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 24 (Marks: 1) - Please choose one

It is possible to define a class within another class.

- ▶ **True (Page 492)**
- ▶ False

Question No: 25 (Marks: 1) - Please choose one

New and Delete are also used with __ and data types as well.

- ▶ **Class, Objects (Page 342)**
- ▶ Structures, Pointers
- ▶ Both Class and structures
- ▶ None of above

Question No: 26 (Marks: 1) - Please choose one

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

- ▶ **True (Page 334)**
- ▶ False

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Question No: 1 (Marks: 1) - Please choose one

If it is required to copy an array to another array then,

▶ **Both arrays must be of the same size and data type (Page 105)**

- ▶ Both arrays may be of different size
- ▶ Both arrays may be of different data type
- ▶ Both arrays may be of different size and type



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Question No: 2 (Marks: 1) - Please choose one

Dealing with structures and functions passing by reference is the most economical method

▶ True

▶ False

<http://mathbits.com/MathBits/CompSci/Structures/Functions.htm>

Question No: 3 (Marks: 1) - Please choose one

eof(), bad(), good(), clear() all are manipulators.

▶ True (Page 433)

▶ False

Question No: 4 (Marks: 1) - Please choose one

Overloaded new operator function takes parameter of type *size_t* and returns

▶ void (nothing)

▶ void pointer (Page 415)

▶ object pointer

▶ int pointer

Question No: 5 (Marks: 1) - Please choose one

When new operator is overloaded at global level then corresponding built-in new operator will not be visible to whole of the program.

▶ True (Page 413)

▶ False

Question No: 6 (Marks: 1) - Please choose one

If there is more than one statement in the block of a for loop, which of the following must be placed at the beginning and the ending of the loop block?

▶ parentheses ()

▶ braces { } (Page 37)

▶ brackets []

▶ arrows < >

Question No: 7 (Marks: 1) - Please choose one

The return type of a function that do not return any value must be _____

▶ float

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▶ int

▶ void (Page 79)

▶ double

Question No: 8

(Marks: 1) - Please choose one

UNIX has been developed in _language.



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- ▶ JAVA
- ▶ B
- ▶ **C (Page 12)**
- ▶ FORTRAN

Question No: 9 (Marks: 1) - Please choose one

Like member functions, can also access the private data members of a class.

- ▶ Non-member functions
- ▶ **Friend functions (Page 346)**
- ▶ Any function outside class
- ▶ None of the given options

Question No: 10 (Marks: 1) - Please choose one

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.

▶ **It can be declared anywhere in class as these are not affected by the public and private keywords.**

(Page 346)

Question No: 11 (Marks: 1) - Please choose one

The operator function overloaded for an Assignment operator (=) must be

- ▶ Non-member function of class
- ▶ **Member function of class (Page 372)**
- ▶ Friend function of class
- ▶ None of the given options

Question No: 12 (Marks: 1) - Please choose one

The **endl** and **flush** are _____

- ▶ Functions
- ▶ Operators

▶ **Manipulators (Page 434)**

- ▶ Objects

Question No: 13 (Marks: 1) - Please choose one

If a symbolic constant has been defined, it will be an error to define it again.

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▶ True (Page 273) 15

▶ False

Question No: 14

(Marks: 1) - Please choose one

The operator used for casting, in C, is standard___operator.



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▶ none of the given options.

▶ **cast (Page 281)**

▶ cost

▶ const

Question No: 15 (Marks: 1) - Please choose one

Constructors can not be overloaded like ordinary functions.

▶ True

▶ **False (Page 323)**

Question No: 16 (Marks: 1) - Please choose one

Which of the following function call is correct for the function prototype? defaultParameters (int a, int b = 7, char z = '*');

▶ **defaultParameters (5);**

▶ defaultParameters (5, '8');

▶ defaultParameters (6, '#');

▶ defaultParameters (0, 0, '*', 0);

Question No: 17 (Marks: 1) - Please choose one

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

▶ Zero

▶ One

▶ **Two (Page 371)**

▶ N arguments

Question No: 18 (Marks: 1) - Please choose one

We can not define a variable of user-defined data type in the class.

▶ True

▶ **False (Page 320)**

Question No: 19 (Marks: 1) - Please choose one

When an object of a class is defined inside an other class then,

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▶ *Constructor of enclosing class will be called first (Page 464)*

- ▶ Constructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options



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Question No: 20

(Marks: 1) - Please choose one

The appropriate data type to store the number of rows and columns of the matrix is _____.

- ▶ float
- ▶ **int (Not sure)**
- ▶ char
- ▶ none of the given options.

Question No: 21

(Marks: 1) - Please choose one

Class is a user defined_____.

- ▶ **data type (page 317)**
- ▶ memory referee
- ▶ value
- ▶ none of the given options.

Question No: 22

(Marks: 1) - Please choose one

A pointer variable can be,

- ▶ Decrement
- ▶ Increment
- ▶ Multiplied

▶ **Both Incremented and Decrement (Page 366)**

Question No: 23 (Marks: 1) - Please choose one

NULL value has been defined in _____ and _____ header files.

- ▶ strings.h and iostream.h
- ▶ ctype.h and conio.c
- ▶ conio.c and conio.h

▶ **stdlib.h and stddef.h (Page 281)**

Question No: 24 (Marks: 1) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

AR Lucky Term

▶ Write a separate class to handle each

▶ *Use templates (Page 527)*

▶ Use strings to store all types

▶ None of the given options

Question No: 25 (Marks: 1) - Please choose one

"setprecision" manipulator will set



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▶ **The number of digits after the decimal point (Page 440)**

- ▶ The number of digits before the decimal point
- ▶ The number of digits in a number
- ▶ None of the given options

Question No: 26

(Marks: 1) - Please choose one

Which of the following option will be true, if we overload "-=" operator?

- ▶ only - operator needs to be overloaded
- ▶ Minus (-) and = operators need to be overloaded
- ▶ **the -= operator need to be overloaded explicitly**
- ▶ the - and = operators need to be overloaded implicitly

Fall 2009

CS201- Introduction to Programming

Question No: 1 (Marks: 1) - Please choose one

In C/C++ if we define an array of size eight (8) i.e. `int Arr [8]`; then the last element of this array will be stored at,

- ▶ `Arr[0]`
- ▶ `Arr[8]`
- ▶ **`Arr[7]`**
- ▶ `Arr[-1]`

Question No: 2 (Marks: 1) - Please choose one

When an array is passed to a function then default way of passing this array is,

- ▶ By data
- ▶ **By reference (Page 154)**
- ▶ By value
- ▶ By data type

Question No: 3 (Marks: 1) - Please choose one

Array is a data structure which store

- ▶ Memory addresses
- ▶ Variables
- ▶ **Data Type (Page 100)**
- ▶ Data

Question No: 4 (Marks: 1) - Please choose one

We can also create an array of user define data type.

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▶ True (Page 408)

▶ False



Question No: 5 (Marks: 1) - Please choose one

When we define an array of objects then,

- ▶ Destructor will call once for whole array
- ▶ **Destructor will call for each object of the array**
- ▶ Destructor will never call
- ▶ Depends on the size of array

Question No: 6 (Marks: 1) - Please choose one

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor (Page 414)**
- ▶ Constructor is called first before allocating memory

Question No: 7 (Marks: 1) - Please choose one

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

- ▶ True
- ▶ **False**

Question No: 8 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the classFor which we are overloading these operators.

- ▶ **True (Page 453)**
- ▶ False

Question No: 9 (Marks: 1) - Please choose one

Which of the following is correct way to initialize a variable x of int type with value 10?

- ▶ int x ; x = 10 ;
- ▶ **int x = 10 ; (sure)**
- ▶ int x, x = 10;
- ▶ x = 10 ;

Question No: 10 (Marks: 1) - Please choose one

Default mechanism of function calling in case of array is_____and in case ofvariable is__.

- ▶ Call by value, call by reference
- ▶ Call by referene, call by reference
- ▶ **Call by reference, call by value (Page 119)**
- ▶ Call by value, call by value

Question No: 11 (Marks: 1) - Please choose one

AR Lucky Term

What does STL stand for?

▶ Source template library



▶ **Standard template library (Page 519)**

- ▶ Stream template library
- ▶ Standard temporary library

Question No: 12 (Marks: 1) - Please choose one

Skill(s) that is/are needed by programmer's_____.

- ▶ Paying attention to detail
- ▶ Think about the reusability
- ▶ Think about user interface
- ▶ **All of the given options (Page 4 & 5)**

Question No: 13 (Marks: 1) - Please choose one

For which array, the size of the array should be one more than the number of elements in an array?

- ▶ int
- ▶ double
- ▶ float
- ▶ **char (Page 113)**

Question No: 14 (Marks: 1) - Please choose one

new and delete are_____whereas malloc and free are_____.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions (Page 342-285)**
- ▶ Operators, classes

Question No: 15 (Marks: 1) - Please choose one

Friend functions are_____of a class.

- ▶ Member functions
- ▶ Public member functions
- ▶ Private member functions
- ▶ **Non-member functions (Page 346)**

Question No: 16 (Marks: 1) - Please choose one

The prototype of friend functions must be written_____the class and its definition must be written ____

- ▶ inside, inside the class
- ▶ **inside, outside the class (Page 346)**
- ▶ outside, inside the class
- ▶ outside, outside the class

Question No: 17 (Marks: 1) - Please choose one

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

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obj3 = obj1 + obj2 ;

▶ obj2 will be passed as an argument to + operator whereas obj2 will



drive the + operator

▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator

▶ **Both objects (obj1, obj2) will be passed as arguments to the + operator (not sure)**

▶ Any of the objects (obj1, obj2) can drive the + operator

Question No: 18 (Marks: 1) - Please choose one

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

▶ Class-name operator +() ;

▶ Class-name operator +(int) ;

▶ **Class-name operator ++() ; (page 389)**

▶ Class-name operator ++(int) ;

Question No: 19 (Marks: 1) - Please choose one

For cin, the source is normally a _____ and destination can be _____.

▶ File, native data type

▶ Disk, user-define type

▶ **Keyboard, variable (Page 424)**

For cin, the source is normally keyboard and the destination can be an ordinary variable

▶ File, user-define type

Question No: 20 (Marks: 1) - Please choose one

We can also do conditional compilation with preprocessor directives.

▶ **True (Page 272)**

▶ False

Question No: 21 (Marks: 1) - Please choose one

The programs, in which we allocate static memory, run essentially on _____

▶ Heap

▶ System Cache

▶ None of the given options

▶ **Stack (Page 280)**

The programs, in which we allocate static memory, run essentially on stack.

Question No: 22 (Marks: 1) - Please choose one

The default value of a parameter can be provided inside the _____

▶ function prototype

▶ **function definition (Page 249)**

▶ both function prototype or function definition

▶ none of the given options.

The default value of a parameter is provided inside the function prototype or function definition.

AR Lucky Term

Question No: 23 (Marks: 1) - Please choose one



While calling function, the arguments are assigned to the parameters from_____.

- ▶ **left to right. (page 295)**
- ▶ right to left
- ▶ **no specific order is followed**
- ▶ none of the given options.

Question No: 24 (Marks: 1) - Please choose one

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

- ▶ Zero
- ▶ One
- ▶ **Two (Page 371)**
- ▶ **N arguments**

Question No: 25 (Marks: 1) - Please choose one

With user-defined data type variables (Objects), self assignment can produce _____.

- ▶ Syntax error
- ▶ **Logical error**
- ▶ Link error
- ▶ **Non of the given options (not sure)**

Question No: 26 (Marks: 1) - Please choose one

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

- ▶ **True (Page 479)**
- ▶ False

Question No: 27 (Marks: 1) - Please choose one

When an object of a class is defined inside an other class then,

- ▶ **Constructor of enclosing class will be called first (Page 496)**
- ▶ Constructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 28 (Marks: 1) - Please choose one

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

- ▶ From left to right
- ▶ From right to left
- ▶ **In the order in which they are defined within class**
- ▶ None of the given options

Question No: 29 (Marks: 1) - Please choose one

AR Lucky Term

new operator allocates memory from free store and return_____.



▶ **A pointer**

▶ A reference

▶ An integer

▶ A float

Question No: 30 (Marks: 1) - Please choose one

"new" and "delete" keywords are _____ in C++ language.

▶ Built-in- Function

▶ Operators

▶ **Memory Allocation Function (Page 332)**

▶ None of the given options

Spring 2010

CS201- Introduction to Programming

Question No: 1 (Marks: 1) - Please choose one

&& is _____ operator.

▶ An arithmetic

▶ **Logical (Page 40)**

▶ Relational

▶ Unary

Question No: 2 (Marks: 1) - Please choose one

Which of the following function(s) is/are included in **ctype.h** header file?

▶ isdigit(int c)

▶ isxdigit(int c)

▶ tolower(int c)

▶ **All of the above (Page 188)**

Question No: 3 (Marks: 1) - Please choose one

Disks are _____ devices having access time of _____ milliseconds.

▶ Electro-physical, 6

▶ Electro-Mechanical, 4

▶ Electro-physical, 5

▶ **Electro-Mechanical, 7 (Page 427)**

http://www.tns.com/taocs_dp.asp

Question No: 4 (Marks: 1) - Please choose one

All preprocessor directives are started with the symbol _____.

AR Lucky Term



- ▶ ++
- ▶ @

▶ # (Page 269)

Question No: 5 (Marks: 1) - Please choose one

When we use manipulators in our program then which header file should be included?

- ▶ iostream.h
- ▶ stdlib.h
- ▶ stdio.h
- ▶ **iomani.h (Page 433)**

Question No: 6 (Marks: 1) - Please choose one

setprecision is a parameter less manipulator.

- ▶ True
- ▶ **False (Page 439)**

Question No: 7 (Marks: 1) - Please choose one

Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ **#undef (Page 272)**

Question No: 8 (Marks: 1) - Please choose one

We can do arithmetic with references like pointers.

- ▶ True
- ▶ **False (Page 369)**

Question No: 9 (Marks: 1) - Please choose one

What does (*this) represents?

- ▶ The current function of the class
- ▶ The current pointer of the class
- ▶ **The current object of the class (Page 390)**
- ▶ A value of the data member

Question No: 10 (Marks: 1) - Please choose one

Friend function of a class is _____.

- ▶ Member function
- ▶ **Non-member function (Page 348)**
- ▶ Private function
- ▶ Public function

AR Lucky Term

Question No: 11 (Marks: 1) - Please choose one

A function can declare itself a friend of a class.



▶ True

▶ **False (Page 346)**

Question No: 12 (Marks: 1) - Please choose one

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

▶ **True (Page 414)**

▶ False

Question No: 13 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

▶ **True (Page 453)**

▶ False

The second parameter to *operator <<* is an object of the class that we are overloading the operator for. Similar is the case for *operator >>*

Question No: 14 (Marks: 1) - Please choose one

A template function must have at least -----generic data type

▶ Zero

▶ **One (Page 499)**

▶ Two

▶ Three

Question No: 15 (Marks: 1) - Please choose one

A template function must have only generic data types.

▶ True

▶ **False (Page 501)**

Question No: 16 (Marks: 1) - Please choose one

We can not make a member function of a class as template function.

▶ True

▶ **False (Page 506)**

Question No: 17 (Marks: 1) - Please choose one

Which character is inserted at the end of string to indicate the end of string?

▶ new line

▶ tab

▶ **null (Page 113)**

▶ carriage return

Question No: 18 (Marks: 1) - Please choose one

AR Lucky Term

is used for _____.



- ▶ calculation
- ▶ reading
- ▶ **assigning value to variables (Page 372)**
- ▶ None of the given options.

Question No: 19 (Marks: 1) - Please choose one vuzs

The object _____ may be used both for file input and file output

- ▶ **fstream, (Page 199)**
- ▶ ifstream,
- ▶ ofstream,
- ▶ none of the given options.

Question No: 20 (Marks: 1) - Please choose one

Which of the following function calling mechanism is true for the function prototype given below?

float func(float &);

- ▶ Call by value
- ▶ Call by reference using pointer
- ▶ **Call by reference using reference variable**
- ▶ None of the given options

Question No: 21 (Marks: 1) - Please choose one

The programs, in which we allocate static memory, run essentially on _____

- ▶ Heap
- ▶ System Cache
- ▶ None of the given options
- ▶ **Stack (Page 280)**

Question No: 22 (Marks: 1) - Please choose one

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

- ▶ **void**
- ▶ void pointer
- ▶ pointer to an object
- ▶ pointer of type int

Question No: 23 (Marks: 1) - Please choose one

What should be the return type of the constructor?

- ▶ void pointer
- ▶ int
- ▶ same as object type
- ▶ **constructors do not return any thing (Page 313)**

Question No: 24 (Marks: 1) - Please choose one

It is a way of reusing the code when we contain objects of our already written classes into a new class,

AR Lucky Term

▶ True



▶ False

Question No: 25 (Marks: 1) - Please choose one vuzs

Templates are not type safe.

▶ true

▶ **false (Page 518)**

Question No: 26 (Marks: 1) - Please choose one

The functions used for dynamic memory allocation return pointer of type _____

▶ int

▶ float

▶ **void**

▶ double

FINAL TERM EXAMINATION
Fall 2008
CS201- Introduction to
Programming

Question No: 1 (Marks: 1) - Please choose one

There are mainly ----- types of software

▶ **Two (Page 9)**

▶ Three

▶ Four

▶ Five

Question No: 2 (Marks: 1) - Please choose one

seekg() and write() are functionally _____.

▶ **Different**

▶ Identical

▶ Two names of same function

▶ None of the above

Question No: 3 (Marks: 1) - Please choose one

When a pointer is incremented, it actually jumps the number of memory addresses

AR Lucky Term

▶ According to data type (Page 160)

- ▶ 1 byte exactly
- ▶ 1 bit exactly
- ▶ A pointer variable can not be incremented

Question No: 4 (Marks: 1) - Please choose one
setw is a parameterized manipulator.



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▶ True (Page 437)

▶ False

Question No: 5 (Marks: 1) - Please choose one

eof(), bad(), good(), clear() all are manipulators.

▶ True (Page 433)

▶ False

Question No: 6 (Marks: 1) - Please choose one

In functions that return reference, use_variables.

▶ Local

▶ Global

▶ Global or static (Page 369)

▶ None of the given option

Question No: 7 (Marks: 1) - Please choose one

The declarator of Plus (+) member operator function is

▶ Class-Name operator + (Class-Name rhs) (Page 371)

▶ operator Class-Name + ()

▶ operator Class-Name + (rhs)

▶ Class-Name operator + ()

Question No: 8 (Marks: 1) - Please choose one

The compiler does not provide a copy constructor if we do not provide it.

▶ True

▶ False (Page 476)

Question No: 9 (Marks: 1) - Please choose one

What is the functionality of the following syntax to delete an array of 5 objects named **arr** allocated using new operator?

`delete arr;`

▶ Deletes all the objects of array

▶ Deletes one object of array (Page 411)

▶ Do not delete any object

▶ Results into syntax error

AR Lucky Term

This statement will call the destructor only for the object pointed by the *arr* and deallocate the space allocated to this object

Question No: 10

(Marks: 1) - Please choose one

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



- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor (Page 414)**
- ▶ Constructor is called first before allocating memory

Question No: 11 (Marks: 1) - Please choose one

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ **Destructor is called first before deallocating memory (Page 414)**

Question No: 12 (Marks: 1) - Please choose one
new and **delete** operators cannot be overloaded as member functions.

- ▶ True
- ▶ **False (Page 414)**

Question No: 13 (Marks: 1) - Please choose one
The operator function of << and >> operators are always the member function of a class.

- ▶ True
- ▶ **False (Page 446)**

Question No: 14 (Marks: 1) - Please choose one
A template function must have at least generic data type

- ▶ Zero
- ▶ **One (Page 499)**
- ▶ Two
- ▶ Three

Question No: 15 (Marks: 1) - Please choose one

If we do not mention any `return_value_type` with a function, it will return an _____ value.

- ▶ **int (Page 79)**
- ▶ void
- ▶ double
- ▶ float

AR Lucky Term

Question No: 16

(Marks: 1) - Please choose one

Suppose a program contains an array declared as `int arr[100]`; what will be the size of array?

▶ 0

▶ 99

▶ 100 (Page 103)

▶ 101



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Question No: 17

(Marks: 1) - Please choose one

The name of an array represents address of first location of array element.

▶ True

▶ False

The name of the array is a constant pointer which contains the memory address of first element of the array

Question No: 18

(Marks: 1) - Please choose one

Reusing the variables in program helps to save the memory

▶ True

▶ False

Question No: 19

(Marks: 1) - Please choose one

Which of the following option is true about new operator to dynamically allocate memory to an object?

- ▶ The new operator determines the size of an object
- ▶ Allocates memory to object and returns pointer of valid type
- ▶ Creates an object and calls the constructor to initialize the object

▶ All of the given options

Question No: 20 (Marks: 1) - Please choose one

New and delete are _____ whereas malloc and free are ___.

▶ Functions, operators

▶ Classes, operators

▶ Operators, functions (Page 342-285)

▶ Operators, classes

Question No: 21

(Marks: 1) - Please choose one

Like member functions, _____ can also access the private data members of a class.

▶ Non-member functions

▶ Friend functions (Page 346)

▶ Any function outside class

▶ None of the given options

Question No: 22

(Marks: 1) - Please choose one

Which of the following statement is best regarding declaration of friend function?

AR Lucky Term

- ▶ Friend function must be declared after public keyword.
 - ▶ Friend function must be declared after private keyword.
 - ▶ Friend function must be declared at the top within class definition.
- ▶ *It can be declared anywhere in class as these are not affected by the public and private keywords.*
(Page 346)



Question No: 23 (Marks: 1) - Please choose one

The operator function overloaded for an Assignment operator (=) must be

▶ **Member function of class (Page 372)**

- ▶ Non-member function of class
- ▶ Friend function of class
- ▶ None of the given options

Question No: 24 (Marks: 1) - Please choose one

For non-member operator function, object on left side of the operator may be

- ▶ Object of operator class
- ▶ Object of different class

▶ **All of the given options (Page 375)**

- ▶ Built-in data type

Question No: 25 (Marks: 1) - Please choose one

The operator function will be implemented as____, if obj1 drive the - operator whereas obj2 is passed asarguments to - operator in the statement given below.

`obj3 = obj1 - obj2;`

▶ **Member function (Page 373)**

- ▶ Non-member function
- ▶ Friend function
- ▶ None of the given options

Question No: 26 (Marks: 1) - Please choose one

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

- ▶ Class-name operator +();
- ▶ Class-name operator +(int);
- ▶ **Class-name operator ++(); (Page 389)**
- ▶ Class-name operator ++(int);

Question No: 27 (Marks: 1) - Please choose one

The static data members of a class are initialized _

AR Lucky Term

▶ *at file scope* (Page 466)

- ▶ within class definition
- ▶ within member function
- ▶ within main function

Question No: 28 (Marks: 1) - Please choose one

Class is a user defined_____.

▶ *data type* (Page 317)



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- ▶ memory referee
- ▶ value
- ▶ none of the given options.

Question No: 29 (Marks: 1) - Please choose one

We can also define a user-defines manipulators.

▶ True

▶ False

Parameterized manipulators require one or more arguments. `setfill` (near the bottom of the `iomanip.h` header file) is an example of a parameterized manipulator. You can create your own parameterized manipulators and your own simple manipulators.

Question No: 30 (Marks: 1) - Please choose one

Automatic variable are created on_____.

- ▶ Heap
- ▶ Free store
- ▶ static storage
- ▶ stack (Page 461)

FINALTERM EXAMINATION

fall 2008

CS201- Introduction to Programming (Session - 2)

Question No: 1 (Marks: 1) - Please choose one

If Num is an integer variable then Num++ means,

- Add 1 two times with Num
- Add 1 with Num
- Add 2 with Num
- Subtract 2 from Num

Question No: 2 (Marks: 1) - Please choose one

If the return type of a function is void then it means that it will,

- Return any type of data
- Return some specific type of data
- Return no data
- Return just character data

Question No: 3 (Marks: 1) - Please choose one

Which of the following is a valid class declaration?

- `class A { int x; };`
- `class B { }`
- `public class A { }`

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➤ object A { int x; };

Question No: 4 (Marks: 1) - Please choose one



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When we use manipulators in our program then which header file should be included?

- iostream.h
- stdlib.h
- stdio.h
- **iomanip.h (Page 433)**

Question No: 5 (Marks: 1) - Please choose one

We can also create an array of user define data type.

- **True (Page 408)**
- False

Question No: 6 (Marks: 1) - Please choose one

The normal source of cin object is,

- File
- Disk
- **Keyboard (Page 424)**
- RAM

Question No: 7 (Marks: 1) - Please choose one

A stream is an ordered sequence of bytes.

- **True (Page 423)**
- False

Question No: 8 (Marks: 1) - Please choose one

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

- Only block of memory is allocated for objects
- Only constructor is called for objects
- **Memory is allocated first before calling constructor (Page 414)**
- Constructor is called first before allocating memory

Question No: 9 (Marks: 1) - Please choose one

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

- **True (Page 412)**
- False

Question No: 10 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class forwhich we are overloading these operators.

- **True (Page 453)**
- False

Question No: 11 (Marks: 1) - Please choose one

AR Lucky Term

Which looping process checks the test condition at the end of the loop?



- for
 - while
 - **do while**
 - no looping process checks the test condition at the end
- <http://mathbits.com/MathBits/CompSci/looping/MCLooping.htm>

Question No: 12 (Marks: 1) - Please choose one

In a group of nested loops, which loop is executed the most number of times?

- the outermost loop
- **the innermost loop**
- all loops are executed the same number of times
- cannot be determined without knowing the size of the

loops

<http://mathbits.com/mathbits/java/Looping/MCLooping.htm>

Question No: 13 (Marks: 1) - Please choose one

Template class can not have static variables.

- True
- **False (Page 513)**

Question No: 14 (Marks: 1) - Please choose one

Consider the following statements to initialize a two-dimensional array.

- `int arr[2][3] = {4, 8, 9, 2, 1, 6};`
- `int arr[3][2] = {4, 8, 9, 2, 1, 6};`
- `int arr[][2] = {{4,8},{9, 2},{1, 6}};`

Which of the following option(s) are correct to initialize a two-dimensional array with 3 rows and 2 columns?

- (ii) only
- (iii) only
- **(ii) and (iii)**
- and (iii)

Question No: 15 (Marks: 1) - Please choose one

There is a pointer variable named *ptr* of type int then address of which type of variable the *ptr* will store in it?

- variable of type char
- variable of type short
- **variable of type int**
- variable of type double

Question No: 16 (Marks: 1) - Please choose one

Let suppose

Union intorDouble{

AR Lucky Term

```
Int ival;  
Double charvar;  
};  
main(){
```



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```
intorDouble VAZ;
```

```
int size ;
```

```
size = sizeof(VAZ);
```

```
}
```

What will be the value of variable "size", if int occupies 4 bytes and double occupies 8 bytes?

- 2
- 4
- 8
- 12

Question No: 17 (Marks: 1) - Please choose one

new and delete are _____ whereas malloc and free are _____.

- Functions, operators
- Classes, operators
- **Operators, functions (Page 342-285)**
- Operators, classes

Question No: 18 (Marks: 1) - Please choose one

The member functions of a class occupy _____ region in memory for _____ object(s) of class.

- separate, each
- **common, all (Page 334)**
- different, each
- different, all

Question No: 19 (Marks: 1) - Please choose one

Friend functions are _____ of a class.

- Member functions
- Public member functions
- Private member functions
- **Non-member functions (Page 346)**

Question No: 20 (Marks: 1) - Please choose one

Which of the following is true while overloading operators?

- Precedence of an operator can be changed
- The arity (number of operands) can be changed
- No new operators can be created
- Associativity of an operator can be changed

Question No: 21 (Marks: 1) - Please choose one

Which of the following option will be true to overload the -= operator?

- **only - operator needs to be overloaded (not sure)**
- Minus (-) and = operators need to be overloaded

AR Lucky Term

- the -= operator need to be overloaded explicitly
- the - and = operators need to be overloaded implicitly



Question No: 22 (Marks: 1) - Please choose one

The input/output streams; cin and cout are ____

- Operators
- **Functions**
- Objects
- Structures

Question No: 23 (Marks: 1) - Please choose one

dec, hex, oct are all _____

- Member functions
- Objects of input/output streams
- Parameterized manipulators
- **Non-parameterized manipulators (Page 435)**

Question No: 24 (Marks: 1) - Please choose one

What will be the output of the following statement?**cout << setbase(16) << 52 ;**

- 74
- 52
- **34**
- 64

Question No: 25 (Marks: 1) - Please choose one

The first parameter of overloaded stream insertion operator is _____ where second parameter is _____

- input stream, object of class
- object of class, output stream
- **output stream, object of class**
- object of class, input stream

Question No: 26 (Marks: 1) - Please choose one

We can also do conditional compilation with preprocessor directives.

- **True (Page 272)**
- False

Question No: 27 (Marks: 1) - Please choose one

With user-defined data type variables (Objects), self assignment can produce_____.

- Syntax error
- **Logical error**
- Link error
- Non of the given options

AR Lucky Term

Question No: 28 (Marks: 1) - Please choose one

The return type of the operator function for >> operator is_____.



- **class for which we overload this operator**
- reference of ostream class (ostream&)
- reference of istream class (istream&)
- void

Question No: 29 (Marks: 1) - Please choose one

When an object of a class is defined inside an other class then,

- **Constructor of enclosing class will be called first (Page 496)**
- Constructor of inner object will be called first
- Constructor and Destructor will be called simultaneously
- None of the given options

Question No: 30 (Marks: 1) - Please choose one

Where we can include a header file in the program?

- **any where (Page 270)**
- in start
- at the end
- none of the given options.

1. We can define a matrix as _____ array.

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

2. 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

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

1. Must be an object of same class

AR Lucky Term

2. Must be user-defined data type
 3. Must be built-in data type
 4. Can be any data type
- 4.** Which function is used to locate the first occurrence of a character in any string?
1. strchr()
 2. strstr()
 3. strtok()
 4. strlen()
5. Overloaded assignment operator must be
1. Member function of class
 2. Non-member function of class
 3. Friend function of class
 4. Global function



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6. _____ is used as a dereferencing operator.
1. *
 2. +
 3. -
 4. None of the above
7. In the given expression which operator will be evaluated first? $10 + (6 / 2) - 2 * 3$?
1. +
 2. -
 3. /
 4. *
8. NULL has been defined in _____ header file.
1. Iostream.h
 2. Stdlib.h
 3. Stdio.h
 4. String.h
9. _____ is a substitute of multiple if statement.
1. if. . .elseif statement
 2. Continue statement
 3. Break statement
 4. Default statement
10. 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';
}

```

AR Lucky Term

1. $x=23$ $y=45$
 2. $x=24$ $y=46$
 3. $x=24$ $y=47$
 4. $x=22$ $y=47$
11. What is the highest legal index for the following array?
int arr[4]
1. 4
 2. 3
 3. 2
 4. 1
12. We cannot use _____ pointer for storing and reading data from it.
1. 'NULL
 2. integer
 3. double
 4. zero
13. 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
14. We can _____ pointer.
1. increment
 2. decrement
 3. reassign
 4. all of the given
15. _____ of a variable means the locations within a program from where it can be accessed.



SUBSCRIBE

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

16. 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

17. _____data type can operate on modulusoperator.

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

18. 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

19. The endl and flush are_____.

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

20. If we have a program that writes the output data(numbers) to the disc, and if we collect the outputdata and write it on the disc in one write operation instead of writing the numbers one by one.

AR Lucky Term

In the above situation the area where we will gather the number is called

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

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

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

22. The memory allocation in C++ is carried out with the help of_.

1. NULL pointer
2. new operator
3. dot operator
4. + operator

23. How many dimensions does n-dimensional array has?

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

24. Operating System is a type of a/an_____.

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

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



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

26. 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

27. 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

28. 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

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

```
if(input >= 50)
```

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

input = input - 1;

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

30. What is the output of the following code if the 2ndcase 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

31. The parameter passed to isdigit() function is
 variable.

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

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



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1. 9
2. 20
3. 25
4. 10

33. An address is a _____, while a pointer is a _____.

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

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

1. Logical operator
2. Dereference operator
3. Dot operator
4. Address operator

35. 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 ;`

36. 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

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

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

38. There can be _____ 'default' statement(s) in any switch structure.

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

39. Return type of a function that does not return any value must be ____.

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

40. An instance of a class is called _____.

1. structure
2. data type
3. object
4. member function

41. 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);`



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42. The default mode for writing into a file using ofstream object is_____.

1. out
2. bin
3. app
4. ate

43. 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

44. The microsoft word document (.doc) is a kind of _____.

1. Sequential File
2. Random Access File
3. Binary Access File
4. Executable File

45. While programming, it is good to provide an easy to understand and easy to use interface; this programmingskill is called_____.

1. scalability
2. usability
3. reliability
4. sustainability

46. 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

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47. 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

48. 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

49. 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);

50. 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

51. For console input and output we use _____.



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

52. The most suitable data type for number 325.25 is

_____.

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

53. ostream is a _____ operator.

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

54. Which of the following function call is "call byreference" for the following function prototype?

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

55. _____ 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

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

1. 1 and 0

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2. 1 and -1
 3. 11 and 00
 4. any numerical value
57. What will be the size of the following characterarray?
char name[] = "Adeel";
1. 5
 2. 6
 3. 4
 4. 7
58. 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 " "
59. _____ variables are those that are defined outside of main.
1. Local
 2. Dynamic
 3. Global
 4. Static
60. The members of a class declared with the keyword struct are _____ by default.
1. static
 2. Private
 3. protected
 4. public
61. If a function has been declared but not defined before its function call then it is termed as _____.
1. logical error



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

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

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

63. _____ are not available in C language.

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

64. Body of any function is enclosed within_____.

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

65. 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

66. The remainder (%) operator is a _____ operator.

1. Logical
2. Arithmetic
3. Relational

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4. Conditional

67. 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

68. ostream class is_____and not under ourcontrol.

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

69. _____operators are the ones that require twooperands on both sides of the operator.

1. Double
2. Tow sided
3. Binary
4. None of the given

70. Which of the following is not an example of int datatype?

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

71. What is the output of the following code if the 3rdcase is true

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



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

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

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

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

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

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

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

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

75. 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;  
}
```

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

76. When an array element is passed to a function, it is passed by_____.

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

77. Automatic variables are created on_____.

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

78. 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);

79. 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



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80. 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

81. 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

82. _____ must be included to use stream manipulation in your code.

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

83. The malloc function takes _____ argument(s).

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

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

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

85. The ___ is called automatically when an object destroys.

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1. destructor
 2. constructor
 3. main program
 4. default constructor
86. C is widely known as development language of _____ **operating system.**
1. Windows
 2. Unix
 3. Mac OS
 4. Linux
87. Which of the following function call is "call byreference" for the following function prototype? float add (float *);
1. add(&x);
 2. add(float x);
 3. add(x);
 4. add(*x);
88. 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
89. 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
90. Overloading means :



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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

91. if (a>b && a>c) then the condition will be true onlyif

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

92. _____are very good tools for code reuse.

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

93. 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

94. 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

95. We can_____references.

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1. increment
 2. decrement
 3. reassign
 4. None of the given
96. The statement `cout << yptr` will show the _____ **the yptr points to.**
1. Value
 2. memory address
 3. variable
 4. None of the given
97. The members of a class declared without any keyword are ___ by default.
1. protected
 2. private
 3. public
 4. constant
98. What will be the result of arithmetic expression $6+48/4*3$?
1. 10
 2. 40.5
 3. 42
 4. 41
99. _____ data isn't accessible by non-member functions or outside classes.
1. Public
 2. private
 3. Static
 4. Globally declared
100. The friend function of a class can have access _____.
1. to the public data members only



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2. to the private data members
3. to the protected data members
4. to the main program

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

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

102. 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

103. C++ is a _____ language.

1. High level
2. Low level
3. Machine
4. Assembly language

104. 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

105. 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

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4. IO classes
106. The memory allocation functions return a chunk of memory with a pointer of type.
1. integer
 2. float
 3. ptr
 4. void
107. 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
108. 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
109. 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
110. 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
111. The function seekg() takes _____ parameter(s).



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

112. 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

113. _____ 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

114. _____ operator is used to pass the address of a variable in call by reference method.

1. `%`
2. `+`
3. `@`
4. `&`

115. `!=` 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

116. When the compiler overloads the assignment (`=`) operator by default then

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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
117. 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]
118. In C++, a variable can be declared anywhere in the program this will increase _____.
1. writability
 2. readability
 3. portability
 4. efficiency
119. In Flow Chart, flow of control is represented by _____.
1. Rectangle
 2. Circle
 3. Diamond
 4. Arrow
120. $!(x > 3)$ 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
121. The function write() takes _____ as parameter(s).
1. String of pointer type



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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
122. Which of the following will be the most appropriatedata type to store the value 63.547?
1. Integer
 2. Character
 3. Short
 4. Float
123. If B is designated as friend of A, B can access A'snon-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
124. 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
125. _____statement is used to terminate the processing of a particular case and exit from switchstructure.
1. if
 2. goto
 3. break
 4. continue
126. Array is a data structure that stores_____.
1. Memory addresses
 2. Variables

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3. Data type
4. Data
127. Structure use _____ allocation.
1. Queue
2. Heap
3. Cache
4. Stack
128. 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
129. A variable of character data type occupies _____ **byte(s) in memory.**
1. 1
2. 2
3. 4
4. 8
130. 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
131. 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



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132. 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

133. 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)

134. dec, hex, oct are all_____.

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

135. 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

136. The constructor contains_____.

1. return type
2. no return type
3. objects

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4. classes

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

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

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

138. 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

139. Switch statement deals with _____ type of data.

1. Integer
2. Float
3. Character
4. Both Integer and Character

140. 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

141. In programming, comments are used to explain the functioning of the _____.



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

142. 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

143. 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);

144. A program statement that invokes a function is called.

1. function declaration
2. function call
3. function definition
4. function prototype

145. 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

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

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```
int n=10;
```

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

1. Base 8
 2. Base 2
 3. Base 10
 4. Decimal number system
147. It is possible to return an object from function using this pointer.
1. True
 2. False
148. The increment of a pointer depends on its _____.
1. variable
 2. value
 3. data type
 4. None of the given
149. 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
150. _____ stops execution at the line that contains error(s) in the code.
1. Compiler
 2. Debugger
 3. Interpreter
 4. Linker
151. $!(x < 3)$ means in C++ that
1. x is less than 3



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2. x is greater than or equal to 3

3. x is greater than 3

4. x is equal to 3

152. C++ was developed by_____.

1. Charles Babbage

2. Graham Bell

3. Bejarne Stroustrup

4. Von Nuemann

153. 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";

154. You cannot overload the_____operator.

1. ? :

2. *

3. /

4. ++

155. To read command-line arguments, the main() function itself must be given_____arguments.

1. 1

2. 2

3. 3

4. 4

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

1. 

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2.



3.



4.

157. The memory address of the first element of an array is called_____.

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

158. The compiler of C language is written in _____ language.

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

159. < and > both are _____ operators.

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

160. 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();`

161. Symbolic constant PI can be defined as:



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

162. 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

163. A_____structure specifies that an action is to be repeated while some condition remains true.

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

164. 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

165. 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;

166. if

int sum = 54;

Then the value of the following statement is sum = sum - 3;

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1. 52
 2. 50
 3. 51
 4. 57
167. 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';`
168. The operators ++ and -- are used to increment or decrement the value of a variable by _____.
1. 3
 2. 2
 3. 1
 4. 4
169. To access `rand()`, which library is required to be included in program?
1. `conio.h`
 2. `stdio.h`
 3. `stdlib.h`
 4. `iostream.h`
170. 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`
171. _____ variables are defined in the main.
1. Global



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2. Dynamic

3. Local

4. All

172. It is the job of _____ to transfer the executable code from hard disk to main memory.

1. interpreter

2. Debugger

3. Linker

4. Loader

173. 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);

174. The condition in loop should be a(n) _____.

1. Constant Expression

2. Boolean Expression

3. Primary Expression

4. Arithmetic Expression

175. The parameter passed to isdigit() function is _____.

1. a character variable

2. a boolean variable

3. an integer variable

4. a character string

176. A _____ is an array of characters that can store number of character specified.

1. Char

2. String

3. Multidimensional array

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4. Data type
177. The destructor is used to_____.
1. allocate memory
 2. deallocate memory
 3. create objects
 4. allocate static memory
178. NULL character is used to indicate the_____of string.
1. Start
 2. End
 3. Begin
 4. Middle
179. C is a/an_____language.
1. low level
 2. object based
 3. object oriented
 4. function oriented
180. _____executes all the lines before error and stops at the line which contains the error.
1. Interpreter
 2. Compiler
 3. Linker
 4. Debugger
181. 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
182. _____will explain the function of a program.



2. Debugger

3. Compiler

4. Linker

183. Structure is a collection of _____ under a single name.

1. only functions

2. only variables

3. both functions and variables

4. only data types

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

1. 10

2. 11

3. 12

4. 13

185. 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

186. 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

187. We cannot increment _____.

AR Lucky Term

2. arrays
 3. references
 4. variables
188. Which of the following syntax is best used to delete an array of 5 objects named 'string' allocated using newoperator.
1. delete string;
 2. delete []string;
 3. delete string[];
 4. delete string[5];
189. Word processor is a type of a/an_____.
1. operating system
 2. application software
 3. device driver
 4. utility software
190. Select the correct way to assign the address of firstelement of array to pointer?
1. int *ptr = &data[1];
 2. int *ptr = &data;
 3. int *ptr = data;
 4. int *ptr = data[0];
191. In C/C++, the string constant is enclosed in _____.
1. curly braces { }
 2. parentheses()
 3. single quotes ' '
 4. double quotes " "
192. C++ views each file as a sequential stream of _____.
1. Bits
 2. Bytes



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3. Numbers

4. Words

193. _____ of a function is also known as signature of a function.

1. Definition

2. Declaration

3. Calling

4. Invoking

194. The _____ is called automatically when an object destroys

1. destructor

2. constructor

3. main program

4. default constructor

195. 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

196. 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

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197. 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
198. 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
199. 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);
200. 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.
201. 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



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202. 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[];`
203. 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
204. 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);`
205. Matrix is defined as_____.
1. Single dimensional array
 2. Multi-dimensional array
 3. Vector product
 4. Scalar product
206. 'While' loop may execute_____ or more times.
1. three
 2. zero
 3. two
 4. one
207. The main advantage of function overloading is
_____.

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1. The program becomes portable
 2. The program becomes complex
 3. The function becomes inline
 4. The program becomes more readable
208. The default visibility for the data members of the class is
1. private
 2. protected
 3. public
 4. accessible outside the class
209. A record is a group of related_____.
1. Data
 2. Fields
 3. Bytes
 4. Files
210. 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
211. Which one of the following is mandatory preprocessor directive for c++?
1. #undef
 2. #include
 3. #undef
 4. All of the given
212. Consider the following code segment. What will be the output of following code?

```
int addValue (int *a){  
int b = (*a) + 2;
```



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```

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

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

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

214. 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

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

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

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

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

217.
<<" "; cout << f;

cout << i << " "; cout << d

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 <<;

218. 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

219. 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

220. 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



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4. iostream.h

221. 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

222. _____ will be used for enclosing function statements into
a block.

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

223. 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

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

1. 0128128
2. 0000128
3. 1280000
4. 0012800

225. 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

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226. In computer systems there are mainly _____ type of softwares.

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

227. Both compiler and _____ are used to translate program into machine language code.

1. debugger
2. linker
3. loader
4. interpreter

228. 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

229. 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

230. Syntax of a union is identical to _____.

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



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231. The keyword _____ is used to get some value back from a function.

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

232. Member functions of the class _____ main program.

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

233. Individual characters in a string stored in an array can be accessed directly using array _____.

1. superscript
2. script
3. subscript
4. value

234. A reference cannot be NULL it has to point a datatype.

1. True
2. False



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Q1: ofstream is used for _____

- Input file stream
- **Output file stream**
- Input and output file stream
- All of the given

Q2: Function prototype is written,

- **Within main function**
- After the return statement in main
- Before the return statement in main
- Before call of that function

Q3: RAID stands for _____.

- Redundant Array of Inexpensive Dices
- Redundant Array of Inexperience Devices
- **Redundant Array of Inexpensive Devices**
- Reduced Array of Inexpensive Devices

Q4: If $\text{int sum} = 54$; Then the value of the following statement is $\text{sum} = \text{sum} - 3$;

- 52
- 50
- **51**
- 57

Q5: In while loop the loop counter must be initialized,

- With in the loop
- **Before entering the loop**
- At the end of the loop
- None of the given options

Q6: Computer can understand only _____ language code.

- High level
- Low level
- **Machine**
- Fourth generation

Q7: Transpose of a matrix means that when we interchange rows and columns _____

- the first row becomes the Last column
- **the first row becomes the first column**
- the Last row becomes the first column
- the first column becomes the first row

Q8: Loops are _____ Structure

- Decision
- Sequential
- **Repetition**
- None of the given options

Q9: C is widely known as development language of _____ operating system.

- Linux
- **Unix**
- Windows
- Mac OS

Q10: In _____, we try to have a precise problem statement

- **Analysis**
- Design



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- Coding
- None of the given

Q11: _____ Keyword is used to return some value from a function.

- **break**
- return
- continue
- goto

Q12: Pointers store the _____

- value of a variable
- **memory address**
- characters
- None of the given

Q13: < , <= , > , >= are called _____ operators.

- Arithmetic
- **Logical**
- Relational
- Conational

Q14: the sizeof operator is used to determine the size of _____.

- data
- variable
- data type
- **None of the given** (Correct Answer is Delete operator)

Q15: If int a = 50; then the value of a/= 3; will be,

- 15
- 18
- **16**
- 17

Q16: _____ are conventional names of the command line parameters of the 'main()' function.

- 'argv' and 'argv'
- **'argc' and 'argv'**
- 'argc' and 'argu'
- None of the given

Q17: From following; which one is the correct syntax of an array initialize: Array size is 10 and it is of double data type to value 0?

- arr[10] = {0.0};
- double arr[10]= 0.0;
- **double arr[10] = {0.0};**
- double arr[] = 0.0;

Q18: _____ statement interrupts the flow of control.

- switch
- continue
- goto
- **break**

Q19: From the following; which one is used as an assignment operator?

- **Equal sign '='**
- Double equal sign '=='
- Both equal and double equal sign
- None of the given options

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CS201- Introduction to Programming

Q1: There are mainly ----- types of software

- ▶ **Two**
- ▶ Three
- ▶ Four
- ▶ Five

Q2: When $x = 7$; then the expression $x\% = 2$; will calculate the value of x as,

- ▶ **1**
- ▶ 3
- ▶ 7
- ▶ 2

Q3: A pointer variable can be,

- ▶ Decremented only
- ▶ Incremented only
- ▶ Multiplied only
- ▶ **Both 1 and 2**

→Q4: set precision is a parameter less manipulator.

- ▶ **True**
- ▶ False

Q5: We can change a Unary operator to Binary operator through operator overloading.

- ▶ **False**
- ▶ True

Q6: delete operator is used to return memory to free store which is allocated by the new operator

- ▶ **True**
- ▶ False

→Q7: When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

- ▶ **True**
- ▶ False → delete(p);

→Q8: What is the functionality of the following statement?

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

- Default constructor will call for all objects of array
- Parameterized constructor will call for all objects of array
- **Parameterized constructor will call for first 2 objects and default constructor for remaining objects**
- Default constructor will call for first 3 objects and Parameterized constructor for remaining objects

Q9: What is the sequence of event(s) when allocating memory using new operator?

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ Memory is allocated first before calling constructor
- ▶ **Constructor is called first before allocating memory**

Q10: Deleting an array of objects without specifying [] brackets may lead to memory leak

- ▶ **True**
- ▶ False

Q11: Which of the following data type will be assumed if no data type is specified with constant?

- ▶ short
- ▶ float
- ▶ **int**
- ▶ double

Q12: There is an array of characters having name 'course' that has to be initialized by string 'programming' which of the following is the correct way to do this,

- i. `course[] = {'p', 'r', 'o', 'g', 'r', 'a', 'm', 'm', 'i', 'n', 'g'};`
- ii. `course[] = 'programming' ;`
- iii. `course[12] = "programming" ;`



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iv. course = "programming" ;

Choose the correct options.

- ▶ (i) and (ii) only
- ▶ (i) and (iv) only
- ▶ **(i) and (iii) only**
- ▶ (ii) and (iii) only

Q13: What will be the correct syntax of the following statement?

ptr is a constant pointer to integer.

- ▶ const int *ptr ;
- ▶ const *int ptr ;
- ▶ int const *ptr ;
- ▶ **int *const ptr ;**

Q14: Overloaded member operator function is always called by _____

- ▶ Class
- ▶ **Object**
- ▶ Compiler
- ▶ Primitive data type

Q15: Loader loads the executable code from hard disk to main memory.

- ▶ **True**
- ▶ False

Q16: Which of the following is the correct C++ syntax to allocate space dynamically for an array of 10 int?

- ▶ new int(10) ;
- ▶ **new int[10] ;**
- ▶ int new(10) ;
- ▶ int new[10];

Q17: The prototype of friend functions must be written _____ the class and its definition must be written _____

-
- ▶ inside, inside the class
 - ▶ **inside, outside the class**
 - ▶ outside, inside the class
 - ▶ outside, outside the class

Q18: Like member functions, _____ can also access the private data members of a class.

- ▶ Non-member functions
- ▶ **Friend functions**
- ▶ Any function outside class
- ▶ None of the given options

Q19: To perform manipulation with input/output, we have to include _____ header file.

- ▶ **iostream.h**
- ▶ stdlib.h
- ▶ iomanip.h
- ▶ fstream.h

Q20: The endl and flush are _____

- ▶ Functions
- ▶ Operators
- ▶ **Manipulators**
- ▶ Objects

Q21: If we want to use stream insertion and extraction operators with _____ then we have to overload these operators.

- ▶ int, float, double
- ▶ **objects of class**
- ▶ int, float, object
- ▶ int, char, float

Q22: The static data members of a class can be accessed by _____

- ▶ **only class**
- ▶ only objects



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- ▶ both class and objects
 - ▶ none of given options
- Q23: Classes defined inside other classes are called _____ classes
- ▶ looped
 - ▶ **nested**
 - ▶ overloaded
 - ▶ none of the given options.
- Q24: Which value is returned by the destructor of a class?
- ▶ A pointer to the class.
 - ▶ An object of the class.
 - ▶ A status code determining whether the class was destructed correctly
 - ▶ **Destructors do not return a value.**
- Q25: Consider the following code segment
- ```
class M {
 friend int operator!(const M &);
...
};
!s // code of line implies that operator!(s)
...
```
- Let assume if s is an object of the class then function is implemented as \_\_\_\_\_
- ▶ Member function
  - ▶ **Non-member function**
  - ▶ Binary operator function
  - ▶ None of the given options
- Q26: When the compiler overloads the assignment (=) operator by default then \_\_\_\_\_
- ▶ compiler does member wise assignment.
  - ▶ compiler does not allow default overload of assignment (=) operator
  - ▶ **member of the class are not assigned properly**
  - ▶ None of the given options
- Q27: If text is a pointer of class String then what is meant by the following statement?  
text = new String [5];
- ▶ Creates an array of 5 string objects statically
  - ▶ **Creates an array of 5 string objects dynamically**
  - ▶ Creates an array of pointers to string
  - ▶ Creates a string Object
- Q28: Static variable which is defined in a function is initialized \_\_\_\_\_.
- ▶ **Only once during its life time**
  - ▶ Every time the function call
  - ▶ Compile time of the program
  - ▶ None of the above
- Q29: The appropriate data type to store the number of rows and columns of the matrix is \_\_\_\_\_.
- ▶ float
  - ▶ **int**
  - ▶ char
  - ▶ none of the given options.
- Q30: Copy constructor becomes necessary while dealing with \_\_\_\_\_ allocation in the class.
- ▶ **Dynamic memory**
  - ▶ Static memory
  - ▶ Both Dynamic and Static memory
  - ▶ None of the given options
- 
- Q1: There are mainly ----- types of software
- ▶ **Two**
  - ▶ Three
  - ▶ Four



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- ▶ Five
- Q2: seekg() and write() are functionally \_\_\_\_\_ .
- ▶ **Different**
  - ▶ Identical
  - ▶ Two names of same function
  - ▶ None of the above
- Q3: When a pointer is incremented, it actually jumps the number of memory addresses
- ▶ **According to data type**
  - ▶ 1 byte exactly
  - ▶ 1 bit exactly
  - ▶ A pointer variable can not be incremented
- Q4: setw is a parameterized manipulator.
- ▶ **True**
  - ▶ False
- Q5: eof( ), bad( ), good( ), clear( ) all are manipulators.
- ▶ **True → Stream Manipulators**
  - ▶ False
- Q6: In functions that return reference, use \_\_\_\_\_ variables.
- ▶ Local
  - ▶ Global
  - ▶ **Global or static**
  - ▶ None of the given option
- Q7: The declarator of Plus (+) member operator function is
- ▶ **Class-Name operator + (Class-Name rhs)**
  - ▶ operator Class-Name + ( )
  - ▶ operator Class-Name + ( rhs)
  - ▶ Class-Name operator + ( )
- Q8: The compiler does not provide a copy constructor if we do not provide it.
- ▶ True
  - ▶ **False**
- Q9: What is the functionality of the following syntax to delete an array of 5 objects named arr allocated using new operator?  
delete arr ;
- ▶ Deletes all the objects of array
  - ▶ Deletes one object of array
  - ▶ **Do not delete any object**
  - ▶ Results into syntax error
- Q10: What is the sequence of event(s) when allocating memory using new operator?
- ▶ Only block of memory is allocated for objects
  - ▶ Only constructor is called for objects
  - ▶ Memory is allocated first before calling constructor
  - ▶ **Constructor is called first before allocating memory**
- Q11: What is the sequence of event(s) when deallocating memory using delete operator?
- ▶ Only block of memory is deallocated for objects
  - ▶ Only destructor is called for objects
  - ▶ Memory is deallocated first before calling destructor
  - ▶ **Destructor is called first before deallocating memory**
- Q12: new and delete operators cannot be overloaded as member functions.
- ▶ True
  - ▶ **False**
- Q13: The operator function of << and >> operators are always the member function of a class.
- ▶ True
  - ▶ **False**
- Q14: A template function must have at least ----- generic data type
- ▶ Zero



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- ▶ **One**
  - ▶ Two
  - ▶ Three
- Q15: If we do not mention any return\_value\_type with a function, it will return an \_\_\_\_\_ value.
- ▶ **int**
  - ▶ void
  - ▶ double
  - ▶ float
- Q16: Suppose a program contains an array declared as int arr[100]; what will be the size of array?
- ▶ 0
  - ▶ 99
  - ▶ **100**
  - ▶ 101
- Q17: The name of an array represents address of first location of array element.
- ▶ **True**
  - ▶ False
- Q18: Reusing the variables in program helps to save the memory
- ▶ **True**
  - ▶ False
- Q19: Which of the following option is true about new operator to dynamically allocate memory to an object?
- ▶ The new operator determines the size of an object
  - ▶ **Allocates memory to object and returns pointer of valid type**
  - ▶ Creates an object and calls the constructor to initialize the object
  - ▶ All of the given options
- Q20: new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.
- ▶ Functions, operators
  - ▶ Classes, operators
  - ▶ **Operators, functions**
  - ▶ Operators, classes
- Q21: Like member functions, \_\_\_\_\_ can also access the private data members of a class.
- ▶ Non-member functions
  - ▶ **Friend functions**
  - ▶ Any function outside class
  - ▶ None of the given options
- Q22: Which of the following statement is best regarding declaration of friend function?
- ▶ Friend function must be declared after public keyword.
  - ▶ Friend function must be declared after private keyword.
  - ▶ Friend function must be declared at the top within class definition.
  - ▶ **It can be declared anywhere in class as these are not affected by the public and private keywords.**
- Q23: The operator function overloaded for an Assignment operator (=) must be
- ▶ Non-member function of class
  - ▶ **Member function of class**
  - ▶ Friend function of class
  - ▶ None of the given options
- Q24: For non-member operator function, object on left side of the operator may be
- ▶ Object of operator class
  - ▶ Object of different class
  - ▶ Built-in data type
  - ▶ All of the given options
- Q25: The operator function will be implemented as \_\_\_\_\_, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.  
obj3 = obj1 - obj2;
- ▶ **Member function**



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- ▶ Non-member function
- ▶ Friend function
- ▶ None of the given options

Q26: Which one of the following is the declaration of overloaded pre-increment operator implemented as member function?

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;
- ▶ **Class-name operator ++() ;**
- ▶ Class-name operator ++(int) ;

Q27: The static data members of a class are initialized \_\_\_\_\_

- ▶ at file scope
- ▶ **within class definition**
- ▶ within member function
- ▶ within main function

Q28: Class is a user defined \_\_\_\_\_.

- ▶ **data type**
- ▶ memory referee
- ▶ value
- ▶ none of the given options.

Q29: We can also define a user-defines manipulators.

- ▶ **True**
- ▶ False

Q30: Automatic variable are created on \_\_\_\_\_.

- ▶ **Heap**
- ▶ Free store
- ▶ static storage
- ▶ stack

---

In C/C++ the string constant is enclosed

- ? In curly braces
- ? In small braces
- ? In single quotes
- **? In double quotes**

The size of int data type is

- ? 1 bytes
- ? 2 bytes
- ? 3 bytes
- **? 4 bytes**

In Flow chart process is represented by

- ? Rectangle
- ? Arrow symbol
- **? Oval**
- ? Circle

If the break statement is missed in switch statement then,

- ? The compiler will give error
- ? This may cause a logical error
- **? No effect on program**
- ? Program stops its execution

When we are using const keyword with a variable x then initializing it at the time of declaration is,

- **? Must**
- ? Optional
- ? Not necessary
- ? A syntax error

Which of the following is the correct way to assign an integer value 5 to element of a matrix say 'm' at second row and third column?



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- ? `m[2][3] = 5 ; // [row][col]`
- ? `m[3][2] = 5 ;`
- ? `m[1][2] = 5 ;`
- ? `m[2][3] = '5';`

How many total elements must be in two-dimensional array of 3 rows and 2 columns?

- ? 4
- ? 5
- ? **6**
- ? 7

Which of the following is the correct statement for the following declaration?

`const int *ptr.`

- ?ptr is a constant pointer
- ?ptr is constant integer pointer
- ?ptr is a constant pointer to int
- ?**ptr is a pointer to const int**

Consider the following code segment. What will be the output of this code segment? **// 3 5**

- `int arr[6] = {2, 3, 7, 4, 5, 6} ;`
- `int *ptr1 =&arr[1] ;`
- `int *ptr2 = &arr[4] ;`
- `cout`

What will be the correct syntax to assign an array named arr of 5 elements to a pointer ptr?

- ?**\*ptr = arr ;**
- ?ptr = arr ;
- ?\*ptr = arr[5] ;
- ?ptr = arr[5] ;

C is a/an \_\_\_\_\_ language

- ?low level
- ?object based
- ?object oriented
- ?**function oriented**

The variables having a name, type and size are just like empty boxes.

- ?False
- ?**True**

What's wrong with this for loop?

`for (int k = 2, k`

---

## FINAL TERM EXAMINATION fall 2008

If Num is an integer variable then `Num++` means,

- Add 1 two times with Num
- **Add 1 with Num**
- Add 2 with Num
- Subtract 2 from Num

If the return type of a function is void then it means that it will,

- Return any type of data
- Return some specific type of data
- **Return no data**
- Return just character data

Which of the following is a valid class declaration?

- **class A { int x; };**
- class B { }
- public class A { }
- object A { int x; };

When we use manipulators in our program then which header file should be included?

- `iostream.h`



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- stdlib.h
- stdio.h
- **iomanip.h**

We can also create an array of user define data type.

- **True**
- False

The normal source of cin object is,

- File
- Disk
- **Keyboard**
- RAM

A stream is an ordered sequence of bytes.

- **True**
- False

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

- **True**
- False

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

- **True**
- False

Which looping process checks the test condition at the end of the loop?

- for
- while
- **do while**
- no looping process checks the test condition at the end

In a group of nested loops, which loop is executed the most number of times?

- the outermost loop
- **the innermost loop**
- all loops are executed the same number of times
- cannot be determined without knowing the size of the loops

Template class can not have static variables.

- True
- **→False**

Consider the following statements to initialize a two-dimensional array.

- i. `int arr[2][3] = {4, 8, 9, 2, 1, 6};`
- ii. `int arr[3][2] = {4, 8, 9, 2, 1, 6};`
- iii. `int arr[][2] = {{4,8},{9, 2},{1, 6}};`

Which of the following option(s) are correct to initialize a two-dimensional array with 3 rows and 2 columns?

- **(ii) only**
- (iii) only
- (ii) and (iii)
- and (iii)

There is a pointer variable named ptr of type int then address of which type of variable the ptr will store in it?

- variable of type char
- variable of type short
- **variable of type int**
- variable of type double

Let suppose

```
Union intorDouble{
```

```
Int ival;
```



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```
Double charvar;
};
main(){
intorDouble VAZ;
int size ;
size = sizeof(VAZ);
}
```

What will be the value of variable "size", if int occupies 4 bytes and double occupies 8 bytes?

- 2
- 4
- **8**
- 12

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

- Functions, operators
- Classes, operators
- **Operators, functions**
- Operators, classes

The member functions of a class occupy \_\_\_\_\_ region in memory for \_\_\_\_\_ object(s) of class.

- **separate, each**
- common, all
- different, each
- different, all

Friend functions are \_\_\_\_\_ of a class.

- Member functions
- Public member functions
- Private member functions
- **Non-member functions**

Which of the following is true while overloading operators?

- **Precedence of an operator can be changed**
- The parity (number of operands) can be changed
- No new operators can be created
- Associativity of an operator can be changed

Which of the following option will be true to overload the -= operator?

- only - operator needs to be overloaded
- Minus (-) and = operators need to be overloaded
- **the -= operator need to be overloaded explicitly**
- the - and = operators need to be overloaded implicitly

The input/output streams; cin and cout are \_\_\_\_\_

- Operators
- Functions
- **Objects**
- Structures

dec, hex, oct are all \_\_\_\_\_

- Member functions
- Objects of input/output streams
- **Parameterized manipulators**
- Non-parameterized manipulators

What will be the output of the following statement?

```
cout << setbase(16) << 52 ;
```

- 74
- 52
- **34**
- 64



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The first parameter of overloaded stream insertion operator is \_\_\_\_\_ where second parameter is

- input stream, object of class
- object of class, output stream
- **output stream, object of class**
- object of class, input stream

We can also do conditional compilation with preprocessor directives.

- **True**
- False

With user-defined data type variables (Objects), self assignment can produce \_\_\_\_\_.

- Syntax error
- **Logical error**
- Link error
- Non of the given options

The return type of the operator function for >> operator is \_\_\_\_\_.

- class for which we overload this operator
- reference of ostream class (ostream&)
- **reference of istream class (istream&)**
- void

When an object of a class is defined inside an other class then,

- Constructor of enclosing class will be called first
- **Constructor of inner object will be called first**
- Constructor and Destructor will be called simultaneously
- None of the given options

Where we can include a header file in the program?

- any where
- **in start**
- at the end
- none of the given options.

---

## FINALTERM EXAMINATION SPRING 2006 – S2

Q1: A function that calls itself is known as

- ▶ Iterative function
- ▶ Inline function
- ▶ **Recursive function**
- ▶ main ()

Q2: The function call to a default constructor

- ▶ looks like any function call, except there is no return value
- ▶ never takes any arguments
- ▶ creates but cannot initialize an object
- ▶ **is made automatically when an object is created**

Q3: Static member functions

- ▶ must be declared inside the class definition, but defined outside it
- ▶ must be declared private
- ▶ have multiple copies for the entire class
- ▶ **can access only static data**

Q4: The reserved words public and private comes under the category

- ▶ structures
- ▶ strings
- ▶ **accessibility modifiers**
- ▶ types of functions

## FINALTERM EXAMINATION SPRING 2006 CS201

A for loop usually consist of \_\_\_\_\_ expressions.



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- ▶ 1
- ▶ 3
- ▶ 2
- ▶ 4

A preprocessor directive is identified by \_\_\_\_\_ symbol

- ▶ #
- ▶ {
- ▶ (
- ▶ ~

Which of the following operators can not be overloaded?

- ▶ new
- ▶ delete
- ▶ +=
- ▶ **sizeof**

Analyze the following code

```
class myclass
{
private:
float x,y;
public:
void myclass(float a, float b)
{
x=a;
y=b;
}
void diplay()
{
cout<<endl<<x<<endl<<y;
}
};
```

What is wrong with the above code?

- ▶ The member functions should be private
- ▶ **constructor must not have a return type**
- ▶ The constructor should have no body
- ▶ There is no error in the given code

A function declaration has the same relationship to a function definition that

- **a class definition has to an object definition**
- an object declaration has to an object
- a variable has to a variable declaration
- a variable declaration has to the variable itself
- they have no relationship

When we write a class template the first line must be:

- template < class class\_type>
- template < class data\_type>
- **template < class T >, Here T can be replaced with any name but it is preferable.**
- class class-name()
- class template<class\_name>

A friend function of a class has access

- **To all data member and functions of the class**
- Only to other friend functions of the class
- Only to private data of the class
- Only to public data of the class
- To private data declared in main()



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The new operator

- is used to declare objects or variables
- can not create and initialize an object
- names an object or variable
- returns an address to an object or variable
- **can allocate an appropriate amount of memory for an object or variable**

If we open a file stream myfile for reading, what will give us the current position of the file pointer?

- **tellg()**
- tellp()
- seekg()
- seekp()
- fstream.h

There is a class Student, Which one of the following is a valid destructor for this class.

- Student();
- Student(int);
- **~ Student();**
- int~ Student();
- ~ Student(int);

A friend function

- must be having a prototype with no arguments
- must be invoked by an object of the class that declares it a friend
- must be invoked by the class that declares it a friend
- **can access the private data of the class that declares it a friend**
- cannot access the data members of a class

Which one of the following operators is a unary operator?

- OR ( || )
- AND ( && )
- **Complement operator ( ~ )**
- XOR ( ^ )
- Insertion operator (>>)

If the statements

```
int j,k;
j = 123;
k= 234;
int* q, * r;
cout<<*q<<' '<<*r;
```

are executed, what will be displayed?

- The values of j and k
- The addresses of q and r
- The addresses of j and k
- 132 , 234
- **garbage values**

A copy constructor

- copies the data of any two constructors in that class
- takes no arguments
- takes an arbitrary number of arguments
- creates a new object that later may be assigned the data of an existing object
- **creates an object initialized with the same data as an existing object**

To access the 8th element of an int array named myArray of 15 elements, you would write

- int[8]
- int[7]



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- myArray[8]
- **myArray[7]**

A copy constructor is always called when

- **an object is initialized with another object data of the same class when it's created**
- an object is initialized with another object of any class when it's created
- an object is initialized with a variable of a basic type when it's created
- an object is not initialized when it's created

Consider the function below:

```
template <class T>
T abc (T x)
{
return (-x);
}
```

We call this function as

```
cout << abc(-9.6) << endl;
```

The answer will be:

- **9.6**
- -9.6
- 9
- -9

---

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

- class , can be overloaded
- function , cannot be overloaded
- **function, can be overloaded**
- object, can not be initialized

The stream insertion and extraction operators are not already overloaded for \_\_\_\_\_

- Built-in data types
- User-defined data types ←
- Both built-in and user-defined types
- None of the given options

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

- Compiler will compile successfully
- Compiler will show a warning to you
- Null value will be assigned to a
- **Compiler will generate an error: 'a' declared as reference but not initialized**

< , <= , > , >= are called \_\_\_\_\_ operators.

- Arithmetic
- Logical
- **Relational**
- Conational

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

- True
- False ←

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

- garbage collection
- **dangling reference.**
- wastage of memory
- system crash

If an array has 50 elements, what is allowable range of subscripts?



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- 0 – 49 ←
- 1 – 49
- 0 – 50
- 1 – 50

char name [] = "Hello World" ; In the above statement, a memory of \_\_\_\_\_ characters will be allocated

- 13
- 11
- 12
- 10

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

- allocate memory
- **deallocate memory**
- create objects
- allocate static memory

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

- Must be passed by value
- **Must be passed by reference**
- Can be passed by value or reference
- Must be object of class

## Question No: 1 ( Marks: 1 ) - Please choose one

In if structure the block of statements is executed only,

- ▶ When the condition is false
- ▶ When it contain arithmetic operators
- ▶ When it contain logical operators

▶ **When the condition is true**



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Question No: 2 ( Marks: 1 ) - Please choose one

Header file: **fstream.h** includes the definition of the stream classes\_\_\_\_\_.

▶ ifstream, fstream, cout

▶ **ifstream, fstream, ofstream**

▶ fstream, cin, cout

▶ None of the above

**Question No: 3 ( Marks: 1 ) - Please choose one**

To access the data members of structure\_\_is used.

▶ **dot operator (.)**

▶ \* operator

▶ operatorà

▶ None of given.

**Question No: 4 ( Marks: 1 ) - Please choose one**

eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ **False**

Question No: 5 ( Marks: 1 ) - Please choose one

Which kind of functions can access private member variables of a class?

▶ **Friend functions of the class**

▶ Private member functions of the class

▶ Public member functions of the class

▶ Friend, private and public functions

**Question No: 6 ( Marks: 1 ) - Please choose one**

The return type of operator function must always be void.

▶ True

▶ **False**



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Question No: 7 ( Marks: 1 ) - Please  
choose one

Friend function of a class is\_\_\_\_\_.



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- ▶ Member function



**Non-member  
function**

- ▶ Private function
- ▶ Public function

**Question No: 8 ( Marks: 1 ) - Please  
choose one**

Function implementation of friend function must be defined outside the class.

- ▶ True

**▶ False (any where in the class)**

Question No: 9 ( Marks: 1 ) - Please choose one

The normal source of cin object is,

- ▶ File
- ▶ Disk

**▶ Keyboard**

- ▶ RAM

**Question No: 10 ( Marks: 1 ) - Please  
choose one**

Which of the following is correct way to initialize a variable x of int type with value 10?

- ▶ int x ; x = 10;
- ▶ int x = 10;
- ▶ int x, x = 10;

**▶ x = 10;**

<http://www.webyceum.com>

Question No: 11 ( Marks: 1 ) - Please choose one

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



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```
int
func
(int);
int
num
= 10 ;
int
main
(){ int
num ;
num
= 5 ;
cout
<<
num ;
```

```
cout << func(num) ;
}
int func(int x){
return num ;
}
```

- ▶ 5, 5
- ▶ 10, 5
- ▶ **5, 10**
- ▶ 10, 10



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## Question No: 12 ( Marks: 1 ) - Please choose one

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

▶ True

▶ False

## Question No: 13 ( Marks: 1 ) - Please choose one

What will be the correct syntax to declare two-dimensional array of float data type?

▶ float arr{2}{2};

▶ float

arr[2][2];

▶ float arr[2,2] ;

▶ float[2][2] arr ;

## Question No: 14 ( Marks: 1 ) - Please choose one

The first parameter of operator function for << operator,

▶ Must be passed byvalue

▶ **Must be passed by reference**

▶ Can be passed by value or reference

▶ Must be object of class

## Question No: 15 ( Marks: 1 ) - Please choose one

Heap is constantly changing in size.

▶ True

▶ False

<http://www.webyceum.com>

Question No: 16 ( Marks: 1 ) - Please choose one



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While calling function, the arguments are assigned to the parameters from

▶ **left to right.**

- ▶ right to left
- ▶ no specific order is followed
- ▶ none of the given options.

**Question No: 17 ( Marks: 1 ) - Please  
choose one**

Classes defined inside other classes are called \_\_\_ classes

- ▶ looped



**nested**

- ▶ overloaded
- ▶ none of the given options.

**Question No: 18 ( Marks: 1 ) - Please  
choose one**

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI \_\_\_\_\_

- ▶ can not be replace
- ▶ None of the given options

▶ **Remain constant.**

- ▶ can be changed by some operation



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## Question No: 19 ( Marks: 1 ) - Please choose one

Which value is returned by the destructor of a class?

- ▶ A pointer to the class.
- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctl

▶ **Destructors do not return a value.**

Question No: 20 ( Marks: 1 ) - Please choose one

Every class contains \_\_\_\_\_.

- ▶ Constructor
- ▶ Destructor

▶ **Both a constructor and a destructor**

- ▶ None of the given options

## Question No: 21 ( Marks: 1 ) - Please choose one

A template function must have

▶ **One or more than one arguments**

- ▶ Only one argument
- ▶ Zero argument
- ▶ Noneofthegiven

options

<http://www.weblyceum.com>

## Question No: 22 ( Marks: 1 ) - Please choose one

Structured Query Language is used for \_

▶ **Databases Management**

- ▶ Networks
- ▶ Writing Operating System
- ▶ none of the given options



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## Question No: 23 ( Marks: 1 ) - Please choose one

When a call to a user-defined function finishes, the variable defined inside the function is still in existence.

▶ True

▶ **False**

Question No: 24 ( Marks: 1 ) - Please choose one

The precedence of an operator can be changed through operator overloading.

▶ True

▶ **False**

## Question No: 25 ( Marks: 1 ) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , \_\_



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- ▶ Write a separate class to handle each
- ▶ Use templates
- ▶ Use strings to store all types
- ▶ None of the given options

A Matrix can be composed of ints, floats or doubles as their elements. Instead of handling these data types separately, we can write Matrix class as a template class and write code once for all native data types. Write Matrix class as a template class and write code once for all native data types

## Question No: 26 ( Marks: 1 ) - Please choose one

"delete" operator is used to return memory to free store, which is allocated by the "new" operator.

- ▶ True
- ▶ False



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1. What will be the output of the given code? `#include<iostream> using namespace std; #define MAX (A, B)((A)>(B)) int main () { int l, x, y; x=23; y=45; l = MAX(x++, y++);Side effect; ?? larger value incremented twice cout << x <<<x<< y<<<\n}`

X= 24, y=46

2. `if (day == daysOfMonth ( *this )) { // this is the last day of the month // process accordingly }`  
In the above condition, we have checked that day is equal to the number of days in the month or not. If the condition returns true it means loop will make its \_\_\_\_\_ iteration with \_\_\_\_\_ day of the month.

Last, Last

3. Default constructor generated by \_\_\_\_\_ does \_\_\_\_\_ for us.

Compiler initialization.....confirm from net

4. Friend function are used in cases where one class is \_\_\_\_\_ to another class

Independent

5. For casting, we normally declare a pointer of type \_\_\_\_\_.

We are going to use.....confirm

6. Constructor is special type of function

Which has no return type.....confirm from net

7. Class can be defined as

A class includes both objects and structures

8. The object code of our program is combined with the \_\_\_\_\_.

Object code of the library function....confirm

9. `l+=2` is equivalent to \_\_\_\_\_.

`l= i+2`....confirm



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10. For accessing data members we use \_\_\_\_\_ operator.





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(Dot.)...confirm

11. The \_\_\_\_\_ is called automatically when an object destroys  
destructor
12. The function overloading requires \_\_\_\_\_.  
The argument list to be the same....confirm
13. With user data type variables (objects) self assignment can produce  
Logical error.....confirm from net
14. Constructor is a special type of function  
Which has no return type.....confirm from net



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15. Look at the statement given below int & a; and tell what will happen  
Compiler will generate an error: a declared as reference but not  
initialized....confirm from net

16. Macros are categorized into \_\_\_\_\_type(s)  
Two.....confirm

17. If the memory in the free store is not sufficient\_\_\_\_\_.  
Malloc function returns NULL pointer...confirm from net

18. A reference cannot be Null it has to point a data type  
True.....confirm

19. The friend function of a class can have access \_\_\_\_\_.  
To the private data members....confirm

20. #define CIRCUMFERENCE(X) (2\*PI\*R) is a.  
Definition of a macro.....confirm from net

21. Which of the following is unary operator  
i--, i++, ++i.....all options...confirm

- For overloading a void type pointer ptr into integer type, the correct syntax is  
(int\*)ptr.....confirm

22. Ternary operator is shown as\_\_\_\_\_.  
?;



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26. Care must be taken about the correct \_\_\_\_\_ of operator while overloading.  
Both semantic and complexity

27. Which function is used to delete the allocated memory space?  
Free().....confirm from net

28. Friend functions are \_\_\_\_\_.  
Private.....confirm

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

---



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Arithmetic operators can be overloaded only

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

Cannot be changed.....confirm from net

31. Consider the following code segment. Which of the following will be called while executing code at line 2? String s1, s2; s1 = s2

Assignment Operator

32. The concept of \_\_\_\_\_ allows us to separate the interface from the implementation of the class.

Encapsulation.....confirm

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

Left object of the assignment operator

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

Left object of the assignment.....confirm from net

35. Class can be defined as:

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

that data

36. Constructor has \_\_\_\_\_.

The same name as of class.....confirm

37. We can \_\_\_\_\_ pointer

Reassign, decrement, increment.....All options correct

38. The constructor contains \_\_\_\_\_.

No return type



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

Sizeof operator.....confirm from net

40. In C++ the region of available memory is called\_\_\_\_\_.

Free store

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

---



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Assignment (=) operator....confirm from net

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

friend

43. Public or private keywords can be \_\_\_\_\_

written multiple times in the class or structure declaration

44. The friend keyword provides access \_\_\_\_\_,  
in one direction only

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

46. Operator overloading is to allow the same operator to be bound to more than one



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implementation, depending on the types of the\_\_\_\_\_.

Operands

47. The operator to free the allocated memory using new operator is\_\_\_\_\_.

delete

---



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48. Public or private keywords can be\_\_\_\_\_.

written multiple times in the class or structure declaration

net

.....confirm from

49. A class can be declared as a\_\_\_\_\_of other class

Friend class.....confirm

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

\_\_\_\_\_.

?;

51. We can\_\_\_\_\_references.

None of the given options.....confirm from net

52. Being a concise language, C needs something for its\_\_\_\_\_.

Enhancement.....confirm

53. The compiler gets the modified \_\_\_\_\_

source code file.....confirm

54. When we write \_\_\_\_\_this somefile is ordinary text file of C code.

#include....confirm

55. The line where we write the \_\_\_\_\_statement is replaced by the text of that file.

#include.....confirm

56. All of the preprocessor directives start with\_\_\_\_\_.

# sign.....confirm

57. There are \_\_\_\_\_ways to use #include.

Two.....confirm



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58. 'h' stands for \_\_\_\_\_  
header files.....confirm

59. We can include files anywhere in the code but it needs to be \_\_\_\_\_ and at the  
\_\_\_\_\_.  
Logical, proper position.....confirm

---



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60. The \_\_\_\_\_ of function must be declared before its usage  
Prototype.....confirm

61. The \_\_\_\_\_ of compilation will be successful.  
first parse.....confirm

62. After the \_\_\_\_\_ of the compiler, it converts the source code into object code  
First phase.....confirm

63. \_\_\_\_\_ is machine code but is not re-locateable executable.  
Object code.....confirm

64. The \_\_\_\_\_ of our program is combined with the object code of the library  
functions.  
object code.....confirm

65. The \_\_\_\_\_ performs this task while the compiler includes the name and  
arguments.

Linker.....confirm

66. For checking the \_\_\_\_\_ of the functions, the compiler needs to know the definition  
of the function or at least the prototype of the function.

Validity.....confirm

67. The preprocessor will search for the file "myHeaderFile.h" in the current working  
directory. It will be written as

#include "myHeaderFile.h.....confirm

68. \_\_\_\_\_ is a universal constant and has a value of \_\_\_\_\_.  
Pi, 3.1415926.....confirm

69. Be sure that the value of \_\_\_\_\_ can not be changed.

Pi.....confirm



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70. All the preprocessor directives start with the sharp sign.

(#).....confirm

---



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71. Macros are classified into \_\_\_\_\_ categories.

Two.....confirm

72. The first type of macros can be written using \_\_\_\_\_.

#define.....confirm

73. The second type of macros takes arguments. It is also called a \_\_\_\_\_.

parameterized macros.....confirm

74. Being a \_\_\_\_\_, it does not require any semicolon at the end.

non-C code.....confirm

75. The \_\_\_\_\_ will be replaced by the actual macro definition including the entire parenthesis in the code before compilation.

CIRCLEAREA..... confirm

76. A symbol cannot be redefined without \_\_\_\_\_ it first.

Undefining... confirm

77. The \_\_\_\_\_ directives help in debugging the program

Conditional compilation.....confirm

78. \_\_\_\_\_ variable names starting with underscore.

Do not declare.....confirm

79. Always use \_\_\_\_\_ while defining macros that takes arguments.

Parenthesis.....confirm

80. So an ordinary \_\_\_\_\_ is actually a C code.

English poem..confirm

81. Earlier, whenever we declared arrays, the size of the arrays was \_\_\_\_\_.



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Predefined confirm

82. It is better to compare both the \_\_\_\_\_ and \_\_\_\_\_ allocation methods to understand the benefits of the usage of dynamic memory allocation.

---



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Static , dynamic . confirm

83. Static allocation is also called \_\_\_\_\_

Compile time allocation confirm

84. A pointer ptr of type void is declared as under

`void *ptr ;...` confirm

85. The syntax of the calloc function is as follows.

`void *calloc (size_t n, size_t el_size).....`confirm

86. The \_\_\_\_\_ function takes one argument i.e. the number of bytes to be allocated

Malloc.....confirm

87. The syntax of the malloc function is as follows

`void * malloc (size_t size) ;` confirm

88. #undef is used for

Making a symbol undefined.....confirm

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

True

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

Class-name operator ++().....confirm

91. A class is a user defined data type it takes \_\_\_\_\_.

No space in memory unless we create an object from it confirm



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92. The heap memory structure\_\_\_\_\_.

Constantly changes in size confirm

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

Both type and arguments.....confirm from net

---

---



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94. The data members of the class are initialized\_\_\_\_\_.

At runtime.....confirm

95. \_\_\_\_\_operators are the ones that require two operands on both sides of the operator.

Binary.....confirm

96. \_\_\_\_\_operators are the ones that require only one operator to work to the left of the operand

Unary..... confirm

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

#include <iostream>.....confirm from net

98. Functions declared with the\_\_\_\_\_specifier in a class member list are called friend functions of that class

Friend

99. Default constructor takes\_\_\_\_\_.

No parameters... confirm

100. The members of a class declared without any keyword are\_\_\_\_\_by default

Private..... confirm from net

101. In a class we can have\_\_\_\_\_constructor(s).

Many... confirm

102. \_\_\_\_\_for parameters is also done for inline functions.

Automatic type checking... .confirm

103. An address is a\_\_\_\_\_, while a pointer is a\_\_\_\_\_.

Constant, Variable ..... confirm from net

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104. The compiler generates \_\_\_\_\_ automatically

Constructors

---



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

Two....confirm from net

106. Date+=1 is equivalent to\_\_\_\_\_.

Date + 1 .....confirm

107. Windows operating system may itself takes memory from\_\_\_\_\_.

Heap....confirm from net

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

Strcat (s1, s2)

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

Inline function.....confirm from net

110. 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\_\_\_\_\_.

It has to declare, class C as a friend....confirm

111. Separate the interface and\_\_\_\_\_.

Implementation.....confirm

112. Constructor has the same name as of\_\_\_\_\_.

Class.....confirm

113. Initializing the data members in the definition of the class is a\_\_\_\_\_.

Syntax error.....confirm

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

Sizeof operator.....confirm



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115. Object code is machine code but it is not \_\_\_\_\_ and \_\_\_\_\_.

Relocateable, executable.....confirm

---

---



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116. While using\_\_\_\_\_operator we do not need to supply number of bytes allocated

New.....confirm

117. The operator to free the allocated memory using\_\_\_\_\_operator is \_\_\_\_\_. So whenever we use new to allocate memory.

New, delete.....confirm

118. The \_\_\_\_\_operator frees the allocated memory that is returned back to free store for usage ahead.

Delete.....confirm

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

Void.....confirm

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

Int & myfunc();.....confirm

121. For console input and output we use\_\_\_\_\_.

Conia.h header file.....confirm

122. A pointer is\_\_\_\_\_.

A variable for storing address.....confirm

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

No

124. A friend function of a class is a function defined\_\_\_\_\_.



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Outside that class and that has the right access protected members of

the class only

125. The reference data types are used as \_\_\_\_\_ variables without any \_\_\_\_\_ operator

---



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Ordinary , deference.....confirm

126. Operator overloading is to allow the same operator to be \_\_\_\_\_ to morethan one implementation, depending on the types of the operands.

Bound.....confirm

127. The concept of friend function negates the concept of \_\_\_\_\_.

Encapsulation.....confirm

128. Overloaded assignment operator must be

Member function of class

129. Header files provide \_\_\_\_\_ so the program running on one operating system can run without an error on the other system.

Portability.....confirm

130. Once an object is declared as a friend \_\_\_\_\_.

It has access to all non-public members as if they were public....confirm

from net

131. If text is a pointer of type string then what will be the functionality of following statement?

Creates array of 5 objects dynamically

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

Friend

133. For binary member operators operands on the \_\_\_\_\_ drives (calls) the operation

Left



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134. A class is a user defined data type it takes\_\_\_\_\_.

No space in memory unless we create an object from it

135. We cannot increment\_\_\_\_\_.

Reference.....confirm from net

---

---



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136. To prevent dangling reference the functions returning reference should be used with\_\_\_\_\_.

Static and global variables.....confirm from net

137. free function is available in\_\_\_\_\_header file.

Stdlib.h

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

True.....confirm

139. The dynamic memory allocation uses\_\_\_\_\_whereas static memory allocation uses\_\_\_\_\_.

Heap, stack....confirm from net

140. C++ offers\_\_\_\_\_levels of data access control inside a class

Three

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

Public.....confirm

142. \_\_\_\_\_ is a special type of pointer we have to cost it before we use it.

Void

143. Encapsulation means\_\_\_\_\_.

That the data of a class cannot be accessed from outside.....confirm

144. The friend keyword provides access\_\_\_\_\_.

In one direction only ..... confirm



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145. Reference variables must\_\_\_\_\_.

Be initialized after they are declared.....confirm

---

---



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146. Reference is not really an address it is\_\_\_\_\_.

A synonym.....confirm from net

147. C++ was developed by \_\_\_\_\_

Bjarne Stroustrup.....confirm

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

Delete []string;

149. 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 in the above situation the area where we will gather the number is called.

Buffer.....confirm

150. Consider the following code, the printed value will be converted into

```
int n = 10;
```

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

base 8

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

False.....confirm

152. When new operator is overloaded at global level then corresponding built-in new operator will not be visible to whole of the program.

True....confirm

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

The reference of a local variable from the function.....confirm

154. Reference is a thing by which we can create\_\_\_\_\_of any data type



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Synonym.....confirm from net

155. Reference cannot be uninitialized. Because it is impossible to\_\_\_\_\_.

Reinitialize a reference.....confirm from net

---

---



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156. \_\_\_\_\_ must be included to use stream manipulator in your code

`iostream`

157. Let suppose `int a, b, c, d, e; a=b=c=d=e=42;` This can be interpreted by the compiler as

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

158. What is meant by the following statement? `String str[5] = {string("Programming"), string("CS201")};`

Parameterized constructor will call for first 2 objects and default constructor for remaining objects.....confirm from net

159. Overloaded member operator function is always called by \_\_\_\_\_.

Compiler.....confirm from net

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

Private.....confirm

161. The operator to free the allocated memory using new operator is \_\_\_\_\_.

`delete`.....confirm

162. Bugs can occur due to \_\_\_\_\_.

Uninitialized data.....confirm

163. When the compiler overloads the assignment ( = ) operator by default then

Compiler does member wise assignment ..... confirm from net

164. In functions, that returns reference use \_\_\_\_\_.

Global or static variables



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165. 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;}`

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

---

---



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166. Destructor\_\_\_\_\_.

Cannot be overloaded and have no return type.....confirm

167. 167.

\_\_\_\_\_data isn't accessible by non-member functions or

outside classes Private.....confirm

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

The operator returns 0.....confirm

169. Symbolic constant PI can be defined as;

#define PI 3.14.....confirm from net

170. Data+=1 is equivalent to\_\_\_\_\_.

Date+1.....confirm

171. \_\_\_\_\_operators are the ones that require only one operator to work.

Unary.....confirm

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

can access non-public members of B.....confirm

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

Operands.....confirm

174. What will be the output of the following c++ code?



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```
#include<iostream.h>
```

```
#define max
```

```
100Main()
```

---

---



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```
{
#ifdef max

cout<<
"Hellow";
}
```

Error.....confirm from net

175. While using \_\_\_\_\_ operator we do not need to supply number of bytes allocated.



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**CS201 For final term**

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1. To avoid dangling reference don't return

The reference of a local variable from the function.....confirm

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

Class name operator ++()....confirm from net

3. Reference is a thing by which we can create \_\_\_\_\_ of any data type

Synonym.....confirm

4. Reference cannot be uninitialized because it is impossible to \_\_\_\_\_.

Initialize a Null pointer.....confirm

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

Int & myfunc().....confirm

6. Friend function declaration can go \_\_\_\_\_ the class

Anywhere in.....confirm

7. To prevent dangling reference the functions returning reference should be used with \_\_\_\_\_.

Static and global variables confirm

8. The only operator that the compiler overloads for user define data type be default in

Arrangement (=) operator ..... confirm from net



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9. If operator function is non-member function then object on left side of operator cannot be \_\_\_\_\_?



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Object of member function.....confirm

10. Which of the following functionality can be achieved through overloading?

New operators cannot be defined through operator overloading

11. The return type of the overloading new operator must be?

Void\*....confirm from net

12. For binary member operators, operands on the \_\_\_\_\_ derives (calls) the operation.

Left.....confirm

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

Strcat(s1,s2)

14. A friend function of a class is a function defined\_\_\_\_\_.

Outside that class and that has the right to access all members of the class

15. Care must be taken about the correct\_\_\_\_\_of operator while overloading.

Both Semantic and Complexity.....confirm from net

16. We can\_\_\_\_\_reference.

None of the given....confirm

17. If text is a pointer of type string then what will be the functionality of following statement?

```
Text = new String {5};
```

Creates array of 5 objects dynamically.....confirm from net

18. Look at the statement given below  
Int & a; and tell what will happen?



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



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

\_\_\_\_\_.

Int & myfunc();....confirm

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

Delete []string;....confirm from net

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

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

```
friend ClassOne
{
 OtherCla
 ss;
 private;
 //here we write the data members of ClassOne
};
```

23. Once an object is declared as a friend \_\_\_\_\_

It has access to all non-public members as if they were public....confirm

from net

24. Reference is a thing by which we can create \_\_\_\_\_ of any data type.

alias or synonym...both.....confirm

25. A \_\_\_\_\_ function of a class is defined outside that class scope. But it can access all private and protected members of the class.

Firend.....confirm



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26. Once the \_\_\_\_\_ are created they exist for the life time of the program

Static variables.....confirm

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

Friend....confirm



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28. Reference variables must\_\_\_\_\_.

Be initialized after they are declared....confirm from net

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

True

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

Operands.....confirm

31. The friend keyword provides access\_\_\_\_\_.

In one direction only.....confirm

32. The friend functions are\_\_\_\_\_.

Not member of a class....confirm

33. Ternary operator is shown as\_\_\_\_\_.

?;.....confirm

34. Reference is not really an address it is\_\_\_\_\_.

A synonym

35. In C++ operators, which of the following operator cannot be overloaded\_\_\_\_\_.

?;.....confrim

36. Overloaded assignment operator must be

Member function of class

37. An address is a\_\_\_\_\_, while a pointer is a\_\_\_\_\_.

Variable, constant...confirm from net

38. When new operator is overloaded at global level then corresponding built-in new



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operator will also be visible to whole of the program.

False....confirm



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39. When new or delete operator is overloaded at global level then corresponding built-in new or delete operator will not be visible to whole of the program.

True....confirm

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

One....confirmF

41.  $i+=2$  is equivalent to\_\_\_\_\_.

$i = i + 2;$

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

True....confirm from net

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

True...confirm from net

44. In overloading the assignment (=) operator, which object will be passed as an arguments in the operator function?

Left object of the assignment operator

45. Friend functions are \_\_\_\_\_

Private

46. We can\_\_\_\_\_pointer.

Decrement increment reassign...all options..... confirm

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

Dangling reference.....confirm



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48. The reference data types are used as \_\_\_\_\_ variables without any \_\_\_\_\_ operator.

Ordinary , deference.....confirm



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

Delete arr;

Do not delete any object

50. If B is designated as friend of A, B can access A's non-public membersA

cannot access B....confirm from net

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

Memory is deallocated first before calling destructor...confirm from net

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

Binary.....confirm

53. Int & I; it means that i is a \_\_\_\_\_ to an integer.

Reference.....confirm

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

Can be any data type....confirm from net

55. The concept of \_\_\_\_\_ allows us to separate the interface from the implementation of the class.

Encapsulation....confirm

56. With user data type variables (objects) self assignment can produce

Logical error....confirm

57. When the compiler overloads the assignment (=) operator by default then

Compiler does member wise assignment..confirm from net

58. Which of the following is unary operator?

+i, i++, ==l ...all options.....confirm



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59. Reference is not really an address it is\_\_\_\_\_.



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A synonym

60. What is meant by the following statement?

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

Parameterized constructor will be called for all objects of array

61. When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are.

Two...confirm

62. Friend classes are used in cases where one class is \_\_\_\_\_ to another class

Independent

63. The difference between pointers and references is that \_\_\_\_\_

We can do arithmetic with pointers....confirm

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

One.....confirm

65. \*This is a pointer that always points to

Current pointer of the class

Question # 1:-



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



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1. Semantic
2. Complexity
3. Both Semantic and Complexity
4. None of the given options

## Question # 2:-

In functions, that returns reference use\_\_\_\_\_.

1. global or local variables
2. global or static variables
3. ordinary variables

## Question # 3:-

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

1. Left object of the assignment operator
2. Right object of the assignment operator
3. Both objects will call the operator function
4. No object will call the operator function

## Question # 4:-

Friend functions are\_\_\_\_\_.

1. Unidirectional (not confirm)
2. bidirectional
3. like inline functions
4. private

## Question # 5:-

We cannot increment\_\_\_\_\_.

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

## Question # 6:-



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A pointer is\_\_\_\_\_.

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

Question # 7:-

Overloaded assignment operator must be

1. Member function of class
2. Non-member function of class (not confirm)
3. Friend function of class
4. Global function

Question # 8:-

The concept of friend function negates the concept of\_\_\_\_\_.

1. inheritance
2. polymorphism
3. persistence
4. encapsulation

Question # 9:-

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, \_\_\_\_\_

1. it has to declare, class C as a friend
2. it has to declare, class B as a friend
3. it has to declare , class A as a friend
4. it has to declare, class B and class A as friend classes

Question # 10:-

The difference between pointers and references is that\_\_\_\_\_.



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1. we cannot do arithmetic with pointers



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2. we can do arithmetic with pointers
3. we cannot reassign pointers
4. we can assign references

## Question # 11:-

A reference cannot be\_\_\_\_\_.

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

## Question # 12:-

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

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

## Question # 13:-

The reference data types are used as\_\_\_\_\_variables without any\_\_\_\_\_operator

1. ordinary , deference
2. global , dot
3. static , deference
4. local , &

## Question # 14:-

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



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1. `int & myfunc() ;`
2. `int myfunc();`
3. `int myfunc() &;`
4. `integer & myfunc();`

## Question # 15:-

References cannot be uninitialized. Because it is impossible to

- 
1. reinitialize a pointer
  2. reinitialize a reference
  3. initialize a NULL pointer
- cast a pointer

If we write a statement like `s2 = s1; ___` will be the calling object and `___` will be passed to the `=` operator as an argument.

- ▶ `s1, s1`
- ▶ `s1, s2`
- ▶ `s2, s1`
- ▶ `s2, s2`

If we write a statement like `s2 = s1; s2` will be the calling object and `s1` will be passed to the `=` operator as an argument. P# 397

[www.vuzs.info](http://www.vuzs.info)

what will be out put of `cout << setfill('0') << setw(7) << 128;`

Overloaded new operator function takes parameter of type `size_t` and returns

- ▶ void (nothing)



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- ▶ void pointer
- ▶ object pointer
- ▶ int pointer

Also note that the *new* operator returns a *void* pointer. Any *new* operator we write must have this parameter and return type.

Which of the following is the correct way to declare a variable x of integer type?

- ▶ x int ;
- ▶ integer x ;
- ▶ int x;
- ▶ x integer

Reserve words cannot be used as a variable name.

- ▶ True
- ▶ False

There are few data types in C language. These data types are reserved words of C language. These reserve words can not be used as a variable names. P# 17

A template function must have at least ----- generic data type

- ▶ Zero
- ▶ One
- ▶ Two
- ▶ Three

The function arguments must contain at least one generic data type. P# 499

Template functions can also be overloaded

- ▶ True
- ▶ False

We can write overloaded template functions as long as there is use of different number or type of arguments ..... P # 503

We can not make a member function of a class as template function.

- ▶ True
- ▶ False not sure

When break statement is encountered in switch statement, it

- ▶ Stops the entire program
- ▶ Stops the execution of current statement
- ▶ Exits from switch statement



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We can also define a variable of user define data type (object) as static.

- ▶ True
- ▶ False

The declarator of Plus (+) member operator function is

- ▶ **Class-Name operator + (Class-Name rhs)**
- ▶ operator Class-Name + ( )
- ▶ operator Class-Name + ( rhs)
- ▶ Class-Name operator + ( )

Let suppose

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

This can be interpreted by the compiler as:

- ▶ a = (b = (c = (d = (e = 42))));
  - ▶ (a = b = (c = (d = (e = 42))));
  - ▶ a = b = (c = (d = (e = 42)));
  - ▶ (a = b) = (c = d) = (e = 42);
- a = (b = (c = (d = (e = 42))) ) ;

What will be the range of numbers generated by function rand () % 9?

- ▶ 0 to 9
- ▶ 1 to 9
- ▶ 0 to 8
- ▶ 1 to 8

When 6 divides any number, the remainder will always be less than 6. Ther result will be between therefore we will add 1. 1 + rand ( ) % 6;

Which of the following is the correct function call having array named *student* of 10 elements as a parameter.

- ▶ **addRecord(student[])** ;
- ▶ addRecord(student) ;
- ▶ addRecord(student[10]) ;
- ▶ addRecord(\*student) ;

when we pass array we don't give limit of array

Example:

**Pass array to function**



# AR Lucky Term

```
#include
#include
void read(int *,int);
void dis(int *,int);

void main()
{
 int a[5],b[5],c[5],i;

 printf("Enter the elements of first list \n");
 read(a,5);
 printf("The elements of first list are \n");
 dis(a,5);
}

void read(int c[],int i)
{
 int j;
 for(j=0;j < i;j++) scanf("%d",&c[j]);
 fflush(stdin);
}

void dis(int d[],int i)
{
 int j;
 for(j=0;j < i;j++) printf("%d ",d[j]);
 printf("\n");
}
```

Declaring structures does not mean that memory is allocated. Example:

- ▶ True
- ▶ False

structures do not occupy any memory until it is associated with the structure variable. Identifier is a name

that can be given to variables, labels and functions.

- ▶ True
- ▶ False

An 'Identifier' means any name that the user creates in his/her program. These names can be of variables, functions and labels

If a class A declares itself a friend of class B and a class B declares itself a friend of class C then

- ▶ Class A is also a friend of class C.
- ▶ Class B is also a friend of class A.
- ▶ Class A is also a friend of class C if A declares C as its friend.
- ▶ Class A is also a friend of class C if C declares A as its friend.



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If we want a two-way relationship, OtherClass will have to declare ClassOne as a friend class, resulting in a complete two-way relationship

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ It can be declared anywhere in class as these are not affected by the public and private

keywords.

*Friend is a very strong statement. It is too strong to be affected by public or private we can put it anywhere in the class*

A pointer is a special type of variable that contain \_\_\_\_\_

- ▶ Memory Address
- ▶ Data values
- ▶ Both Values and Memory
- ▶ None of given of options

*Pointer is a special type of variable that contains a memory address.*

When memory for a program is allocated at run time then it is called \_\_\_\_\_

- ▶ static memory allocation
- ▶ dynamic memory allocation
- ▶ stack memory allocation
- ▶ virtual memory allocation

*When we create an object of the class at run time, it will allocate memory according to our requirement. So there is no waste of memory and the situations in which we want to store large data in small memory or vice versa are prevented. So we do dynamic memory allocation inside these classes.*

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ All of the given options

Which of the following function cannot be overloaded?

- ▶ Member functions
- ▶ Utility functions



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## ► Destructor

*The destructors can be summarized as The destructors cannot be overloaded. The destructors take no arguments. The destructors don't return a value*

The following prototype of unary operator function indicates that it is \_\_\_\_\_.

Date operator++(int )

## ► Member functions of post increment operator

- Member functions of pre increment operator
- Non-member functions of post increment operator
- Non-member functions of pre increment operator

Overloading Unary Operators

```
// Preincrement operator overloaded as a member function. Date
```

```
Date::operator++()
```

```
{
 helpIncrement();
 return *this; // value return; not a reference return
}
```

```
// Postincrement operator overloaded as a member function.
```

```
// Note that the dummy integer parameter does not have a
```

```
// parameter name.
```

```
Date Date::operator++(int)
```

```
{
 Date temp = *this;
 helpIncrement();

 //return non-incremented, saved, temporary object
 return temp; // value return; not a reference return
} // This paper was solved by vuzs Team and meant for hosting
at vuzs otherwise its stolen contents
```

Static variable which is defined in a function is initialized \_\_\_\_\_.

## ► Only once during its life time

- Every time the function call
- Compile time of the program
- None of the above

*Once the static variables are created, they exist for the life of the program. They do not die. In the*

member initialize list, the data members are initialized,

- From left to right
- From right to left
- In the order in which they are defined within class



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If we do not indent the code properly it will \_\_\_\_\_

- ▶ Be a syntax error
- ▶ Be a logical error
- ▶ **Not be an error at all**
- ▶ none of the given options

We indent the code for better readability and understanding

Truth tables are used for analyzing \_\_\_\_\_.

- ▶ **logical expressions**
- ▶ arithmetic expressions
- ▶ both logical and arithmetic expressions
- ▶ none of the given options.

The truth tables are very important. These are still a tool available for analyzing logical expressions.

Static memory allocation is also known as \_\_\_\_\_

- ▶ Dynamic allocation
- ▶ **Compile time allocation**
- ▶ Run time allocation
- ▶ None of the given options

This type of memory static allocation. It is also known as compile time allocation.

**Question No: 1** ( Marks: 1 ) - Please choose one

When we define an array of objects then,

- Destructor will call once for whole array
- **Destructor will call for each object of the array**
- Destructor will never call
- Depends on the size of array

**Question No: 2** ( Marks: 1 ) - Please choose one

We can also create an array of user define data type

- **True**
- False

**Question No: 3** ( Marks: 1 ) - Please choose one

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

- Only block of memory is allocated for objects
- Only constructor is called for objects
- **Memory is allocated first before calling constructor**
- Constructor is called first before allocating memory

If a single object is allocated, *operator new* is called to allocate memory, and then the constructor is called to initialize the object.



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- If an array of objects is allocated, *operator new[]* is called to allocate memory for the whole array, and then the constructor is called for each element of the array.
- When a single object is deleted, the destructor for the object is called first, and then *operator delete* is called to free the memory occupied by the object.
- When an array of objects is deleted, the destructor for each element of the array object is called first, and then *operator delete[]* is called to free the memory occupied by the array.

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## Question No: 4 ( Marks: 1 ) - Please choose one

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

- **True**
- False

Although, this is good to deallocate an array of objects without specifying array operator ([]) as there is no dynamic memory allocation occurring from inside the Date class. But this is a bad practice.

## Question No: 5 ( Marks: 1 ) - Please choose one

The declarator of Plus (+) member operator function is

### · **Class-Name operator + (Class-Name rhs)**

- Operator Class-Name + ( )
- Operator Class-Name + ( rhs)
- Class-Name operator + ( )

Page 371,373 example are here

Complex operator + (Complex & );

Complex operator + (parameter-list);

The syntax of the prototype of the overloaded operator function is:

return-type operator operator-symbol (parameter-list);

operator is the keyword here. An example of this will be as follows:

Complex operator + (Complex & );

## Question No: 6 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators

- **True** (not sure)
- False

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## Question No: 7 ( Marks: 1 ) - Please choose one

Which of the following is correct way to initialize a variable x of int type with value 10?

- int x ; x = 10 ;
- **int x = 10 ;**
- int x, x = 10;

### · **x = 10 ;**

variable already created in question only it is asking for initialization.

## Question No: 8 ( Marks: 1 ) - Please choose one

Default mechanism of function calling in case of array is \_\_\_\_\_ and in case of variable is \_\_\_\_\_

- Call by value, call by reference
- Call by referene, call by reference

### · **Call by reference, call by value**

- Call by value, call by value

## Question No: 9 ( Marks: 1 ) - Please choose one

What does STL stand for?

- Source template library
- **Standard template library**
- Stream template library
- Standard temporary library

STL stands for Standard Template Library

## Question No: 10 ( Marks: 1 ) - Please choose one

Skill(s) that is/are needed by programmers \_\_\_\_\_

- Paying attention to detail
- Think about the reusability
- Think about user interface



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## **All of the given options**

Programming is an important activity as people life and living depends on the programs one make. Hence while programming one should

- o Paying attention to detail
- o Think about the reusability.
- o Think about user interface
- o Understand the fact the computers are stupid
- o Comment the code liberally

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## **Question No: 11 ( Marks: 1 ) - Please choose one**

For which array, the size of the array should be one more than the number of elements in an array?

- int
- double
- float

**· char**

## **Question No: 12 ( Marks: 1 ) - Please choose one**

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_

- Functions, operators
- Classes, operators

**· Operators, functions**

- Operators, classes

new and delete are operators in c++

C functions like **malloc()** and **free()** functions can also be used from within C++ code

## **Question No: 13 ( Marks: 1 ) - Please choose one**

The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_\_\_\_\_

- inside, inside the class

**· inside, outside the class**

- outside, inside the class

- outside, outside the class

## **Question No: 14 ( Marks: 1 ) - Please choose one**

Friend function of a class are \_\_\_\_\_ of a class.

**· Non-member functions** not sure

- Friend functions
- Any function outside class
- None of the given options

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## **Question No: 15 ( Marks: 1 ) - Please choose one**

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

obj3 = obj1 + obj2 ;

**· obj2 will be passed as an argument to + operator whereas obj1 will drive the + operator**

- obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator

- Both objects (obj1, obj2) will be passed as arguments to the + operator

- Any of the objects (obj1, obj2) can drive the + operator

c3 = c1 + c2 ; In the above statement ( c3 = c1 + c2 ; ), c1 is the object that is calling or driving

the + operator. c2 object is being passed as an argument to the + operator. So c1 and c2 objects are added by the + operator and resultant

## **Question No: 16 ( Marks: 1 ) - Please choose one**

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

- Class-name operator +() ;
- Class-name operator +(int) ;
- Class-name operator ++() ;**
- Class-name operator ++(int) ;

Overloading Unary Operators



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// **Preincrement** operator overloaded as a member function.

```
Date Date::operator++()
{
 helpIncrement();
 return *this; // value return; not a reference return
}
```

// **Postincrement** operator overloaded as a member function.

// Note that the dummy integer parameter does not have a  
// parameter name.

```
Date Date::operator++(int)
{
 Date temp = *this;
 helpIncrement();

 // return non-incremented, saved, temporary object
 return temp; // value return; not a reference return
}
```

**Question No: 17** ( Marks: 1 ) - Please choose one

For cin, the source is normally a \_\_\_\_\_ and destination can be \_\_\_\_\_

- File, native data type
- Disk, user-define type
- **Keyboard, variable**
- File, user-define type

For cin, the source is normally keyboard and the destination can be an ordinary variable i.e. native-data type variable. It could be some area of memory or our own data type, i.e. object for which we h

**Question No: 18** ( Marks: 1 ) - Please choose one

We can do condition compilation with pre processor directives.

- **True**
- False

All the preprocessor directives start with the sharp sign (#). We can also do conditional compilation with it.

**Question No: 19** ( Marks: 1 ) - Please choose one

The programs, in which we allocate static memory, run essentially on \_\_\_\_\_

- Heap
- System Cache
- None of the given options

· **Stack**

The programs, in which we allocate static memory, run essentially on stack

**Question No: 20** ( Marks: 1 ) - Please choose one

A template function must have at least----- or more arguments

- Zero
- **One**
- Two
- Three

The function arguments must contain at least one generic data type. Normal function declaration is: return\_type function\_name(argument\_list)

**Question No: 21** ( Marks: 1 ) - Please choose one

The default value of a parameter can be provided inside the \_\_\_\_\_

- function prototype
- function definition
- **both function prototype or function definition**
- none of the given options

The default value of a parameter is provided inside the function prototype or function definition.

**Question No: 22** ( Marks: 1 ) - Please choose one

While calling function, the arguments are assigned to the parameters from \_\_\_\_\_

- **left to right**
- right to left



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- no specific order is followed
- none of the given options

While calling function, the arguments are assigned to the parameters from left to right.

## Question No: 23 ( Marks: 1 ) - Please choose one

When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are

- Zero
- **One**
- Two
- N arguments

### Operators as member functions

Aside from the operators which must be members, operators may be overloaded as member or non-member functions. The choice of whether or not to overload as a member is up to the programmer. Operators are generally overloaded as members when they:  
change the left-hand operand, or

1. require direct access to the non-public parts of an object.

When an operator is defined as a member, the number of explicit parameters is reduced by one, as the calling object is implicitly supplied as an operand. Thus, binary operators take one explicit parameter and unary operators none. In the case of binary operators, the left hand operand is the calling object, and no type coercion will be done upon it.

## Question No: 24 ( Marks: 1 ) - Please choose one

new operator allocates memory from free store and return \_\_\_\_\_

### · A pointer

- A reference
- An integer
- A float

## Question No: 25 ( Marks: 1 ) - Please choose one

With user-defined data type variables (Objects), self assignment can produce\_\_\_\_\_

### · Syntax error not sure

- Logical error
- Link error
- Non of the given options

## Question No: 26 ( Marks: 1 ) – Write Simple Program

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

- True
- False

## Question No: 27 ( Marks: 1 ) – Briefly define/Justify

When an object of a class is defined inside an other class then,

- Constructor of enclosing class will be called first

### · Constructor of inner object will be called first

- Constructor and Destructor will be called simultaneously
- None of the given options

• A class can contain instances of other classes as its data members. • It is a way of reusing the code when we contain objects of our already written classes into a new class.

- The inner data members of the object are constructed and then the object itself.

The order of destruction of an object is reverse to this construction order, where the outer object is destroyed first before the inner data members.

- Initializer list is used to initialize the inner objects at the construction time.

• In C++, we can have structures or classes defined inside classes. Classes defined within other classes are called nested classes.

## Question No: 28 ( Marks: 1 ) – Brief answer required

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

### · From left to right

- From right to left
- In the order in which they are defined within class
- None of the given options



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Question No: 29

( Marks: 1) - Brief answer required

"new" and "delete" keywords are\_\_\_\_\_in C++ language

- Built-in- Function
- **Operators**
- Memory Allocation Function
- None of the given options

In C/C++ if we define an array of size eight (8) i.e. int Arr [8]; then the last element of this array will be stored at,

- ▶ Arr[0]



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- ▶ Arr[8]
- ▶ **Arr[7]**
- ▶ Arr[-1]

Question No: 2 ( M - 1 ).

When an array is passed to a function then default way of passing this array is,

- ▶ By data
- ▶ **By reference**
- ▶ By value
- ▶ By data type

Question No: 3 ( M - 1 ).

Array is a data structure which store

- ▶ Memory addresses
- ▶ Variables
- ▶ Data Type
- ▶ **Data**

Question No: 4 ( M - 1 ).

We can also create an array of user define data type.

- ▶ **True**
- ▶ False

Question No: 5 ( M - 1 ).

When we define an array of objects then,

- ▶ Destructor will call once for whole array
- ▶ **Destructor will call for each object of the array**
- ▶ Destructor will never call
- ▶ Depends on the size of array

Question No: 6 ( M - 1 ).

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor**
- ▶ Constructor is called first before allocating memory

Question No: 7 ( M - 1 ).

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

- ▶ **True**
- ▶ False

Question No: 8 ( M - 1 ).

The second parameter of operator functions for are objects of the class for which we are overloading these operators.

- ▶ **True**
- ▶ False

Question No: 9 ( M - 1 ).

Which of the following is correct way to initialize a variable x of int type with value 10?

- ▶ int x ; x = 10 ;
- ▶ int x = 10 ;
- ▶ int x, x = 10;
- ▶ **x = 10 ;**

Question No: 10 ( M - 1 ).

Default mechanism of function calling in case of array is \_\_\_\_\_ and in case of variable is \_\_\_\_\_.

- ▶ Call by value, call by reference
- ▶ Call by referene, call by reference
- ▶ **Call by reference, call by value**
- ▶ Call by value, call by value



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Question No: 11 ( M - 1 ).  
What does STL stand for?

- ▶ Source template library
- ▶ **Standard template library**
- ▶ Stream template library
- ▶ Standard temporary library

Question No: 12 ( M - 1 ).  
Skill(s) that is/are needed by programmers\_\_\_\_\_.

- ▶ Paying attention to detail
- ▶ Think about the reusability
- ▶ Think about user interface
- ▶ **All of the given options**

Question No: 13 ( M - 1 ).  
For which array, the size of the array should be one more than the number of elements in an array?

- ▶ int
- ▶ double
- ▶ float
- ▶ **char**

Question No: 14 ( M - 1 ).  
new and delete are\_\_\_\_\_whereas malloc and free are\_\_\_\_\_.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions**
- ▶ Operators, classes

Question No: 15 ( M - 1 ).  
Friend functions are\_\_\_\_\_of a class.

- ▶ Member functions
- ▶ Public member functions
- ▶ Private member functions
- ▶ **Non-member functions**

Question No: 16 ( M - 1 ).  
The prototype of friend functions must be written\_\_\_\_\_the class and its definition must be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ **inside, outside the class**
- ▶ outside, inside the class
- ▶ outside, outside the class

Question No: 17 ( M - 1 ).  
If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

obj3 = obj1 + obj2 ;

- ▶ obj2 will be passed as an argument to + operator whereas obj1 will drive the + operator
- ▶ **obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator**
- ▶ Both objects (obj1, obj2) will be passed as arguments to the + operator
- ▶ Any of the objects (obj1, obj2) can drive the + operator

Question No: 18 ( M - 1 ).  
Which one of the following is the declaration of overloaded pre-increment operator implemented as member function?

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;
- ▶ **Class-name operator ++() ;**
- ▶ Class-name operator ++(int) ;

Question No: 19 ( M - 1 ).  
For cin, the source is normally a\_\_\_\_\_and destination can be\_\_\_\_\_.

- ▶ File, native data type
- ▶ Disk, user-define type



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- ▶ **Keyboard, variable**
- ▶ File, user-define type

Question No: 20 (M - 1).

We can also do conditional compilation with preprocessor directives.

- ▶ **True**
- ▶ False

Question No: 21 (M - 1).

The programs, in which we allocate static memory, run essentially on \_\_\_\_\_

- ▶ Heap
- ▶ System Cache
- ▶ None of the given options
- ▶ **Stack**

Question No: 22 (M - 1).

The default value of a parameter can be provided inside the \_\_\_\_\_

- ▶ function prototype
- ▶ function definition
- ▶ **both function prototype or function definition**
- ▶ none of the given options.

Question No: 23 (M - 1).

While calling function, the arguments are assigned to the parameters from \_\_\_\_\_.

- ▶ **left to right.**
- ▶ right to left
- ▶ no specific order is followed
- ▶ none of the given options.

Question No: 24 (M - 1).

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

- ▶ Zero
- ▶ **One**
- ▶ Two
- ▶ N arguments

Question No: 25 (M - 1).

With user-defined data type variables (Objects), self assignment can produce \_\_\_\_\_.

- ▶ Syntax error
- ▶ **Logical error**
- ▶ Link error
- ▶ Non of the given options

Question No: 26 (M - 1).

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

- ▶ **True**
- ▶ False

Question No: 27 (M - 1).

When an object of a class is defined inside an other class then,

- ▶ Constructor of enclosing class will be called first
- ▶ **Constructor of inner object will be called first**
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 28 (M - 1).

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

- ▶ From left to right
- ▶ From right to left
- ▶ **In the order in which they are defined within class**
- ▶ None of the given options



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Question No: 29 ( M - 1 ).

new operator allocates memory from free store and return\_\_\_\_\_.

- ▶ **A pointer**
- ▶ A reference
- ▶ An integer
- ▶ A float

Question No: 30 ( M - 1 ).

"new" and "delete" keywords are\_\_\_\_\_in C++ language.

- ▶ Built-in- Function
- ▶ **Operators**
- ▶ Memory Allocation Function
- ▶ None of the given options

Operator overloading can be performed through\_\_\_\_\_.

- ▶ Classes
- ▶ **Functions**
- ▶ Operators
- ▶ Reference

**Question No: 2 ( M - 1 ).**

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

- ▶ **Direct Reference**
- ▶ Indirect Reference
- ▶ Partial Reference
- ▶ Proper Reference

[When a value is referred by a normal variable is known as direct reference](#)

**Question No: 3 ( M - 1 ).**

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

- ▶ malloc
- ▶ calloc

▶ **realloc**

- ▶ free

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**Question No: 4 ( M - 1 ).**

Which of the following is NOT a preprocessor directive?

- ▶ #error



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- ▶ #define
- ▶ #line
- ▶ #undef

## list of preprocessors

• #include • #include "filename" • #define • #undef • #ifdef • #ifndef • #if • #else • #elif • #endif • #error • #line • #pragma • #assert

### Question No: 5 ( M - 1 ) .

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

- ▶ **iostream.h**
- ▶ fstream.h
- ▶ istream.h
- ▶ ostream.h

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### Question No: 6 ( M - 1 ) .

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

- ▶ **True**
- ▶ False

The same pointer that is returned by the new operator, is passed as an argument to the delete operator. These rules apply to both, if operators (new and delete) are overloaded as member or non-member operators (as global operators).

### Question No: 7 ( M - 1 ) .

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

- ▶ **True**
- ▶ False

if we are allocating an array of objects, there is no way to pass arguments to objects' constructors. Therefore it is required that the objects that are stored in such an array have a no-argument constructor.

### Question No: 8 ( M - 1 ) .

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

- ▶ Linux
- ▶ Windows
- ▶ **Unix**
- ▶ Mac OS

In the start C became widely known as the development language of the UNIX operating system, and the UNIX operating system was written by using this C language. The C language is so powerful that the compiler of C and other various operating systems are written in C.

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### Question No: 9 ( M - 1 ) .

Computer can understand only machine language code.

- ▶ **True**
- ▶ False

### Question No: 10 ( M - 1 ) .

We can not define a function as a friend of a Template class.

- ▶ True
- ▶ **False**

Class templates can have **friends**. A class or class template, function, or function template can be a friend to a template class. Friends can also be specializations of a class template or function template, but not partial specializations.



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**Question No: 11 ( M - 1 ) .**

What will be the value of 'a' and 'b' after executing the following statements?

```
a = 3;
```

```
b = a++;
```

- ▶ 3, 4
- ▶ 4, 4
- ▶ 3, 3
- ▶ **4, 3**

**Question No: 12 ( M - 1 ) .**

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 << x << "," ;
cout << addValue(&x) << "," ;
cout << x ;
}
```

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▶ **6,8,6**

- ▶ 6,6,8
- ▶ 6,8,8
- ▶ 6,6,6

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**Question No: 13 ( M - 1 ) .**

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

- ▶ Compiler
- ▶ Editor
- ▶ Linker
- ▶ **Debugger**

**Question No: 14 ( M - 1 ) .**

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions**
- ▶ Operators, classes

Hence, we can call new and delete operators, P# 342

we have allocated a memory space for our use by malloc function. P# 285

**Question No: 15 ( M - 1 ) .**

Like member functions, \_\_\_\_\_ can also access the private data members of a class.

- ▶ Non-member functions
- ▶ **Friend functions**
- ▶ Any function outside class
- ▶ None of the given options

**Question No: 16 ( M - 1 ) .**

Which situation would require the use of a non-member overloaded operator?

- ▶ The overloaded operator is an Assignment operator.



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- ▶ The left most operand is an object of a class.
- ▶ **The left operand is built-in data type.**
- ▶ The operator returns a reference.

(100% confirmed by Rainbowbright)

**Question No: 17 ( M - 1 ) .**

The stream insertion and stream extraction operators are already overloaded for \_\_\_\_\_.

- ▶ User-defined data types
- ▶ **Built-in data types**
- ▶ User-defined and built-in data types
- ▶ None of the given options

**Question No: 18 ( M - 1 ) .**

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI \_\_\_\_\_.

- ▶ can not be replaced
- ▶ None of the given options
- ▶ **Remain constant.**
- ▶ can be changed by some operation

**Question No: 19 ( M - 1 ) . vuzs**

Assignment operator is -----associative.

- ▶ **right**
- ▶ left
- ▶ binary
- ▶ unary

You can assign values to several variables in a single statement. For example, the following code sets the contents of apples and oranges to the same value:

```
apples = oranges = 10;
```

The assignment operator is right associative, so this statement executes by first storing the value 10 in oranges and then storing the value in oranges in apples, so it is effectively

```
apples = (oranges = 10);
```

<http://www.vuzs.info/>

**Question No: 20 ( M - 1 ) .**

When ever dynamic memory allocation is made in C/C++, it is freed \_\_\_\_\_.

- ▶ **Explicitly**
- ▶ Implicitly
- ▶ Both explicitly and implicitly
- ▶ None of the given options

(Rainbowbright, vuzs. jul2011)

**Question No: 21 ( M - 1 ) .**

The appropriate data type to store the number of rows and columns of the matrix is \_\_\_\_\_.

- ▶ float
- ▶ **int**
- ▶ char
- ▶ none of the given options.

**Question No: 22 ( M - 1 ) .**

Which of the following function do NOT initialize the chunk of memory to all zero?

- ▶ calloc() function
- ▶ Both malloc() and calloc()
- ▶ None of the above
- ▶ **malloc() function**

The **malloc** function differs from **calloc** in the way that the space allocated by **malloc** is not initialized and contains any values initially.



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**Question No: 23 ( M - 1 ) .**

The function free() returns back the allocated memory got thorough calloc and malloc to\_\_\_\_\_.

- ▶ stack
- ▶ **heap**
- ▶ stack and heap
- ▶ None of the given options

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**Question No: 24 ( M - 1 ) .**

width() is member function of \_\_\_\_\_

- ▶ cin object
- ▶ cout object
- ▶ **Both cin and cout object**
- ▶ None of the given option

**Question No: 25 ( M - 1 ) .**

Templates are not type safe.

- ▶ true
- ▶ **false**

Templates are type-safe. This is because the types that templates act upon are known at compile time, so the compiler can perform type checking before errors occur.

**Question No: 26 ( M - 1 ) .**

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

- ▶ Write a separate class to handle each

▶ **Use templates**

- ▶ Use strings to store all types
- ▶ None of the given options

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

**Left**

**2. We cannot increment \_\_\_\_\_.**

**references**

**3. We can \_\_\_\_\_ pointer.**

**all of the given**

**4. We can \_\_\_\_\_ references.**



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None of the given



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5. What will be the correct syntax for the following functioncall?

float add (int &);

add(x);

6. An instance of a class is called \_\_\_\_\_.

object

7. The \_\_\_\_\_ is called automatically when an objectdestroys

destructor

8. The destructor is used to \_\_\_\_\_.

1. deallocate memory

9. \_\_\_\_\_ data isn't accessible by non-member functionsor outside classes.

private

10. Member functions of the class \_\_\_\_\_ main program.

1. are accessible from

11. Overloading means :

1. Using the same name to perform multiple tasks or different tasks depending on the situation.

12. The main advantage of function overloading is \_\_\_\_\_.

1. The program becomes more readable



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13. You cannot overload the \_\_\_\_\_ operator.

1. ? :



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

1. efficiency

15. Memory allocated from heap or free store \_\_\_\_\_.

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

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

1. 'NULL'

17. The dynamic memory allocation uses \_\_\_\_\_ whereas static memory allocation uses \_\_\_\_\_.

1. heap , stack

18. 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=24 y=47

19. NULL has been defined in \_\_\_\_\_ header file.

1. Stdlib.h

20. Symbolic constant PI can be defined as:



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1. #define PI 3.14

21. The friend function of a class can have access

\_\_\_\_\_.



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1. to the private data members

22. C++ was developed by\_\_\_\_\_.

1. BejarneStroustrup

23. Once the\_\_\_\_\_are created, they exist for the lifetime of the program.

1. static variables

24. Encapsulation means\_\_\_\_\_.

1. that the data of a class can be accessed from outside

25. An address is a\_\_\_\_\_, while a pointer is a\_\_\_\_\_.

1. variable, constant

26. The syntax of declaration of a function that returns thereference to an integer is\_\_.

1. int &myfunc();

2. int myfunc();

3. int myfunc() &;

4. integer &myfunc();

27. Which one of the following is mandatory preprocessordirective for c++?

1. #undef

2. #include

3. #undef

4. All of the given

28. The members of a class declared with the keywordstruct are\_\_\_\_\_by default.

1. static



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2. Private

3. protected

4. public



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29. getche() 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

30. \_\_\_\_\_ 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

31. \_\_\_\_\_ 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

32. \_\_\_\_\_ are not available in C language.

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

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

1. protected
2. private
3. public
4. constant



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34. For console input and output we use\_\_\_\_\_.



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

35. The name of the destructor is the same as that of a classproceeding with a\_\_\_\_\_.

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

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

1. True
2. False

37. 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

38. 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

39. Symbolic constant PI can be defined as:

1. #define PI 3.14;
2. #define PI 3.14



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3. #define PI=3.14

4. # include pi=3.14

40. Object code is machine code but it is not \_\_\_\_\_ and \_\_\_\_\_.



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

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

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

42. The \_\_\_\_\_ is called automatically when an object destroys.

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

43. 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

44. \_\_\_\_\_ variables are those that are defined outside of main.

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

45. Within the statement obj1=obj2; obj1 will call the assignment operator function and obj2 will be passed as



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anargument to function.

1. True



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2. False

46. 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

47. It is possible to return an object from function using thispointer.

1. **True**
2. False

48. Overloaded assignment operator must be

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

49. Let  
supposeint 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);

50. 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



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4. None of the given

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



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

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

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

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

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

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

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

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

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

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

1. Must be an object of same class



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2. Must be user-defined data type
3. Must be built-in data type



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4. Can be any data type

57. 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

58. Automatic variables are created on\_\_\_\_\_.

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

59. 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<< ;

60. dec, hex, oct are all\_\_\_\_\_.

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

61. What will be the output of following  
statement?cout<<setfill('o')<<setw(7)<< 128;



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1. 0128128

2. 0000128



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3. 1280000

4. 0012800

**62. 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];

**63. 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

**64. 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

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

1. **By reference**



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



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66. The only operator that the compiler overloads for userdefine data type by default is

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

67. Consider the following code, the printed value will beconverted into:

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

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

68. \_\_\_\_\_ variables are defined in the main.

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

69. 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

70. The memory allocation in C++ is carried out with thehelp of\_\_\_\_\_.

1. NULL pointer
2. new operator



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3. dot operator

4. + operator



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71. 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

72. 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

73. 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

74. 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

75. The malloc function takes \_\_\_\_\_argument(s).

1. two

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2. three

3. four

4. one

76. The constructor contains\_\_\_\_\_.



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1. return type
2. no return type
3. objects
4. classes

77. 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

78. 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

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

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

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



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1. member
2. member function
3. friend



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4. part

81. 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

82. 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

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

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

84. 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

85. To read command-line arguments, the main() function itself must be given arguments.

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

86. How many bytes an integer type pointer intPtr will



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jumpin memory if the statement below is executed?

`intPtr += 2 ;`



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

87. The increment of a pointer depends on its\_\_\_\_\_.

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

88. The statement cout<<yptr will show the\_\_\_\_\_  
theyptr points to.

1. Value
2. memory address
3. variable
4. None of the given

89. \_\_\_\_\_ is used as a dereferencing operator.

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

90. Transpose of a matrix means that when we  
interchangerows 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

91. Individual characters in a string stored in an array  
canbe accessed directly using array\_\_\_\_\_.

1. superscript



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2. script

3. subscript



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4. value

92. We can define a matrix as \_\_\_\_\_ array.

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

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

1. Char
2. String
3. Multidimensional array
4. Data type

94. 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 ;`

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

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

96. Which of the following function call is "call by reference" for the following function prototype? `int add (int *)`;



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1. `add(&x);`
2. `add(int x);`
3. `add(x);`



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4. `add(*x);`

**97. 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);`

**98. 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);`

**99. 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);`

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

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

**101. \_\_\_\_\_ will be used for enclosing**



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functionstatements into a block.

1. " "



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2. ()

3. []

4. {}

**102. 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

**103. 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

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

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



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```
'b':cout<<"banana"<<endl; case
'm':cout<<"mango"<<endl; default:
cout<<"any fruit"<<endl;
}
```



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

**105. 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

**106. 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



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4. 4,6,7,8,9

**107.**                      statement is used to terminate the processing of a particular case and exit from switch structure.



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

**108. 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

**109. 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

**110. 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

**111. 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



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



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

**113. The operators ++ and -- are used to increment or decrement the value of a variable by.**

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

**114. 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

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

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

**116. !( 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



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



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

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

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

**119.** What will be the value of variable “input” if the initialvalue 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

**120.** !( 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

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



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1. Less than or equal
2. Greater than or equal
3. Not equal



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4. Approximately equal to

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

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

**123. The most suitable data type for number 325.25 is**

\_\_\_\_\_.

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

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

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

**125. Which of the following will be the most appropriate datatype to store the value 63.547?**

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

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



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1. +

2. -

3. /



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4. \*

**127. 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

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

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

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

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

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

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

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



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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



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4. Both  $a > b$  and  $a > c$  are false

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

1. 1

2. 2

3. 4

4. 8

**133. 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

**134. 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

**135. 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];`

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



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```
int addValue (int *a){
int b = (*a) + 2;
return b;
}
```



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```
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

**137.** 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

**138.** 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);

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

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

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



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1. Debugger
2. Editor
3. Program



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4. Linker

141. Operating System is a type of a/an\_\_\_\_\_.

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

142. 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

143. 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

144. 'While' loop may execute\_\_\_\_\_ or more times.

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

145. Body of any function is enclosed within\_\_\_\_\_.



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1. { }

2. ( )

3. [ ]



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4. " "

**146. 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";

**147. 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

**148. 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

**149. 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

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



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



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**151. 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

**152. 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

**153. 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

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

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

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

1. scalability
2. usability



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3. reliability

4. sustainability



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

1. **Intrepreter**
2. Compiler
3. Linker
4. Debugger

**157.** 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]

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

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

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

1. Definition
2. Declaration
3. Calling
4. Invoking

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

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



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



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

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

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

**163. 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

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

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

**165. The microsoft word document (.doc) is a kind of**

\_\_\_\_\_.

1. Sequential File
2. Random Access File
3. Binary Access File
4. Executable File

**166. NULL character is used to indicate the**  
**\_\_\_\_\_of string.**



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1. Start
2. End



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3. Begin
4. Middle

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

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

**168. Which of the following function call is "call byreference" for the following function prototype?**

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

**169. 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.

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

1. curly braces { }
2. parentheses ( )
3. single quotes ' '
4. double quotes " "

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

1. **Its remainder**



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



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**172. 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[];

**173. How many bytes of memory are occupied by array**

**'str'?char str[] = "programming";**

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

**174. 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

**175. 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

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



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



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177. Switch statement deals with \_\_\_\_\_ type of data.

1. Integer
2. Float
3. Character
4. Both Integer and Character

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

1. debugger
2. linker
3. loader
4. interpreter

179. 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

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

1. a character variable
2. a boolean variable
3. an integer variable
4. a character string

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

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

182. Structure is a collection of \_\_\_\_\_ under a



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singlename.

1. only functions



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2. **only variables**
3. both functions and variables
4. only data types

**183. The default mode for writing into a file using ofstreamobject is.**

1. out
2. bin
3. app
4. ate

**184. The memory address of the first element of an array is called.**

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

**185. 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

**186. 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

**187. Which of the following is not a reserved word**



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in C/C++?

1. int
2. float



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3. double

4. sum

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

1. conio.h

2. stdio.h

3. stdlib.h

4. iostream.h

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

1. 4

2. 3

3. 2

4. 1

**190. Word processor is a type of a/an \_\_\_\_\_.**

1. operating system

2. application software

3. device driver

4. utility software

**191. 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);

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



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1. switch
2. break
3. continue



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4. goto

**193.** C is widely known as development language  
of  
\_\_\_\_\_operating system.

1. Windows

2. Unix

3. Mac OS

4. Linux

**194.** 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

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

1. return

2. break

3. continue

4. goto

**196.** The function seekg() takes  
\_\_\_\_\_parameter(s).

1. 0

2. 1

3. 2

4. 3

**197.** The function write() takes \_\_\_\_\_ as  
\_\_\_\_\_parameter(s).

1. String of pointer type



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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



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198. 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

199. Syntax of a union is identical to\_\_\_\_\_.

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

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

1. 
2.  **correct**
3. 
4. 

201. In Flow Chart, flow of control is represented by

\_\_\_\_\_.

1. Rectangle
2. Circle



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3. Diamond

4. Arrow

202. There can be \_\_\_\_\_ 'default' statement(s) in  
anyswitch structure.



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

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

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

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

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

205. Which of the following is not an example of int datatype?

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

206. 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 " "

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

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1.0

2.1



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3. -1
4. 2

208. 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

209. 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.  $m[2][3] = '5';$

210. Array is a data structure that stores \_\_\_\_\_.

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

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

1. function declaration
2. function call
3. function definition
4. function prototype



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212. If a function has been declared but not defined before its function call then it is termed as.



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

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

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

**214. 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)

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

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

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

1. Logical operator
2. Dereference operator
3. Dot operator
4. Address operator

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



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```
for(inti = 0; i < 5; i++)
```

```
{
```



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```
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

**218.** Structure use \_\_\_\_\_ allocation.

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

**219.** \_\_\_\_\_ function give the position of the nextcharacter to be read from that file.

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

**220.** What will be the size of the following character array?char name[] = "Adeel";

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

**221.** Function prototype is written,

1. Within main function
2. After the return statement in main



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3. Before the return statement in main
4. Before call of that function



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

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

**223. 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

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

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

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

1. High level
2. Low level
3. Machine
4. Assembly language

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

1. 9
2. 20
3. 25
4. 10



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227. \_\_\_\_\_ is a substitute of multiple if  
statement.



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

228. if

**int sum = 54;**

Then the value of the following statement is

sum = sum - 3;

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

229. 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;

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

1. %
2. +
3. @
4. **&**

231. \_\_\_\_\_ data type can operate on modulus operator.

1. **int**
2. float
3. char

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4. double

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



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

**233. 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

**234. \_\_\_\_\_ 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



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

- ▶ dot operator (.)
- ▶ \* operator
- ▶ à operator
- ▶ None of given.

**Question No: 2 ( M - 1 ) .**

What does  $5 \wedge 6$  , evaluate to in decimal where '^' is Exclusive OR operator?

- ▶ 1
- ▶ 2
- ▶ 3
- ▶ 4

**Question No: 3 ( M - 1 ) .**

If constructor contains a return statement in its body then compiler will give \_\_\_\_\_

- ▶ No error
- ▶ Syntax error
- ▶ Logical error
- ▶ Run time error

**Question No: 4 ( M - 1 ) .**

We can use New keyword inside of Class Constructor.

- ▶ True
- ▶ False

**Question No: 5 ( M - 1 ) .**

When an operator function is define as member function for a Unary operator then the number of argument it take is/are,

- ▶ Zero
- ▶ One
- ▶ Tw
- ▶ N argument

The declarator of Plus (+) member operator function is



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- ▶ **Class-Name operator + (Class-Name rhs)**
- ▶ operator Class-Name + ()
- ▶ operator Class-Name + ( rhs)
- ▶ Class-Name operator + ()

Question No: 7 ( M - 1 ) . . .

Friend function of a class is \_\_\_\_\_.

- ▶ Member function
- ▶ **Non-member function**
- ▶ Private function
- ▶ Public function

Question No: 8 ( M - 1 ) . . .

We can also create an array of user define data type.

▶ **True**

▶ False

Question No: 9 ( M - 1 ) . . .

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ **Memory is deallocated first before calling destructor**
- ▶ Destructor is called first before deallocating memory

Question No: 10 ( M - 1 ) . . .

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

▶ **True**

▶ False

Question No: 11 ( M - 1 ) . . .

Which of the following data type(s) can operate on modulus operator '%'?

- ▶ float, int
- ▶ float, double
- ▶ **int**
- ▶ char

Question No: 12 ( M - 1 ) . . .



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Array is passed by value to a function by default.

▶ True

▶ **False**

**Question No: 13 ( M - 1 ) .**

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

▶ **True**

▶ False

**Question No: 14 ( M - 1 ) .**

What will be the correct syntax to initialize all elements of two-dimensional array to value 0?

- ▶ **int arr[2][3] = {0,0} ;**
- ▶ int arr[2][3] = {{0},{0}} ;
- ▶ int arr[2][3] = {0},{0} ;
- ▶ int arr[2][3] = {0} ;

**Question No: 15 ( M - 1 ) .**

When an operator function is define as member function then operand on the left side of operator must be an object.

▶ **True**

▶ False

**Question No: 16 ( M - 1 ) .**

break statement can be used outside a loop or switch statement.

▶ **True**

▶ False

**Question No: 17 ( M - 1 ) .**

The keyword\_\_\_\_\_is used to return some value from a function.

▶ **return**

▶ break

▶ continue

▶ goto



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## Question No: 18 ( M - 1 ) . -

Every data member or function inside the structure is\_\_\_\_\_by default whereas everything declared inside a class is\_\_\_\_\_by default.

- ▶ private, public
- ▶ **public, private**
- ▶ private, protected
- ▶ public, protected

## Question No: 19 ( M - 1 ) . -

Which of the following is true for the C++ statement given below?

`int &ref = val ;`

- ▶ It creates a synonym for variable 'val'
- ▶ It creates an alias for variable 'val'
- ▶ It's a new name for variable 'val'
- ▶ **All of the given options**

## Question No: 20 ( M - 1 ) . -

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

`obj3 = obj1 + obj2 ;`

- ▶ obj2 will be passed as an argument to+ operator whereas obj2 will drive the + operator
- ▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
- ▶ **Both objects (obj1, obj2) will be passed as arguments to the + operator**
- ▶ Any of the objects (obj1, obj2) can drive the + operator

## Question No: 21 ( M - 1 ) . -

Unary operator implemented as member function takes\_\_\_\_\_arguments whereas non-member function takes\_\_\_\_\_arguments.

- ▶ One, zero
- ▶ **Zero, one**
- ▶ One, two
- ▶ Two, one

## Question No: 22 ( M - 1 ) . -



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The input/output streams cin and cout are \_\_\_\_\_ therefore have \_\_\_\_\_.

- ▶ Structures, function
- ▶ Objects, member functions
- ▶ Functions, objects
- ▶ **None of the given options**

**Question No: 23 ( M - 1 ) . .**

If a symbolic constant has been defined, it will be an error to define it again.

- ▶ **True**
- ▶ False

**Question No: 24 ( M - 1 ) . .**

Every class contains \_\_\_\_\_.

- ▶ **Constructor**
- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options

**Question No: 25 ( M - 1 ) . .**

new and delete keywords are \_\_\_\_\_ in C++ language.

- ▶ Built-in- Function
- ▶ Operators
- ▶ **Memory Allocation Function**
- ▶ None of the given options

**Question No: 26 ( M - 1 ) . .**

Consider the following code segment.

```
class M {
public:
 M &operator+(const M &);
...
};
```



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`p + q` **//code of line implies that p.operator+(q)**

...

Let assume if p and q are class objects then function is implemented as \_\_\_\_\_

- ▶ **Member function**
- ▶ Non-member function
- ▶ Friend function
- ▶ None of the given options

**Question No: 27 ( M - 1 ) .** .

Assignment operator is ----- associative.

- ▶ **right**
- ▶ left
- ▶ binary
- ▶ unary

[Assignment operators in imperative programming languages](#) are usually defined to be right-associative.

( Referenced by: **asad ali** ( [asad\\_call2002@yahoo.com](mailto:asad_call2002@yahoo.com) )

**Question No: 28 ( M - 1 ) .** .

Static variable which is defined in a function is initialized\_\_\_\_\_.

- ▶ **Only once during its life time**
- ▶ Every time the function call
- ▶ Compile time of the program
- ▶ None of the above

[www.vuzs.info](http://www.vuzs.info)

**Question No: 29 ( M - 1 ) .** .

We can not define a variable of user-defined data type in the class.

- ▶ True
- ▶ **False**

**Question No: 30 ( M - 1 ) .** .



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A constructor that will create a new object with a full copy of the other object, is copy is known as \_\_\_\_\_

- ▶ deep copy
- ▶ shallow copy
- ▶ constructor copy
- ▶ none of the options

1. which software testing refers to tests that do not rely on knowledge of software's interior composition

(white-box testing)

2. The language understood by a computer without translation is known as:

(Machine language)

3. Which one is a unary operator?(NOT)

4. In the case of highly standardized language, compiler designers often provide feature , sometimes called

(Language extension)

5. Under \_\_\_\_\_ paradigm a program is viewed as an entity that accept inputs and produces outputs

(functional)

6. in c++, symbolic representation of "Assignment" operator is \_\_\_\_\_

(=)

7. A translator which takes assembly language program as input & produce machine language code as output is know as:

(Assembler)

8. Which of the following statement is used in

c++. (cout<<)

9. We used \_\_\_\_\_ to reduce unnecessary dependencies or effects on other module

(information hiding)

10. The memory allocation functions return a chunk of memory with a



# AR Lucky Term

pointer of type \_\_\_\_\_

(void)

# AR Lucky Term

11. default constructor takes \_\_\_\_\_

(no parameters)

12. In a class we have \_\_\_\_\_ constructor(s).

(many)

13. which one of the following is mandatory preprocessor directive for c++?

(#include <iostream>)

14. Header files provide \_\_\_\_\_ so the program running on the operating system can run without an error on the other system

(accessibility)

15. With the use of dynamic allocation of memory, the system resources can be \_\_\_\_\_

(Used efficiently)

16. \_\_\_\_\_ for parameters is also done for inline functions.

(automatic type checking)

17. We should not use such variable names that are starting with \_\_\_\_\_ because in c++. There are a lot of internal constants and symbolic names that start with it

(double underscore)

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

(cout << 1)

19. c++ was developed by \_\_\_\_\_

(Bjarne Stroustrup)

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

(macro)

21. a = a + 1; can be written as \_\_\_\_\_

(a += 1;)

22. The compiler generates \_\_\_\_\_ automatically

(constructors)

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23. The data members of the class are initialized \_\_\_\_\_

(At runtime)

24. \_\_\_\_\_ for parameters is also done for inline functions

(automatic typechecking)

25. An instance of a class is called \_\_\_\_\_

(object)

26. With the use of dynamic allocation of memory, the system resources can be \_\_\_\_\_

(used efficiently)

27. When we include a header file in the angle brackets, the compiler searches for it in \_\_\_\_\_

(specific directory)

28. \_\_\_\_\_ is a special type of pointer we have to cast before we use it.

(void)

29. Multiplicative, additive and assignment operators are \_\_\_\_\_ operators.

(binary)

30. `a = a + 1;` can be written as \_\_\_\_\_

(`a += 1;`)

31. The compiler generates \_\_\_\_\_ automatically

(constructors)

32. The data members of the class are initialized \_\_\_\_\_

(at runtime)

33. \_\_\_\_\_ for parameters is also done for inline functions

(automatic typechecking)

34. An instance of a class is called \_\_\_\_\_

(object)

35. With the use of dynamic allocation of memory, the system resources can be \_\_\_\_\_

(used efficiently)

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36. for converting a void type pointer ptr, the correct syntax is:

(Int\* ptr)

37. headerfiles provide\_\_\_sotheprogramrunning ononeoperating system can run without an error on the other system

(reliability)

38. apointerwithvaluenull is defined in theheaderfiles\_\_\_and\_\_\_\_\_

(stdlib.h,stddef.h)

39. molic function returns\_\_\_to the\_\_\_from the available memory

(void pointer,starting of chunk of memory...from the array)

40.constructor is a special function, called whenever we\_\_\_\_\_

(Instantiate an object of a class)

41. we should not use such variable names that are starting with\_\_\_\_\_because in c++there are lots of internal constant....with it

(double underscore)

42.CONSTRUCTOR is itself a\_\_\_\_\_ofc++ and\_\_\_\_\_

(function can be overloaded)

43what istheother nameofvariable

(Identifier)

44.whatwill betheoutput of thefollowing c++code?

```
#include<iostream.h>
```

```
#define max 100
```

```
Main()
```

```
{#ifdef max
```

```
Cout<<"hello world"
```

**(error)**

45. In shifting operations if zero is inserted at the left most bit,the negative number will become a\_\_\_number

(positive)

46.Thecompilargenerates\_\_\_automatically

# AR Lucky Term

(constructors

47. A class is \_\_\_\_\_

(a member function)

48. bugs can occur due to \_\_\_\_\_

(uninitialized data)

49. the heap memory structure \_\_\_\_\_

(constantly change in size)

50. how many bits form a byte

(8)

51. the function calloc takes two arguments. First argument is the \_\_\_\_\_ and the second argument is the \_\_\_\_\_

(requires space in terms of number, size of space)

52. the main advantage of function overloading is that \_\_\_\_\_

(the program becomes more readable)

53. A pointer with value null is defined in the header files \_\_\_\_\_ and \_\_\_\_\_

(stdlib.h.....)

54. the \_\_\_\_\_ is the increment operator in C++

(++)

55. what will be the output of the given code)

```
X=32; y=45;
```

(x=24 y=46)

56. the constructor contains \_\_\_\_\_

(no return type)

57. multiplicative, additive and assignment operators are \_\_\_\_\_ operators

(Binary)

58. for accessing data members we use \_\_\_\_\_ operator

(dot)

59. in a class we can have \_\_\_\_\_ constructor

(Only one)

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60. object code is machine code but it is not \_\_\_ and \_\_\_\_\_  
(relocatable , executable)
61. shifting the binary number is similar to shifting the \_\_\_ number  
(decimal)
62. The \_\_\_ is called automatically when an object destroys  
(destructor)
63. an integer uses four bytes and the integer calculation occurs in \_\_\_ bytes  
(2 byte)
64. which of the following code segments represents a left shift operator?  
(`cout << 1`)
65. RAID stands for \_\_\_  
(redundant array of inexpensive devices)
66. windows operating system may itself take memory from \_\_\_\_\_  
(list)
67. what is the storage space of double data type  
(8)
68. dynamic memory allocation uses \_\_\_ whereas static memory allocation uses \_\_\_\_\_  
(Heap , stack)
69. which one is the correct example of a unary operator (-  
)
70. which is the output of the following code  
(b correct answer)
71. array indexes start from \_\_\_\_\_  
0
72. which one of the following is used to perform bit-wise exclusive or operation  
(^)
73. `getche()` is a \_\_\_\_\_ function and defined in \_\_\_\_\_ header file

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(build-in function, iostream.h)

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

(Portability)

75. The compiler uses a name mangling

technique to \_\_\_\_\_ Compiler

76. Macros are

categorized into type(s)

Two

77. Constructor is a special function called

whenever we \_\_\_\_\_ Instant

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1. Reference is a thing by which we can create \_\_\_ of any data type.

**Answer: synonym**

2. Encapsulation means \_\_\_.

**Answer: That the data of a class cannot be accessed from outside.**

3. The \_\_\_ data type always represents an empty set values in C++.

**Answer: void**

4. Let suppose

$a=b=c$

In such situation, it is necessary to return a reference of an object from assignment operator function.

**Answer: True.**

5. Once an object is declared as a friend, \_\_\_.

**Answer: It has access to all non-public members as if they were public**

6. When the compiler overloads the assignment (=) operator by default then \_\_\_.

**Answer: Compiler does member wise assignment.**

7. \_\_\_ Operator are the ones that require two operands on both side of the operator.

**Answer: Binary**

8. For accessing data members we use \_\_\_ operator.



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Answer: Dot (.)

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9. Header files provide\_\_\_\_\_so the program running on one operating system can run without an error on the other system.

**Answer: Portability**

10.  $i+=2$  is equivalent to\_\_\_\_\_.

11. In C language, the region of memory allocated at runtime is called\_\_\_\_\_.

12. Memory allocated from heap or free store\_\_\_\_\_.

13. The malloc function takes\_\_\_\_\_arguments.

**Answer: One**

14. New operator can be used for\_\_\_\_\_.

**Answer: integer, float, char and double data types.**

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

16. Constructor is itself a\_\_\_of C++ and\_\_\_\_\_.

**Answer: function and can be overloaded.**

17. The\_\_\_\_\_of called automatically when an object destroys.

18. `if (day== daysOfMath (*this))`

```
{
 //this is the last day of the month
}
```

In the above condition, we have checked that day's is equal to



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the number of days in the month or not.

If the condition returns true it means loop will means loop will make its

\_\_\_\_\_ iteration with \_\_\_\_\_ day of the month.

**Answer:**

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19. #undef is used for\_\_\_\_\_.

**Answer: making a symbol undefined.**

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

**Answer: class-name operator ++ ();**

21. A class is a user defined data type it takes\_\_\_\_\_.

**Answer: no space in memory unless we create an object from it.**

22. The heap memory structure\_\_\_\_\_.

**Answer: constantly changes in size.**

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

**Answer: both type and arguments**

24. The data members of the class are initialized\_\_\_\_\_.

**Answer: at runtime**

25. Which one of the following is mandatory preprocessor directive for C++?

**Answer: #include <iostream>**

26. Function declared with the\_\_\_\_\_ specifier in a class member list are called friend functions of that class.

**Answer: Friend**

27. Default constructor takes\_\_\_\_\_.

**Answer: No parameters.**

28. The members of a class declared without any keyword are\_\_\_\_\_by default.



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**Answer: Private**

29. In a class we can have\_\_ constructor(s).

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**Answer: Many**

30. \_\_\_\_ for parameters is also done for inline functions.

**Answer: Automatic type checking.**

31. An address is a \_\_\_\_, while a pointer is a \_\_\_\_.

**Answer: variable, constant**

32. The compiler generates \_\_\_\_ automatically.

**Answer: constructors.**

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

**Answer: Two**

34. `Date+=1;` is equivalent to \_\_\_\_.

**Answer: `date+1`**

35. While operating system may itself takes memory from \_\_\_\_.

**Answer: Stack**

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

**Answer: `strcat (s1, s2)`**

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

**Answer: inline function**

38. 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, \_\_\_\_.



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**Answer: it has to declare, class C as a friend.**

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39. New operator automatically determines the size of memory required to store that object,so it does not need\_\_\_\_\_.

**Answer: sizeof operator**

40. Object code is machine code but it is not\_\_\_\_and\_\_\_\_\_.

**Answer: relocated, executable.**

41. While using\_\_\_\_operator e do not need to supply number of bytes allocated.

**Answer: New**

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

**Answer: void**

43. The syntax of declaration of a function that returns the reference to an integer's is\_\_\_\_\_.

**Answer: int & myfunc ();**

44. For console input and output we use\_\_\_\_\_.

**Answer: conio.h header file**

45. A pointer is\_\_\_\_\_.

**Answer: a variable for storing address.**

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

**Answer: No**

47. A friend function of a class is a function defined\_\_\_\_\_.

**Answer: outside that class and that has the right to access protected members of theclass only.**



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48. The reference data types are used as\_\_variables without any\_\_operator.

**Answer: Ordinary, deference**

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49. The concept of friend function negates the concept of \_\_\_\_.

**Answer: encapsulation**

50. Overloaded assignment operator must be \_\_\_\_.

**Answer: member function of class**

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

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

**Answer: Assignment operator**

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

**Answer: sizeof operator**

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

**Answer: Can be changed.**

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

**Answer: Arithmetic operators can be overloaded only.**

55. We cannot increment \_\_\_\_.

**Answer: References.**

56. Friend functions are \_\_\_\_.

**Answer: private**

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

**Answer: malloc**



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58. Care must be taken about the correct\_\_\_of operator while overloading.

**Answer: both semantic and complexity**

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59. Constructor has\_\_\_\_\_.

**Answer: the same name as data member.**

60. getch () is a \_\_\_\_\_function and defined in \_\_\_\_\_header file.

**Answer: built-in function, conio.h**

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

**Answer: memory leak**

62. If text is a pointer of type string then what will be the functionality of following statement?

Text = new string [5];

**Answer: Creates array of 5 objects dynamically.**

63. A \_\_\_\_\_function of a class is defined outside that class scope. But it can access all private and protected members of the class.

**Answer: Friend.**

64. For binary member operators, operands on the \_\_\_\_\_drives (calls) the operation.

**Answer: Left**

65. \_\_\_\_\_is a special type of pointer we have to cast it before we use it.

**Answer: Void**

66. \_\_\_\_\_Data isn't accessible by non-member functions or outside classes.

**Answer: Private**

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



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**Answer: The operator return 0.**

68. Symbolic constant PI can be defined as:

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**Answer: #define PI 3.14**

69. `Data+=1;` is equivalent to \_\_\_\_.

**Answer: `date+1.`**

70. Operators are the ones that require only one operator to work.

**Answer: Unary.**

71. If B is designed as friend of A, B can access A's non-public members.

**Answer: A can access non-public members of B.**

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

**Answer: Operands.**

73. In C++ operators, which of the following operator cannot be overloaded \_\_\_\_.

**Answer:?:**

74. In functions, that returns reference use \_\_\_\_.

**Answer: Array.**

75. We can \_\_\_\_ reference.

**Answer: None of the given**

76. A class can be declared as a \_\_\_\_ of other data.

**Answer: Member.**

77. Public or private keywords can be \_\_\_\_.

**Answer: Written only for once in the class or structure**



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**declaration.**

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

**Answer: Assignment (=) operator.**

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79. In C++ the region of available memory is called\_\_\_\_\_.

**Answer: Free store.**

80. The constructor contains\_\_\_\_\_.

**Answer: No return type**

81. C++ offers\_\_\_\_\_levels of data access control inside a class.

**Answer: Three.**

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

**Answer: True.**

83. Free function is available in\_\_\_\_\_header file.

**Answer: stdlib.h**

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

**Answer: delete [] string;**

85. If we have a program that writes the output data (numbers) to the disc, and if we collectthe output data and write it on the disc in one write in the above situation the area wherewe will gather the number is called:

**Answer: Buffer.**

86. Consider the following code, the printed value will be converted into:  
`int n=10;`  
`cout<<oct<<n;`

**Answer: Base 8**

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



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Answer: False.

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88. To prevent dangling reference the functions returning reference should be used with\_\_.

**Answer: static and global variables.**

89. \_\_\_ must be included to use stream manipulator in your code.

**Answer: iostream.**

90. Let suppose

int a, b, c, d, e;

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

This can be interpreted by the compiler as

**Answer: a = (b= (c= (d= (e= 42)))));**

91. Overloaded member operator function is always called by\_\_.

**Answer: Compiler**

92. What is meant by the following statement?

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

**Answer: Parameterized constructor will call for first 2 objects and default constructor for remaining objects.**

93. Reference is not really an address it is\_\_.

**Answer: a synonym**

94. Reference variables must\_\_.

**Answer: Be initialized after they are declared.**

95. C++ was developed by\_\_.

**Answer: Bjarne Stroustrup**

96. Windows operating system may itself takes memory from\_\_.



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**Answer: Heap.**

97. Destructor\_\_\_\_\_.

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**Answer: Cannot be overloaded and have no return type.**

98. Bugs can occur due to \_\_\_\_.

**Answer: Uninitialized data**

99. The dynamic memory allocation uses \_\_\_\_.

**Answer: Heap, stack.**

100. The friend keyword provides access \_\_\_\_.

**Answer: in one direction only**

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

**Answer: Private**

102. The operator to free the allocated memory using new operator is \_\_\_\_.

**Answer: Delete.**

103. 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 the circle with radius "<<radius << "=" << PI * radius * radius }`

Answer:



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Operator overloading can be performed through \_\_\_\_.

▶ Classes

▶ **Functions**

▶ Operators

▶ Reference

Question No: 2 ( Marks: 1 ) - Please  
choose one

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

▶ Direct Reference

▶ **Indirect Reference**

▶ Partial Reference

▶ Proper Reference

When a value is referred by a normal variable is known as direct reference

Question No: 3 ( Marks: 1 ) - Please  
choose one

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

▶ **malloc**

▶ calloc

▶ realloc

▶ free

Question No: 4 ( Marks: 1 ) - Please  
choose one

Which of the following is NOT a preprocessor directive?

▶ #error

▶ #define

▶ #line

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## ▶ #undef

### list of preprocessors

• #include • #include "filename" • #define • #undef • #ifdef • #ifndef • #if • #else • #elif • #endif • #error • #line • #pragma • #assert



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## Question No: 5 ( Marks: 1 ) - Please choose one

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

▶ **iostream.h**

- ▶ fstream.h
- ▶ istream.h
- ▶ ostream.h

## Question No: 6 ( Marks: 1 ) - Please choose one

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

▶ **True**

- ▶ False

The same pointer that is returned by the new operator, is passed as an argument to the delete operator. These rules apply to both, if operators (new and delete) are overloaded as member or non-member operators (as global operators).

## Question No: 7 ( Marks: 1 ) - Please choose one

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

▶ **True**

- ▶ False

if we are allocating an array of objects, there is no way to pass arguments to objects' constructors. Therefore it is required that the objects that are stored in such an array have a no-argument constructor.

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## Question No: 8 ( Marks: 1 ) - Please choose one

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

- ▶ Linux
- ▶ Windows

▶ **Unix**

- ▶ Mac OS

In the start C became widely known as the development language of the UNIX operating system, and the UNIX operating system was written by using this C language. The C language is so powerful that the compiler of C and other various operating systems are written in C.

## Question No: 9 ( Marks: 1 ) - Please choose one

Computer can understand only machine language code.



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▶ **True**

▶ False

## Question No: 10 ( Marks: 1 ) - Please choose one

We can not define a function as a friend of a Template class.

▶ True

▶ **False**

Class templates can have friends. A class or class template, function, or function template can be a friend to a template class. Friends can also be specializations of a class template or function template, but not partial specializations.

## Question No: 11 ( Marks: 1 ) - Please choose one

What will be the value of 'a' and 'b' after executing the following statements?

a = 3;

b = a++;

▶ 3, 4

▶ 4, 4

▶ 3, 3

▶ **4, 3**

Question No: 12 ( Marks: 1 ) - Please choose one

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

```
int addValue (int *a){
int b = (*a)
+ 2;return
b ;
```

# AR Lucky Term

```
}
main () {
int x =6
;
cout << x << "," ;
cout << addValue(&x) <<
"," ;cout << x ;
}
```

▶ **6,8,6**

▶ 6,6,8

▶ 6,8,8

▶ 6,6,6



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## Question No: 13 ( Marks: 1 ) - Please choose one

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

- ▶ Compiler
- ▶ Editor
- ▶ Linker

▶ **Debugger**

## Question No: 14 ( Marks: 1 ) - Please choose one

new and delete are whereas malloc and free are\_\_\_\_\_.

- ▶ Functions, operators
- ▶ Classes, operators

▶ **Operators, functions**

- ▶ Operators, classes

Hence, we can call new and delete operators, P# 342 we have allocated a memory space for our use by malloc function. P# 285

## Question No: 15 ( Marks: 1 ) - Please choose one

Like member functions, \_\_\_\_\_ can also access the private data members of a class.

- ▶ Non-member functions

▶ **Friend functions**

- ▶ Any function outside class
- ▶ None of the given options

## Question No: 16 ( Marks: 1 ) - Please choose one

Which situation would require the use of a non-member overloaded operator?

- ▶ The overloaded operator is an Assignment operator.

▶ **The left most operand is an**

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## **object of a class.**

- ▶ The left operand is built-in data type.
- ▶ The operator returns a reference.

When an operator function is implemented as a non-member function, the left-most operand may be an object of the operator's class, an object of a different class, or a built-in type

## Question No: 17 ( Marks: 1 ) - Please choose one

The stream insertion and stream extraction operators are already overloaded for \_\_\_\_\_.

- ▶ User-defined data types
- ▶ **Built-in data types**
- ▶ User-defined and built-in data types
- ▶ None of the given options



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## Question No: 18 ( Marks: 1 ) - Please choose one

If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program the value of PI \_\_\_\_\_.

- ▶ can not be replaced
- ▶ None of the given options
- ▶ **Remain constant.**
- ▶ can be changed by some operation

## Question No: 19 ( Marks: 1 ) - Please choose one vuzs

Assignment operator is ----- associative.

- ▶ **right**
- ▶ left
- ▶ binary
- ▶ unary

You can assign values to several variables in a single statement. For example, the following code sets the contents of apples and oranges to the same value:

```
apples = oranges = 10;
```

The assignment operator is right associative, so this statement executes by first storing the value 10 in oranges and then storing the value in oranges in apples, so it is effectively `apples = (oranges = 10);`

## Question No: 20 ( Marks: 1 ) - Please choose one

When ever dynamic memory allocation is made in C/C++, it is freed \_\_\_\_\_.

- ▶ Explicitly

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▶ **Implicitly**

- ▶ Both explicitly and implicitly
- ▶ None of the given options

**Question No: 21 ( Marks: 1 ) - Please choose one**

The appropriate data type to store the number of rows and columns of the matrix is\_.

- ▶ float

▶ **int**

- ▶ char
- ▶ none of the given options.

**Question No: 22 ( Marks: 1 ) - Please choose one**

Which of the following function do NOT initialize the chunk of memory to all zero?

- ▶ calloc() function
- ▶ Both malloc() and calloc()
- ▶ None of the above



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## ▶ **malloc() function**

The **malloc** function differs from **calloc** in the way that the space allocated by **malloc** is not initialized and contains any values initially.

### Question No: 23 ( Marks: 1 ) - Please choose one

The function free() returns back the allocated memory got thorough calloc and malloc to

\_\_\_\_\_.

▶ stack

▶ **heap**

▶ stack and heap

▶ None of the given options

**Question No: 24 ( Marks: 1 ) - Please choose one** width() is member function of \_\_\_\_\_

▶ cin object

▶ cout object

▶ **Both cin and cout object**

▶ None of the given option

### Question No: 25 ( Marks: 1 ) - Please choose one

Templates are not type safe.

▶ true

▶ **false**

Templates are type-safe. This is because the types that templates act upon are known at compile time, so the compiler can perform type checking before errors occur.

### Question No: 26 ( Marks: 1 ) - Please choose one

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A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , \_\_\_\_\_

▶ Write a separate class to handle each

▶ **Use templates**

▶ Use strings to store all types

▶ None of the given options



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## Question No: 1( Marks: 1 ) - Please choose one

---

Operating system falls under the category of \_types of software

- ▶ System Software
- ▶ Application Software
- ▶ Device drivers
- ▶ None of the above

## Question No: 2 ( Marks: 1 ) - Please choose one

---

Header file fstream.h include definitions of stream class\_\_\_\_\_

- ▶ ifstream.h, ofstream.h
- ▶ cout, cin
- ▶ iomanip.h
- ▶ stdlib

## Question No: 3 ( Marks: 1 ) - Please choose one

---

*setprecision* is a parameter less manipulator.

- ▶ True
- ▶ False

## Question No: 4 ( Marks: 1 ) - Please choose one

---

A friend function of a class has access

- ▶ To all data member and functions of the class
- ▶ Only to other friend functions of the class
- ▶ Only to private data of the class
- ▶ Only to public data of the class

## Question No: 5 ( Marks: 1 ) - Please choose one

---

The declarator of Plus (+) member operator function is

- ▶ Class-Name operator + (Class-Name rhs)
- ▶ Operator Class-Name + ( )
- ▶ Operator Class-Name + ( rhs)
- ▶ Class-Name operator + ( )

## Question No: 6 ( Marks: 1 ) - Please choose one

---

We can change the arity (number of operands) through operator overloading.

- ▶ False
- ▶ True

## Question No: 7 ( Marks: 1 ) - Please choose one

---

Only operator compiler loads for users is:

# AR Lucky Term

- ▶ Delete operator
- ▶ **Assignment Operator**
- ▶ New Operator
- ▶ None of the above

## Question No: 8 ( Marks: 1 ) - Please choose one

cerr and clog are the objects of stream class

- ▶ **True**
- ▶ False

## Question No: 9 ( Marks: 1 ) - Please choose one

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

- ▶ True
- ▶ **False**

## Question No: 10 ( Marks: 1 ) - Please choose one

Pre processor Directive functions before \_\_\_\_\_ Phase.

- ▶ **Compiler**
- ▶ Execution
- ▶ Linking
- ▶ None of the given options

## Question No: 11 ( Marks: 1 ) - Please choose one

A template function can not have static variables.

- ▶ True
- ▶ **False**

## Question No: 12 ( Marks: 1 ) - Please choose one

Consider the following code segment. What will be the output of this codesegment?

```
int arr[6] = {2, 3, 7, 4, 5, 6};
int *ptr1
=&arr[1] ; int
*ptr2 = &arr[4]
; cout << (ptr2-
```



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- ptr1) ;
- ▶ 6
- ▶ 7
- ▶ 2
- ▶ 3

## Question No: 13 ( Marks: 1 ) - Please choose one

The UNIX system was developed in

- ▶ Java Language
- ▶ C++
- ▶ FORTRON Language

▶ C Language

## Question No: 14 ( Marks: 1 ) - Please choose one

Friend function of a class are \_\_\_ of a class.

- ▶ **Non-member functions**
- ▶ Friend functions
- ▶ Any function outside class
- ▶ None of the given options

## Question No: 15 ( Marks: 1 ) - Please choose one

The operator function overloaded for an Assignment operator (=) must be

- ▶ **Non-member function of class**
- ▶ Member function of class
- ▶ Friend function of class
- ▶ None of the given options

## Question No: 16 ( Marks: 1 ) - Please choose one

In the  $S2=S1$ , \_\_\_ is the object that is calling or driving the = operator. \_\_\_\_\_ object is being passed as an argument to the = operator.

- ▶ S1, S2
- ▶ **S2,S1**
- ▶ =, +
- ▶ None of the Above

## Question No: 17 ( Marks: 1 ) - Please choose one

The static data members of a class are initialized \_\_\_

- ▶ at file scope
- ▶ **within class definition**
- ▶ within member function
- ▶ within main function

## Question No: 18 ( Marks: 1 ) - Please choose one

We can do condition compilation with pre processor directives.

- ▶ True
- ▶ **False**

## Question No: 19 ( Marks: 1 ) - Please choose one

Self-assignment is dangerous especially at a time when we



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have memorymanipulation in a class

- ▶ True
- ▶ False

## **Question No: 20 ( Marks: 1 ) - Please choose one**

A template function must have at least or more arguments

- ▶ Zero
- ▶ One

- ▶ Two
- ▶ Three

## Question No: 21 ( Marks: 1 ) - Please choose one

Stream insertion ( << ) and extraction operators ( >> ) are always implemented as --  
\_\_\_\_\_ functions.

- ▶ Member
- ▶ **Non Member**
- ▶ Objects
- ▶ Classes

## Question No: 22 ( Marks: 1 ) - Please choose one

Overloaded member operator function is always called by \_\_\_\_\_

- ▶ Class
- ▶ **Object**
- ▶ Compiler
- ▶ Primitive data type

## Question No: 23 ( Marks: 1 ) - Please choose one

The operator function of << and >> operators are always the member function of a class.

- ▶ True
- ▶ **False**

## Question No: 24 ( Marks: 1 ) - Please choose one

Which of the following option is true about new operator to dynamically allocate memory to an object?

- ▶ The new operator determines the size of an object
- ▶ Allocates memory to object and returns pointer of valid type



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- ▶ Creates an object and calls the constructor to initialize the object
- ▶ All of the given options

## Question No: 25 ( Marks: 1 ) - Please choose one

---

The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_

- ▶ inside, inside the class
- ▶ **inside, outside the class**
- ▶ outside, inside the class
- ▶ outside, outside the class

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## Question No: 1 ( Marks: 1 ) - Please choose one

&& is----- operator.

▶ An arithmetic

▶ **Logical**

▶ Relational

▶ Unary

## Question No: 2 ( Marks: 1 ) - Please choose one

Which of the following function(s) is/are included in **ctype.h** header file?

▶ isdigit(int c)

▶ isxdigit(int c )

▶ tolower(int c)



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▶ **All of the above**

**Question No: 3 ( Marks: 1 ) - Please choose one**

Disks are \_\_\_\_\_ devices having access time of \_\_\_\_\_ milliseconds.

▶ Electro-physical, 6

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▶ Electro-Mechanical, 4

▶ Electro-physical, 5

▶ **Electro-Mechanical, 7**

**Question No: 4 ( Marks: 1 ) - Please choose one**

All preprocessor directives are started with the symbol\_\_.

▶ \*

▶ ++

▶ @

▶ **#**

**Question No: 5 ( Marks: 1 ) - Please choose one**

When we use manipulators in our program then which header file should be included?

▶ iostream.h

▶ stdlib.h

▶ stdio.h

▶ **omanip.h**



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setprecision is a parameter less manipulator.

▶ True

▶ **False**

**Question No: 7 ( Marks: 1 ) - Please choose one**

Which of the following is NOT a preprocessor directive?

▶ #error

▶ #define

▶ #line

▶ **#undef**

**Question No: 8 ( Marks: 1 ) - Please choose one**

We can do arithmetic with references like pointers.

▶ True

▶ **False**

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What does (\*this) represents?

- ▶ The current function of the class
- ▶ The current pointer of the class
- ▶ **The current object of the class**
- ▶ A value of the data member

**Question No: 10 ( Marks: 1 ) -**  
**Please choose one**

Friend function of a class is\_\_\_\_\_.

- ▶ Member function
- ▶ **Non-member function**
- ▶ Private function
- ▶ Public function

**Question No: 11 ( Marks: 1 ) -**  
**Please choose one**



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A function can declare itself a friend of a class.

▶ True

▶ **False**

## AR Lucky Term

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

▶ **True**

▶ False

Question No: 13 ( Marks: 1 ) -  
Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

▶ **True**

▶ False

Question No: 14 ( Marks: 1 ) -  
Please choose one



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# AR Lucky Term

A template function must have at least generic data type

▶ Zero

▶ **One**

▶ Two

▶ Three

## AR Lucky Term

A template function must have only generic data types.

▶ True

▶ **False**

**Question No: 16** ( Marks: 1 ) - Please choose one

We can not make a member function of a class as template function.

▶ True

▶ **False**

**Question No: 17** ( Marks: 1 ) - Please choose one

Which character is inserted at the end of string to indicate the end of string?

▶ new line

▶ tab



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▶ **null**

▶ carriage return

## AR Lucky Term

Assignment operator is used for\_\_.

- ▶ calculation
- ▶ reading
- ▶ **assigning value to variables**
- ▶ None of the given options.

**Question No: 19 ( Marks: 1 ) -**  
**Please choose one vuzs**

The object\_\_\_\_\_ may be used both for file input and file output

- ▶ **fstream,**
- ▶ ifstream,
- ▶ ofstream,
- ▶ none of the given options.

**Question No: 20 ( Marks: 1 ) -**



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Please choose one

Which of the following function calling mechanism is true for the function prototype given below?

**float func(float &);**

► Call by value

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▶ Call by reference using pointer

▶ **Call by reference using reference variable**

▶ None of the given options

**Question No: 21 ( Marks: 1 ) -**  
**Please choose one**

The programs, in which we allocate static memory, run essentially on \_\_\_\_\_

▶ Heap

▶ System Cache

▶ None of the given options

▶ **Stack**

**Question No: 22 ( Marks: 1 ) - Please choose one**

Overloaded delete operator function takes parameter of void pointer and returns

\_\_\_\_\_.



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▶ **void**

- ▶ void pointer
- ▶ pointer to an object
- ▶ pointer of type int



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What should be the return type of the constructor?

- ▶ void pointer
- ▶ int
- ▶ same as object type
- ▶ **constructors do not return any thing**

Question No: 24 ( Marks: 1 ) - Please choose one

It is a way of reusing the code when we contain objects of our already written classes into a new class,

- ▶ **True**
- ▶ False

Question No: 25 ( Marks: 1 ) -  
Please choose one vuzs





Templates are not type safe.

▶ true

▶ **false**



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The functions used for dynamic memory allocation return pointer of type \_\_\_\_\_

▶ int

▶ float

▶ **void**

▶ double



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**Question No: 1 ( Marks: 1 ) - Please choose one**

In if structure the block of statements is executed only,

- ▶ When the condition is false
- ▶ When it contain arithmetic operators
- ▶ When it contain logical operators

▶ **When the condition is true**

**Question No: 2 ( Marks: 1 ) - Please choose one**

Header file: **fstream.h** includes the definition of the stream classes

- 
- ▶ ifstream, fstream, cout

▶ **ifstream, fstream, ofstream**

- ▶ fstream, cin, cout
- ▶ None of the above

**Question No: 3 ( Marks: 1 ) - Please choose one**

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

▶ **dot operator (.)**

- ▶ \* operator
- ▶ operatorà
- ▶ None of given.

**Question No: 4 ( Marks: 1 ) - Please choose one**

eof( ), bad( ), good( ), clear( ) all are manipulators.

- ▶ True

▶ **False**



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Question No: 5 ( Marks: 1 ) - Please choose one

Which kind of functions can access private member variables of a class?

▶ **Friend functions of the class**

- ▶ Private member functions of the class
- ▶ Public member functions of the class
- ▶ Friend, private and public functions

Question No: 6 ( Marks: 1 ) - Please  
choose one

The return type of operator function must always be void.

- ▶ True
- ▶ **False**

Question No: 7 ( Marks: 1 ) - Please  
choose one

Friend function of a class is\_\_\_\_\_.



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- ▶ Member function



**Non-member  
function**

- ▶ Private function
- ▶ Public function

**Question No: 8 ( Marks: 1 ) - Please  
choose one**

Function implementation of friend function must be defined outside the class.

- ▶ True

**▶ False (any where in the class)**

**Question No: 9 ( Marks: 1 ) - Please choose one**

The normal source of cin object is,

- ▶ File
- ▶ Disk

**▶ Keyboard**

- ▶ RAM

**Question No: 10 ( Marks: 1 ) - Please  
choose one**

Which of the following is correct way to initialize a variable x of int type with value 10?

- ▶ int x ; x = 10;
- ▶ int x = 10;
- ▶ int x, x = 10;

**▶ x = 10;**

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**Question No: 11 ( Marks: 1 ) - Please choose one**

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



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```
int
func(
int);
int
num
= 10;
int
main
(){ int
num
; num
= 5;
cout
<<
num;
cout << func(num) ;
}

int func(int x){
return num ;
}

▶ 5, 5
▶ 10, 5
▶ 5, 10
▶ 10, 10
```



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**Question No: 12 ( Marks: 1 ) - Please choose one**

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

- ▶ True
- ▶ False

**Question No: 13 ( Marks: 1 ) - Please choose one**

What will be the correct syntax to declare two-dimensional array of float data type?

- ▶ float arr{2}{2};
- ▶ **float arr[2][2];**
- ▶ float arr[2,2];
- ▶ float[2][2] arr;

**Question No: 14 ( Marks: 1 ) - Please choose one**

The first parameter of operator function for << operator,

- ▶ Must be passed by value
- ▶ **Must be passed by reference**
- ▶ Can be passed by value or reference
- ▶ Must be object of class

**Question No: 15 ( Marks: 1 ) - Please choose one**

Heap is constantly changing in size.

- ▶ True
- ▶ False

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**Question No: 16 ( Marks: 1 ) - Please choose one**

While calling function, the arguments are assigned to the



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parameters from

▶ **left to right.**

- ▶ right to left
- ▶ no specific order is followed
- ▶ none of the given options.

**Question No: 17 ( Marks: 1 ) - Please choose one**

Classes defined inside other classes are called \_classes

- ▶ looped

▶ **nested**

- ▶ overloaded
- ▶ none of the given options.

**Question No: 18 ( Marks: 1 ) - Please choose one**

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI \_\_\_\_\_

- ▶ can not be replace
- ▶ None of the given options

▶ **Remain constant.**

- ▶ can be changed by some operation



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**Question No: 19 ( Marks: 1 ) - Please choose one**

Which value is returned by the destructor of a class?

- ▶ A pointer to the class.
- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctly.
- ▶ **Destructors do not return a value.**

Question No: 20 ( Marks: 1 ) - Please choose one

Every class contains\_\_\_\_\_.

- ▶ Constructor
- ▶ Destructor
- ▶ **Both a constructor and a destructor**
- ▶ None of the given options

**Question No: 21 ( Marks: 1 ) - Please choose one**

A template function must have

- ▶ **One or more than one arguments**
- ▶ Only one argument
- ▶ Zero argument
- ▶ None of the given options

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**Question No: 22 ( Marks: 1 ) - Please choose one**

Structured Query Language is used for \_\_\_

- ▶ **Databases Management**
- ▶ Networks
- ▶ Writing Operating System
- ▶ none of the given options



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## Question No: 23 ( Marks: 1 ) - Please choose one

When a call to a user-defined function finishes, the variable defined inside the function is still in existence.

▶ True

▶ **False**

Question No: 24 ( Marks: 1 ) - Please choose one

The precedence of an operator can be changed through operator overloading.

▶ True

▶ **False**

## Question No: 25 ( Marks: 1 ) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , \_\_\_\_



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- ▶ Write a separate class to handle each
- ▶ **Use templates**
- ▶ Use strings to store all types
- ▶ None of the given options

A Matrix can be composed of ints, floats or doubles as their elements. Instead of handling these data types separately, we can write Matrix class as a template class and write code once for all native data types.

Write Matrix class as a template class and write code once for all native data types

**Question No: 26 ( Marks: 1 ) - Please choose one**

"delete" operator is used to return memory to free store, which is allocated by the "new" operator.

- ▶ **True**
- ▶ False



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Operator overloading can be performed through\_\_\_\_.

▶ Classes

▶ **Functions**

▶ Operators

▶ Reference

**Question No: 2 ( Marks: 1 ) - Please choose one**

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

▶ Direct Reference

▶ **Indirect Reference**

▶ Partial Reference

▶ Proper Reference

When a value is referred by a normal variable is known as direct reference

**Question No: 3 ( Marks: 1 ) - Please choose one**

Which of the following function is used to increase the size of already allocated memorychunk?

▶ **malloc**

▶ calloc

▶ realloc

▶ free

**Question No: 4 ( Marks: 1 ) - Please choose one**





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Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line

▶ **#undef**

**list of preprocessors**

• #include • #include "filename" • #define • #undef • #ifdef • #ifndef • #if • #else • #elif • #endif • #error • #line • #pragma • #assert



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## Question No: 5 ( Marks: 1 ) - Please choose one

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

▶ **iostream.h**

- ▶ fstream.h
- ▶ istream.h
- ▶ ostream.h

## Question No: 6 ( Marks: 1 ) - Please choose one

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

▶ **True**

- ▶ False

The same pointer that is returned by the new operator, is passed as an argument to the delete operator. These rules apply to both, if operators (new and delete) are overloaded as member or non-member operators (as global operators).

## Question No: 7 ( Marks: 1 ) - Please choose one

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

▶ **True**

- ▶ False

if we are allocating an array of objects, there is no way to pass arguments to objects' constructors. Therefore it is required that





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the objects that are stored in such an array have a no-argument constructor.

**Question No: 8 ( Marks: 1 ) - Please choose one**

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

- ▶ Linux
- ▶ Windows

▶ **Unix**

- ▶ Mac OS

In the start C became widely known as the development language of the UNIX operating system, and the UNIX operating system was written by using this C language. The C language is so powerful that the compiler of C and other various operating systems are written in C.

**Question No: 9 ( Marks: 1 ) - Please choose one**

Computer can understand only machine language code.



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▶ **True**

▶ False

## Question No: 10 ( Marks: 1 ) - Please choose one

We can not define a function as a friend of a Template class.

▶ True

▶ **False**

Class templates can have friends. A class or class template, function, or function template can be a friend to a template class. Friends can also be specializations of a class template or function template, but not partial specializations.

## Question No: 11 ( Marks: 1 ) - Please choose one

What will be the value of 'a' and 'b' after executing the following statements?

a = 3;

b = a++;

▶ 3, 4

▶ 4, 4

▶ 3, 3

▶ **4, 3**

Question No: 12 ( Marks: 1 ) - Please choose one

Consider the following code segment. What will be the output of following code?  
`int addValue (int *a){  
int b = (*a)`



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

▶ **6,8,6**

▶ 6,6,8

▶ 6,8,8

▶ 6,6,6



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## Question No: 13 ( Marks: 1 ) - Please choose one

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

- ▶ Compiler
- ▶ Editor
- ▶ Linker

▶ **Debugger**

## Question No: 14 ( Marks: 1 ) - Please choose one

new and delete are whereas malloc and free are\_\_\_\_\_.

- ▶ Functions, operators
- ▶ Classes, operators

▶ **Operators, functions**

- ▶ Operators, classes

Hence, we can call new and delete operators, P# 342 we have allocated a memory space for our use by malloc function. P# 285

## Question No: 15 ( Marks: 1 ) - Please choose one

Like member functions, \_\_\_\_\_ can also access the private data members of a class.

- ▶ Non-member functions

▶ **Friend functions**

- ▶ Any function outside class
- ▶ None of the given options

## Question No: 16 ( Marks: 1 ) - Please choose one

Which situation would require the use of a non-member overloaded operator?

- ▶ The overloaded operator is an Assignment operator.



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▶ **The left most operand is an object of a class.**

- ▶ The left operand is built-in data type.
- ▶ The operator returns a reference.

When an operator function is implemented as a non-member function, the left-most operand may be an object of the operator's class, an object of a different class, or a built-in type

**Question No: 17 ( Marks: 1 ) - Please choose one**

The stream insertion and stream extraction operators are already overloaded for \_\_\_\_\_.

- ▶ User-defined data types
- ▶ **Built-in data types**
- ▶ User-defined and built-in data types
- ▶ None of the given options



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## Question No: 18 ( Marks: 1 ) - Please choose one

If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program the value of PI \_\_\_\_\_.

- ▶ can not be replaced
- ▶ None of the given options
- ▶ **Remain constant.**
- ▶ can be changed by some operation

## Question No: 19 ( Marks: 1 ) - Please choose one vuzs

Assignment operator is ----- associative.

- ▶ **right**
- ▶ left
- ▶ binary
- ▶ unary

You can assign values to several variables in a single statement. For example, the following code sets the contents of apples and oranges to the same value:

```
apples = oranges = 10;
```

The assignment operator is right associative, so this statement executes by first storing the value 10 in oranges and then storing the value in oranges in apples, so it is effectively `apples = (oranges = 10);`

## Question No: 20 ( Marks: 1 ) - Please choose one

When ever dynamic memory allocation is made in C/C++, it is





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freed\_\_\_\_\_.

▶ Explicitly

▶ **Implicitly**

▶ Both explicitly and implicitly

▶ None of the given options

**Question No: 21 ( Marks: 1 ) - Please  
choose one**

The appropriate data type to store the number of rows and columns of the matrix is\_.

▶ float

▶ **int**

▶ char

▶ none of the given options.

**Question No: 22 ( Marks: 1 ) - Please  
choose one**

Which of the following function do NOT initialize the chunk of memory to all zero?

▶ calloc() function

▶ Both malloc() and calloc()

▶ None of the above



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▶ **malloc() function**

The **malloc** function differs from **calloc** in the way that the space allocated by **malloc** is not initialized and contains any values initially.

**Question No: 23 ( Marks: 1 ) - Please choose one**

The function free() returns back the allocated memory got thorough calloc and malloc to

\_\_\_\_\_.

▶ stack

▶ **heap**

▶ stack and heap

▶ None of the given options

**Question No: 24 ( Marks: 1 ) - Please choose one** width() is member function of \_\_\_\_\_

▶ cin object

▶ cout object

▶ **Both cin and cout object**

▶ None of the given option

**Question No: 25 ( Marks: 1 ) - Please choose one**

Templates are not type safe.

▶ true

▶ **false**



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## Question No: 1( Marks: 1 ) - Please choose one

Operating system falls under the category of \_types of software

- ▶ System Software
- ▶ Application Software
- ▶ Device drivers
- ▶ None of the above

## Question No: 2 ( Marks: 1 ) - Please choose one

Header file fstream.h include definitions of stream classes\_\_\_\_\_

- ▶ ifstream.h, ofstream.h
- ▶ iomanip.h
- ▶ cout, cin
- ▶ stdlib

## Question No: 3 ( Marks: 1 ) - Please choose one

*setprecision* is a parameter less manipulator.

- ▶ True
- ▶ False

## Question No: 4 ( Marks: 1 ) - Please choose one

A friend function of a class has access

- ▶ To all data member and functions of the class
- ▶ Only to other friend functions of the class
- ▶ Only to private data of the class
- ▶ Only to public data of the class

## Question No: 5 ( Marks: 1 ) - Please choose one

The declarator of Plus (+) member operator function is

- ▶ Class-Name operator + (Class-Name rhs)
- ▶ Operator Class-Name + ( )
- ▶ Operator Class-Name + ( rhs)
- ▶ Class-Name operator + ( )

## Question No: 6 ( Marks: 1 ) - Please choose one

We can change the arity (number of operands) through operator overloading.

- ▶ False



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► True

**Question No: 7 ( Marks: 1 ) - Please choose one**

---

Only operator compiler loads for users is:



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- ▶ Delete operator
- ▶ **Assignment Operator**
- ▶ New Operator
- ▶ None of the above

## Question No: 8 ( Marks: 1 ) - Please choose one

cerr and clog are the objects of stream class

- ▶ **True**
- ▶ False

## Question No: 9 ( Marks: 1 ) - Please choose one

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

- ▶ True
- ▶ **False**

## Question No: 10 ( Marks: 1 ) - Please choose one

Pre processor Directive functions before \_\_\_\_\_ Phase.

- ▶ **Compiler**
- ▶ Execution
- ▶ Linking
- ▶ None of the given options

## Question No: 11 ( Marks: 1 ) - Please choose one

A template function can not have static variables.

- ▶ True
- ▶ **False**

## Question No: 12 ( Marks: 1 ) - Please choose one

Consider the following code segment. What will be the output of this codesegment?

```
int arr[6] = {2, 3, 7, 4, 5, 6};
int *ptr1
=&arr[1] ; int
*ptr2 = &arr[4]
; cout << (ptr2-
```



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- ptr1) ;
- ▶ 6
  - ▶ 7
  - ▶ 2
  - ▶ 3

**Question No: 13 ( Marks: 1 ) - Please choose one**

---

The UNIX system was developed in

- ▶ Java Language
- ▶ C++
- ▶ FORTRON Language



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▶ C Language

## Question No: 14 ( Marks: 1 ) - Please choose one

Friend function of a class are \_\_\_ of a class.

- ▶ **Non-member functions**
- ▶ Friend functions
- ▶ Any function outside class
- ▶ None of the given options

## Question No: 15 ( Marks: 1 ) - Please choose one

The operator function overloaded for an Assignment operator (=) must be

- ▶ **Non-member function of class**
- ▶ Member function of class
- ▶ Friend function of class
- ▶ None of the given options

## Question No: 16 ( Marks: 1 ) - Please choose one

In the  $S2=S1$ , \_\_\_ is the object that is calling or driving the = operator. \_\_\_\_\_ object is being passed as an argument to the = operator.

- ▶ S1, S2
- ▶ **S2,S1**
- ▶ =, +
- ▶ None of the Above

## Question No: 17 ( Marks: 1 ) - Please choose one

The static data members of a class are initialized \_\_\_

- ▶ at file scope
- ▶ **within class definition**
- ▶ within member function
- ▶ within main function

## Question No: 18 ( Marks: 1 ) - Please choose one

We can do condition compilation with pre processor directives.

- ▶ True
- ▶ **False**

## Question No: 19 ( Marks: 1 ) - Please choose one

Self-assignment is dangerous especially at a time when we



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have memory manipulation in a class

- ▶ True
- ▶ False

**Question No: 20 ( Marks: 1 ) - Please choose one**

A template function must have at least or more arguments

- ▶ Zero
- ▶ One



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- ▶ Two
- ▶ Three

## Question No: 21 ( Marks: 1 ) - Please choose one

Stream insertion ( << ) and extraction operators ( >> ) are always implemented as --\_\_ functions.

- ▶ Member
- ▶ **Non Member**
- ▶ Objects
- ▶ Classes

## Question No: 22 ( Marks: 1 ) - Please choose one

Overloaded member operator function is always called by \_

- ▶ Class
- ▶ **Object**
- ▶ Compiler
- ▶ Primitive data type

## Question No: 23 ( Marks: 1 ) - Please choose one

The operator function of << and >> operators are always the member function of a class.

- ▶ True
- ▶ **False**

## Question No: 24 ( Marks: 1 ) - Please choose one

Which of the following option is true about new operator to dynamically allocate memory to an object?

- ▶ The new operator determines the size of an object
- ▶ Allocates memory to object and returns pointer of valid type
- ▶ Creates an object and calls the constructor to initialize the object



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▶ All of the given options

**Question No: 25 ( Marks: 1 ) - Please  
choose one**

---

The prototype of friend functions must be written  
\_\_\_\_\_ the class and its definition must  
be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ **inside, outside the class**
- ▶ outside, inside the class
- ▶ outside, outside the class



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## Question No: 1( Marks: 1 ) - Please choose one

There are mainly ----- types of software

▶ **Two**

- ▶ Three
- ▶ Four
- ▶ Five

Software is categorized into two main categories  
System Software  
Application Software

## Question No: 2( Marks: 1 ) - Please choose one

When  $x = 7$ ; then the expression  $x \% 2$ ; will calculate the value of  $x$  as,

▶ **1**

- ▶ 3
- ▶ 7
- ▶ 2

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\Question No: 3( Marks: 1 ) - Please choose one



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A pointer variable can be,

- ▶ Decremented only
- ▶ Incremented only
- ▶ Multiplied only

▶ **Both 1 and 2**

Question No: 4( Marks: 1 ) - Please choose one

setprecision is a parameter less manipulator.

- ▶ True

▶ **False**

Question No: 5( Marks: 1 ) - Please choose one

We can change a Unary operator to Binary operator through operatoroverloading.

▶ **False**

- ▶ True

**Question No: 6( Marks: 1 ) - Please choose one**

**delete** operator is used to return memory to free store which is allocated bythe **new** operator

▶ **True**

- ▶ False



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The objects are created with the **new** operator on free store, they will not be destroyed and memory will not be de-allocated unless we call **delete** operator to destroy the objects and de-allocate memory.

**Question No: 7( Marks: 1 ) - Please choose one**

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

▶ **True**

▶ False

whenever we have a class in which the constructor allocates dynamic memory, it is necessary to provide a destructor that frees the memory.

**Question No: 8( Marks: 1 ) - Please choose one**

What is the functionality of the following statement?

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

- ▶ Default constructor will call for all objects of array
- ▶ Parameterized constructor will call for all objects of array

▶ **Parameterized constructor will call for first 2 objects and default constructor for remaining objects**

▶ Default constructor will call for first 3 objects and Parameterized constructor for remaining objects vuzs

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Question No: 9( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor**
- ▶ Constructor is called first before allocating memory

If a single object is allocated, *operator new* is called to allocate memory, and then the constructor is called to initialize the



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object.

- If an array of objects is allocated, *operator new[]* is called to allocate memory for the whole array, and then the constructor is called for each element of the array.
- When a single object is deleted, the destructor for the object is called first, and then *operator delete* is called to free the memory occupied by the object.
- When an array of objects is deleted, the destructor for each element of the array object is called first, and then *operator delete[]* is called to free the memory occupied by the array.

**Question No: 10( Marks: 1 ) - Please choose one**

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

▶ **True**



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▶ False

**Question No: 11( Marks: 1 ) - Please choose one**

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

- ▶ short
- ▶ float

▶ double

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▶ **int**

**Question No: 12( Marks: 1 ) - Please choose one**

There is an array of characters having name 'course' that has to be initialized by string 'programming' which of the following is the correct way to do this,

i. `course[] = {'p', 'r', 'o', 'g', 'r', 'a', 'm', 'm', 'i', 'n', 'g'};`

ii. `course[] = 'programming' ;`

iii. `course[12] = "programming" ;`

iv. `course = "programming" ;`

Choose the correct options.

- ▶ (i) and (ii) only
- ▶ (i) and (iv) only

▶ **(i) and (iii) only**

▶ (ii) and (iii) only

**Question No: 13( Marks: 1 ) - Please choose one**

What will be the correct syntax of the following statement?

*ptr is a constant pointer to integer.*

- ▶ `const int *ptr ;`
- ▶ `const *int ptr ;`
- ▶ `int const *ptr ;`

▶ **`int *const ptr ;`**

The keyword **const** for pointers can appear before the type, after the type, or in both places. The following are legal declarations:



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```
const int * ptr1; /* A pointer to a constant integer:
 the value pointed to cannot be
 changed */
int * const ptr2; /* A constant pointer
 to integer:
 the integer can be changed, but ptr2
 cannot point to anything else */
const int * const ptr3; /* A constant pointer to a
 constant integer: neither the value
 pointed to
 nor the pointer itself can be changed */
```



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Declaring an object to be const means that the this pointer is a pointer to a const object. A const this pointer can be used only with const member functions vuzs.net

Question No: 14( Marks: 1 ) - Please choose one

Overloaded member operator function is always called by \_\_\_\_\_

- ▶ Class
- ▶ Object
- ▶ **Compiler**
- ▶ Primitive data type

As discussed in the example of overloaded functions, the automatic part is also there. But we wrote all those functions separately. Here the automatic part is even deeper. In other words, we write one template function without specifying a data type. If it is to be called for *int* data type, the compiler will itself write an *int* version of that function. If it is to be called for *double*, the compiler will itself write it. This does not happen at run time, but at compile time. The compiler will analyze the program and see for which data type, the template function has been called. According to this, it will get the template and write a function for that data type. P# 498

**Question No: 15( Marks: 1 ) - Please choose one**

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

- ▶ **True**
- ▶ False

**Loader** after a executable program is linked and saved on the disk and it is ready for execution. We need another process which loads the program into memory and then instruct the processor to start the execution of the program from the first instruction (the starting point of every C program is from the main function).



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This processor is known as loader. P# 13

**Question No: 16( Marks: 1 ) - Please choose one**

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

- ▶ `new int(10);`
- ▶ **`new int[10];`**
- ▶ `int new(10);`
- ▶ `int new[10];`

For example, we want to allocate an array of 10 ints dynamically. Then the statement will be like this: `int *iptr; iptr = new int[10];` P# 332

**Question No: 17( Marks: 1 ) - Please choose one**

The prototype of friend functions must be written\_\_the class and its definition must be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ **`inside, outside the class`**



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- ▶ outside, inside the class
- ▶ outside, outside the class

So their definition will be always outside the class. However, the prototype of the function will be written in the class. P#346

[www.vuzs.net/](http://www.vuzs.net/)

**Question No: 18( Marks: 1 ) - Please choose one**

Like member functions, \_\_ can also access the private data members of a class.

- ▶ Non-member functions
  - ▶ **Friend functions**
- ▶ Any function outside class
- ▶ None of the given options

If a data is private, it will be available only to member functions of the class. No other function outside the class (except friend functions) can access the private data. vuzs.net P# 320

**Question No: 19( Marks: 1 ) - Please choose one**

To perform manipulation with input/output, we have to include

\_\_\_\_\_ head  
erfile.

- ▶ iostream.h
- ▶ stdlib.h
- ▶ **iomanip.h**
- ▶ fstream.h

To do stream manipulations, we have to include a header file having the name *iomanip.h*. We can understand that *iomanip* is a short hand for inputoutput manipulation. P# 427

**Question No: 20( Marks: 1 ) - Please choose one**

The `endl` and `flush` are \_\_\_\_\_

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- ▶ Functions
- ▶ Operators
- ▶ **Manipulators**
- ▶ Objects



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Similarly *flush* was a manipulator for which we could write *cout << flush* that means flushing the output buffer. So it manipulates the output.

P # 435 / 436

**Question No: 21( Marks: 1 ) - Please choose one**

If we want to use stream insertion and extraction operators with \_\_\_\_\_ the  
nwe have to overload these operators.

- ▶ int, float, double
- ▶ **objects of class**
- ▶ int, float, object
- ▶ int, char, float

stream extraction operator is used with different data types of int, double and float. The threelines given above can be written in one cascading line: `cin >> i >> d >> f;`



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In order to use these insertion ( << ) and extraction ( >> ) operators with classes, we have to overload these operators.

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Question No: 22( Marks: 1 ) - Please choose one

The static data members of a class can be accessed by \_\_\_\_

- ▶ only class
- ▶ only objects (not sure) .....
- ▶ **both class and objects**
- ▶ none of given options

Question No: 23( Marks: 1 ) - Please choose one

Classes defined inside other classes are called\_ classes

- ▶ looped
- ▶ **nested**
- ▶ overloaded
- ▶ none of the given options.

we can have structures or classes defined inside classes. Classes defined within other classes are called nested classes

Question No: 24( Marks: 1 ) - Please choose one

Which value is returned by the destructor of a class?



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- ▶ A pointer to the class.
- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctly

▶ **Destructors do not return a value.**

Destructors obey the following syntactical requirements:



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- a destructor's name is equal to its class name prefixed by a tilde;
- a destructor has no arguments;
- a destructor has no return value.

Question No: 25( Marks: 1 ) - Please choose one

Consider the following code

```
segmentclass M {
 friend int operator!(const M &);
```

...

```
};
```

**!s // code of line implies that operator!(s)**

...

Let assume if s is an object of the class then function is implemented as

- ▶ Member function
  - ▶ Non-member function
  - ▶ Binary operator function
  - ▶ None of the given options
- None of the given options

Question No: 26( Marks: 1 ) - Please choose one

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

▶ **compiler does member wise assignment.**

- ▶ compiler does not allow default overload of assignment (=) operator
- ▶ member of the class are not assigned properly



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▶ None of the given options

[Assignment Operator](#)



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At first, we ascertain whether there is need of an assignment operator or not? It is needed when we are going to assign one object to the other, that means when we want to have expression like  $a = b$ . C++ provides a default assignment operator. This operator does a member-wise assignment.

[www.vuzs.net/](http://www.vuzs.net/)

Question No: 27( Marks: 1 ) - Please choose one

If **text** is a pointer of class **String** then what is meant by the following statement?

**text = new String [5];**

- ▶ Creates an array of 5 string objects statically
- ▶ **Creates an array of 5 string objects dynamically**
- ▶ Creates an array of pointers to string
- ▶ Creates a string Object

Question No: 28( Marks: 1 ) - Please choose one

Static variable which is defined in a function is initialized\_.

- ▶ **Only once during its life time**
- ▶ Every time the function call
- ▶ Compile time of the program
- ▶ None of the above

When you declare a static variable (native data type or object) inside a function, it is created and initialized only once during the lifetime of the program

Question No: 29( Marks: 1 ) - Please choose one



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The appropriate data type to store the number of rows and is\_.

- ▶ floatcolumns of the matrix
- ▶ **int**
- ▶ char
- ▶ none of the given options.

Int is right because columns and row cannot be in fractions



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**Question No: 30( Marks: 1 ) - Please choose one**

Copy constructor becomes necessary while dealing with \_\_allocation in the class.

▶ **Dynamic memory**

- ▶ Static memory
- ▶ Both Dynamic and Static memory
- ▶ None of the given options

Copy constructor becomes necessary while dealing with dynamic memory allocation in the class



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Question No: 1 ( Marks: 1 ) - Please choose on

Pointer is a variable which store,

- ▶ Data
- ▶ Memory Address
- ▶ Data Type
- ▶ Values

Question No: 2 ( Marks: 1 ) - Please choose one

All preprocessor directives are started with the symbol\_\_\_\_\_.

- ▶ \*
- ▶ +
- ▶ @
- ▶ #

Question No: 3 ( Marks: 1 ) - Please choose one

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

▶ True

- ▶ False



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Question No: 4 ( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects

➤ **Memory is deal located first before calling destructor**

- ▶ Destructor is called first before deallocating memory

Question No: 5 ( Marks: 1 ) - Please choose

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

➤ **True**

- ▶ False

Question No: 6 ( Marks: 1 ) - Please choose one

To include code from the library in the program, such as iostream, a directive would be called upusing this command.

- ▶ #include "iostream.h"
- ▶ include <iostream.h>
- ▶ include <iostream.h>

➤ **#include <iostream.h>**

Question No: 7 ( Marks: 1 ) - Please choose one

The number 544.53 must be stored in \_\_\_\_\_ data type.

- ▶ int
- ▶ short



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## ➤ Float

- ▶ Char

Question No: 8 (Marks: 1) - Please choose one

A template function can have different type of arguments.

## ➤ True

- ▶ False

Question No: 9 (Marks: 1) - Please choose one

For which values of the integer `_value` will the following code becomes an infinite loop?

```
int number=1;
```

```
while (true) {
```

```
 cout << number;
```

```
 if (number == 3) break;
```

```
 number += integer_value; }
```

- ▶ any number other than 1 or 2

➤ Only 0

- ▶ only 1

- ▶ only 2

Question No: 10 (Marks: 1) - Please choose one

Template class cannot have static variables.

- ▶ True

## ➤ False



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Question No: 11 ( Marks: 1 ) - Please choose one

Which of the following is used with bit manipulation?

➤ Signed integer

- ▶ Un-signed integer
- ▶ Signed double
- ▶ Un-signed double

Question No: 12 ( Marks: 1 ) - Please choose one

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

- ▶ Only Functions

➤ Only variables

- ▶ Both Functions and Variables
- ▶ None of the given options

Question No: 13 ( Marks: 1 ) - Please choose one

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

- ▶ `new int(10);`
- ▶ `new int[10];`
- ▶ `int new(10);`

➤ Int new[10];

Question No: 14 ( Marks: 1 ) - Please choose one

Unary operator implemented as member function takes \_\_\_\_\_ arguments whereas non-member function takes \_\_\_\_\_ arguments.





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### ➤ One,zero

- ▶ Zero, one
- ▶ One, two
- ▶ Two, one

Question No: 15 ( Marks: 1 ) - Please choose one

The first parameter of overloaded stream insertion operator is \_\_\_\_\_ where second parameter is \_\_\_\_\_

- ▶ input stream, object of class
- ▶ object of class, output stream

### ➤ Output stream, object of class

- ▶ object of class, input stream

Question No: 16 ( Marks: 1 ) - Please choose one

We can also do conditional compilation with preprocessor directives.

### ➤ True

- ▶ False

Question No: 17 ( Marks: 1 ) - Please choose one

If a symbolic constant has been defined, it will be an error to define it again.

- ▶ True

### ➤ False

Question No: 18 ( Marks: 1 ) - Please choose one

While calling function, the arguments are assigned to the parameters from \_\_\_\_\_.

- ▶ left to right.



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- ▶ right to left

➤ **No specific order is followed**

- ▶ none of the given options.

Question No: 19 ( Marks: 1 ) - Please choose one

Classes defined inside other classes are called \_\_\_\_\_ classes

- ▶ looped

➤ **nested**

- ▶ overloaded

- ▶ none of the given options.

Question No: 20 ( Marks: 1 ) - Please choose one

If we define an identifier with the statement #define PI 3.1415926 then during the execution of the program the value of PI \_\_\_\_\_.

- ▶ cannot be replaced
- ▶ None of the given options
- ▶ Remain constant.

➤ **Can be changed by some operation**

Question No: 21 ( Marks: 1 ) - Please choose one

Assignment operator is ----- associative.

- ▶ right

➤ **left**

- ▶ binary

- ▶ unary

Question No: 22 ( Marks: 1 ) - Please choose one

If text is a pointer of class String then what is meant by the following statement?





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text = new String [5];

- ▶ Creates an array of 5 string objects statically
- ▶ Creates an array of 5 string objects dynamically

➤ **Creates an array pointers to string**

- ▶ Creates a string Object

Question No: 23 ( Marks: 1 ) - Please choose one

The return type of the operator function for << operator is\_\_\_\_\_.

- ▶ class for which we overload operator
- ▶ reference of ostream class (ostream&)
- ▶ reference of istream class (istream&)

➤ **Void**

Question No: 24 ( Marks: 1 ) - Please choose one

The code is written to\_\_\_\_\_the program.

➤ **implement**

- ▶ design
- ▶ analysis
- ▶ none of the given options.

Question No: 25 ( Marks: 1 ) - Please choose one

Memory allocated at run time is a system resource and it is the responsibility of\_\_\_\_\_to de-allocate the memory.

- ▶ System

➤ **programmer**

- ▶ User of program



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- ▶ None of given options

Question No: 26 ( Marks: 1 ) - Please choose one

Templates are not type safe.

- ▶ true

▶ **false**

Question No: 1 ( Marks: 1 ) - Please choose one  
\*.doc is\_\_\_\_\_by type.

- ▶ Sequential File
- ▶ Random Access File
- ▶ Data File
- ▶ Record File

Question No: 2 ( Marks: 1 ) - Please choose one  
Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ #undef

Question No: 3 ( Marks: 1 ) - Please choose one  
The return type of operator function must always be void.

- ▶ True
- ▶ False

The syntax of the prototype of the overloaded operator function is:  
return-type operator  
operator-symbol (parameter-list);

Question No: 4 ( Marks: 1 ) - Please choose one  
What does (\*this) represents?

- ▶ The current function of the class
- ▶ The current pointer of the class
- ▶ The current object of the class
- ▶ A value of the data member



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Whenever an object calls a member function, the function implicitly gets a pointer from the calling object. That pointer is known as this pointer. 'this' is a key word. We cannot use it as a variable name. 'this' pointer is present in the function, referring to the calling object. For example, if we have to refer a member, let's say buf, of our String class, we can write it simply as: buf ;

Question No: 5 ( Marks: 1 ) - Please choose one  
The statement cin.get (); is used to,

- ▶ Read a string from keyboard
- ▶ Read a character from keyboard
- ▶ Read a string from file
- ▶ Read a character from file

Question No: 6 ( Marks: 1 ) - Please choose one  
When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

- ▶ True
- ▶ False

Question No: 7 ( Marks: 1 ) - Please choose one  
Overloaded new operator function takes parameter of type size\_t and returns

- ▶ void (nothing)
- ▶ void pointer
- ▶ object pointer
- ▶ int pointer

Question No: 8 ( Marks: 1 ) - Please choose one  
The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

- ▶ True



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▶ False

The second parameter to operator << is an object of the class that we are overloading the operator for. Similar is the case for operator >>.

Question No: 9 ( Marks: 1 ) - Please choose one  
C++ is a case-sensitive language

▶ True

▶ False

Question No: 10 ( Marks: 1 ) - Please choose one  
To include code from the library in the program, such as iostream, a directive would be called up using this command.

▶ #include "iostream.h"

▶ include

▶ include

▶ #include

Question No: 11 ( Marks: 1 ) - Please choose one  
A template function must have only generic data types.

▶ True

▶ False

Its not compulsory, only min we have one generic data type but we can have native data type as well.

Question No: 12 ( Marks: 1 ) - Please choose one  
Template class can not have static variables.

▶ True

▶ False

Question No: 13 ( Marks: 1 ) - Please choose one  
What will be the correct syntax to assign an array named arr of 5 elements to a pointer ptr?





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- ▶ \*ptr = arr ;
- ▶ ptr = arr ;
- ▶ \*ptr = arr[5] ;
- ▶ ptr = arr[5] ;

Question No: 14 ( Marks: 1 ) - Please choose one  
What will be the correct syntax to access the value of fourth  
element of an array using  
pointer ptr?

- ▶ ptr[3]
- ▶ (ptr+3)
- ▶ \*(ptr+3)
- ▶ Both 1 and 3

try this demo program to confirm result I wrote for you.

2 option will print the reference rest 1,3

are right options

```
#include
```

```
//
```

```
#include
```

```
int main()
```

```
{
```

```
int myarr [4]=
```

```
{0,1,2,3};int *ptr ;
```

```
ptr = myarr;
```

```
cout<
```

```
cout<<*(ptr
```

```
+3);
```

```
cout<<(ptr
```

```
+3); int i =
```

```
0;
```

```
cin>> i;
```

```
}
```



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Question No: 15 ( Marks: 1 ) - Please choose one  
If most significant bit of un-signed number is 1 then it represents a positive number.

- ▶ True
- ▶ False

The most significant bit is used as a sign bit. If this bit is zero, the number is considered positive. However, if it is 1, the number will be considered negative.

Question No: 16 ( Marks: 1 ) - Please choose one  
If there is a symbol (& sign) used with the variable name followed by data type then it refers to\_\_ and if & is being used with variable name then it refers to\_\_\_\_\_.

- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable
- ▶ Reference variable, address of variable
- ▶ Address of variable, value of variable

we see a data type followed by & sign, it's a reference. And when the & sign is being used in the code with a variable name then it is the address of the variable.

Question No: 17 ( Marks: 1 ) - Please choose one  
We can also do conditional compilation with preprocessor directives.

- ▶ True
- ▶ False

Question No: 18 ( Marks: 1 ) - Please choose one  
The default value of a parameter can be provided inside the \_\_\_

- ▶ function prototype
- ▶ function definition
- ▶ both function prototype or function definition
- ▶ none of the given options.





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The default value of a parameter is provided inside the function prototype or function definition.

Question No: 19 ( Marks: 1 ) - Please choose one  
Classes defined inside other classes are called\_\_classes

- ▶ looped
- ▶ nested
- ▶ overloaded
- ▶ none of the given options.

Question No: 20 ( Marks: 1 ) - Please choose one  
What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ All of the given options

Question No: 21 ( Marks: 1 ) -  
Please choose one  
Every class contains\_\_\_\_\_.

- ▶ Constructor
- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options

Question No: 22 ( Marks: 1 ) - Please choose one  
new operator is used to allocate memory from the free store during

- ▶ Compile Time
- ▶ Run Time
- ▶ Link Time
- ▶ None of the given options

Question No: 23 ( Marks: 1 ) - Please choose one  
When an object of a class is defined inside another class then,



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- ▶ Destructor of enclosing class will be called first
- ▶ Destructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 24 ( Marks: 1 ) - Please choose one

It is possible to define a class within another class.

- ▶ True
- ▶ False

Question No: 25 ( Marks: 1 ) - Please choose one  
New and Delete are also used with data types as well.

- ▶ Class, Objects
- ▶ Structures, Pointers
- ▶ Both Class and structures
- ▶ None of above

we prefer to use new and delete operators as they are designed to work with classes and objects.

Question No: 26 ( Marks: 1 ) - Please choose one  
With New keyword, data types and class members are initialized with meaningful values instead of garbage.

- ▶ True
- ▶ False

## Question No: 1 ( Marks: 1 ) - Please choose one

All A template function must have at least generic data type

- ▶ Zero

▶ One (Page 499)

- ▶ Two
- ▶ Three

## Question No: 2 ( Marks: 1 ) – Please choose one

Which of the following statement is best regarding declaration of





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friend function?

- ▶ Friend function must be declared after public keyword
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.

▶ **It can be declared anywhere in class as these are not affected by the public and private keywords. (Page**

346)

**Question No: 3 ( Marks: 1 ) - Please**  
**choose one**

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

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;

▶ **Class-name operator ++() ; (Page**  
**389)**

- ▶ Class-name operator ++(int) ;

**Question No: 4 ( Marks: 1 ) - Please**  
**choose one**

Class is a user defined \_\_\_\_\_.

▶ **data type (Page 317)**

- ▶ memory referee
- ▶ value
- ▶ none of the given options.

**Question No: 5 ( Marks: 1 ) - Please**  
**choose one**

How many bytes will the pointer intPtr of type int move in the following statement? intPtr

`+= 3 ;`  
`2`

- ▶ 3 bytes
- ▶ 6 bytes



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▶ 12 bytes

▶ 24 bytes

## Question No: 6 ( Marks: 1 ) - Please choose one

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

▶ new int(10);

▶ new int[10];

▶ int new(10);

▶ int new[10];

## Question No: 7 ( Marks: 1 ) - Please choose one

A Pointer is a special variable that contain

▶ Data values

▶ Memory Address (Page 267)

▶ Both data and values

▶ None of the given option

## Question No: 8 ( Marks: 1 ) - Please choose one

Reference Value Type Data The code is written to \_\_\_ the program.

▶ implement

▶ design

▶ analysis

▶ none of the given options

▶

Operator overloading can be performed through \_\_\_\_\_.

▶ Classes

> Functions

▶ Operators

▶ Reference

Question No: 2 ( Marks: 1 ) - Please choose one





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

▶ Direct Reference

➤ Indirect Reference

▶ Partial Reference

▶ Proper Reference

When a value is referred by a normal variable is known as direct reference

**Question No: 3 ( Marks: 1 ) - Please choose one**

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

➤ malloc

▶ calloc

▶ realloc

▶ free

**Question No: 4 ( Marks: 1 ) - Please choose one**

Which of the following is NOT a preprocessor directive?

▶ #error

▶ #define

▶ #line

➤ #undef

**list of preprocessors**

• #include • #include "filename" • #define • #undef • #ifdef • #ifndef • #if • #else • #elif • #endif • #error • #line • #pragma • #assert

**Question No: 5 ( Marks: 1 ) - Please choose one**



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

➤ [iostream.h](#)

- ▶ fstream.h
- ▶ istream.h
- ▶ ostream.h

**Question No: 6 ( Marks: 1 ) - Please choose one**

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

➤ [True](#)

- ▶ False

The same pointer that is returned by the new operator, is passed as an argument to the delete operator. These rules apply to both, if operators (new and delete) are overloaded as member or non-member operators (as global operators).

**Question No: 7 ( Marks: 1 ) - Please choose one**

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

➤ [True](#)

- ▶ False

if we are allocating an array of objects, there is no way to pass arguments to objects' constructors. Therefore it is required that the objects that are stored in such an array have a no-argument constructor.

**Question No: 8 ( Marks: 1 ) - Please choose one**

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

- ▶ Linux





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▶ Windows

➤ Unix

▶ Mac OS

In the start C became widely known as the development language of the UNIX operating system, and the UNIX operating system was written by using this C language. The C language is so powerful that the compiler of C and other various operating systems are written in C.

**Question No: 9 ( Marks: 1 ) - Please choose one**

Computer can understand only machine language code.

➤ True

▶ False

**Question No: 10 ( Marks: 1 ) - Please choose one**

We can not define a function as a friend of a Template class.

▶ True

➤ False

Class templates can have friends. A class or class template, function, or function template can be a friend to a template class. Friends can also be specializations of a class template or function template, but not partial specializations.

**Question No: 11 ( Marks: 1 ) - Please choose one**

**What will be the value of 'a' and 'b' after executing the following statements?**

a = 3;

b = a++;

▶ 3, 4

▶ 4, 4

▶ 3, 3



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> 4,3

**Question No: 12 ( Marks: 1 ) - Please choose one**

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 << x << " , " ;
cout << addValue(&x) << " , " ;
cout << x ;
}
```

 > 6,8,6

- ▶ 6,6,8
- ▶ 6,8,8
- ▶ 6,6,6

**Question No: 13 ( Marks: 1 ) - Please choose one**

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

- ▶ Compiler
- ▶ Editor
- ▶ Linker

> **Debugger**





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**Question No: 14 ( Marks: 1 ) - Please choose one**

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

- ▶ Functions, operators
- ▶ Classes, operators

➤ **Operators, Functions**

- ▶ Operators, classes

Hence, we can call new and delete operators, P# 342

we have allocated a memory space for our use by malloc function. P# 285

**Question No: 15 ( Marks: 1 ) - Please choose one**

Like member functions, \_\_\_\_\_ can also access the private data members of a class.

- ▶ Non-member functions

➤ **Friend functions**

- ▶ Any function outside class
- ▶ None of the given options

**Question No: 16 ( Marks: 1 ) - Please choose one**

Which situation would require the use of a non-member overloaded operator?

- ▶ The overloaded operator is an Assignment operator.

➤ **The left most operand is an object of a class.**

- ▶ The left operand is built-in data type.
- ▶ The operator returns a reference.

When an operator function is implemented as a non-member function, the left-most operand may be an object of the operator's class, an object of a different class, or a built-in type

**Question No: 17 ( Marks: 1 ) - Please choose one**

The stream insertion and stream extraction operators are already overloaded for \_\_\_\_\_.



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- ▶ User-defined data types

---

## ➤ Built-in-data types

- ▶ User-defined and built-in data types
- ▶ None of the given options

**Question No: 18 ( Marks: 1 ) - Please choose one**

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI\_\_\_\_\_.

- ▶ can not be replaced
- ▶ None of the given options

## ➤ Remain constant.

- ▶ can be changed by some operation

**Question No: 19 ( Marks: 1 ) - Please choose one**

Assignment operator is -----associative.

➤ right

- ▶ left
- ▶ binary
- ▶ unary

You can assign values to several variables in a single statement. For example, the following code sets the contents of apples and oranges to the same value:

```
apples = oranges = 10;
```

The assignment operator is right associative, so this statement executes by first storing the value 10 in oranges and then storing the value in oranges in apples, so it is effectively

```
apples = (oranges = 10);
```



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**Question No: 20 ( Marks: 1 ) - Please choose one**

When ever dynamic memory allocation is made in C/C++, it is freed\_\_\_\_\_.

▶ Explicitly

➤ Implicitly

▶ Both explicitly and implicitly

▶ None of the given options

**Question No: 21 ( Marks: 1 ) - Please choose one**

The appropriate data type to store the number of rows and columns of the matrix is\_.

▶ float

➤ int

▶ char

▶ none of the given options.

**Question No: 22 ( Marks: 1 ) - Please choose one**

Which of the following function do NOT initialize the chunk of memory to all zero?

▶ calloc() function

▶ Both malloc() and calloc()

▶ None of the above

➤ malloc()function

The **malloc** function differs from **calloc** in the way that the space allocated by **malloc** is not initialized and contains any values initially.

**Question No: 23 ( Marks: 1 ) - Please choose one**

The function free() returns back the allocated memory got thorough calloc and malloc to\_\_\_\_\_.



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- ▶ stack

➤ heap

- ▶ stack and heap
- ▶ None of the given options

**Question No: 24 ( Marks: 1 ) - Please choose one**

**width()** is member function of \_\_\_\_\_

---

- ▶ cin object
- ▶ cout object

➤ Both cin and cout object

- ▶ None of the given option

**Question No: 25 ( Marks: 1 ) - Please choose one**

Templates are not type safe.

- ▶ true

➤ false

Templates are type-safe. This is because the types that templates act upon are known at compile time, so the compiler can perform type checking before errors occur.

**Question No: 26 ( Marks: 1 ) - Please choose one**

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , \_\_\_\_\_

- ▶ Write a separate class to handle each.

➤ Use templates

- ▶ Use strings to store all types
- ▶ None of the given options



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*If it is required to copy an array to another array then,*

- **Both arrays must be the same size and data type**
- ▶ Both arrays may be of different size
- ▶ Both arrays may be of different data type
- ▶ Both arrays may be of different size and type

*Dealing with structures and functions passing by reference is the most economical method*

- **True**
- ▶ False

*eof( ), bad( ), good( ), clear( ) all are manipulators.*

- **True**
- ▶ False

*Overloaded new operator function takes parameter of type size\_t and returns*

- ▶ void (nothing)
  - **Void pointer**
- ▶ object pointer
- ▶ int pointer

*When new operator is overloaded at global level then corresponding built-in new operator will not be visible to whole of the program.*

- **True**
- ▶ False

*If there is more than one statement in the block of a for loop, which of the following must be placed at the beginning and the ending of the loop block?*

- ▶ parentheses ( )
- **Braces { }**



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▶ brackets [ ]

▶ arrows < >

*The return type of a function that do not return any value must be \_\_\_\_\_*

▶ float

▶ int

➤ **void**

▶ double

*UNIX has been developed in \_\_\_\_\_ language.*

▶ JAVA

▶ B

➤ **C**

▶ FORTRAN

*Like member functions, \_\_\_\_\_ can also access the private data members of a class.*

---



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- ▶ Non-member function
  - Friend functions
- ▶ Any function outside class
- ▶ None of the given options

*Which of the following statement is best regarding declaration of friend function?*

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
  - **It can be declared anywhere in class as these are not affected by the public and private keywords.**

*The operator function overloaded for an Assignment operator (=) must be*

- ▶ Non-member function of class
  - Member function of class
- ▶ Friend function of class
- ▶ None of the given options

The endl and flush are \_\_\_\_\_

- ▶ Functions
- ▶ Operators
  - **Manipulators**
- ▶ Objects

*If a symbolic constant has been defined, it will be an error to define it again.*

- **True**
- ▶ False



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The operator used for casting, in C, is standard\_\_\_\_\_operator.

- ▶ none of the given options.
  - Cast
- ▶ cost
- ▶ const

Constructors can not be overloaded like ordinary functions.

- ▶ True
  - **False**

Which of the following function call is correct for the function prototype?

`defaultParameters ( int a, int b = 7, char z = '*' );`

- ▶ `defaultParameters (5);`
- ▶ `defaultParameters (5, '8');`
- ▶ `defaultParameters (6, '#');`
- ▶ `defaultParameters (0, 0, '*', 0);`

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

- ▶ Zero ▶ One ▶ Two ▶ N arguments

We can not define a variable of user-defined data type in the class.

- ▶ True ▶ False

When an object of a class is defined inside an other class then,

- **Constructor of enclosing class will be called first**
- ▶ Constructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options



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The appropriate data type to store the number of rows and columns of the matrix is\_\_\_\_\_.

- ▶ float
- **Int**
- ▶ char
- ▶ none of the given options.

Class is a user defined\_\_\_\_\_.

- **Data type**
- ▶ memory referee
- ▶ value
- ▶ none of the given options.

*A class is a user defined data type*

Question No: 22 ( Marks: 1 ) - Please choose one

A pointer variable can be,

- ▶ Decremented
- ▶ Incremented
- ▶ Multiplied
- **Both decremented and incremented**

Question No: 23 ( Marks: 1 ) - Please choose one

NULL value has been defined in\_\_\_\_\_and\_\_\_\_\_header files.

- ▶ strings.h and iostream.h
- ▶ ctype.h and conio.c
- ▶ conio.c and conio.h
- **Stdlib.h and stddef.h**



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*NULL has been defined in the header files stdlib.h and stddef.h.*

---





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Question No: 24 ( Marks: 1 ) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , \_\_\_\_\_

- ▶ Write a separate class to handle each
- **Use templates**
- ▶ Use strings to store all types
- ▶ None of the given options

Question No: 25 ( Marks: 1 ) - Please choose one

"setprecision" manipulator will set

- **The number of digits after the decimal point**
- ▶ The number of digits before the decimal point
- ▶ The number of digits in a number
- ▶ None of the given options

*setprecision. This is the parameterized, inline- manipulator that sets the places after the decimal point.*

Question No: 26 ( Marks: 1 ) - Please choose one

Which of the following option will be true, if we overload "-=" operator?

- **Only \_ operator needs to be overloaded (notsure)**
- ▶ Minus (-) and = operators need to be overloaded
- ▶ the -= operator need to be overloaded explicitly
- ▶ the - and = operators need to be overloaded implicitly

### **Question No: 1 ( Marks: 1 ) - Please choose one**

If it is required to copy an array to another array then,

▶ **Both arrays must be of the same size and data type (Page 105)**

- ▶ Both arrays may be of different size
- ▶ Both arrays may be of different data type



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- ▶ Both arrays may be of different size and type

## Question No: 2 ( Marks: 1 ) - Please choose one

Dealing with structures and functions passing by reference is the most economical method

▶ True

---



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▶ False

<http://mathbits.com/MathBits/CompSci/Structures/Functions.htm>

### Question No: 3 ( Marks: 1 ) - Please

choose one

eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True (Page 433)

▶ False

### Question No: 4 ( Marks: 1 ) - Please

choose one

Overloaded new operator function takes parameter of type *size\_t* and returns

▶ void (nothing)

▶ void pointer (Page 415)

▶ object pointer

▶ int pointer

### Question No: 5 ( Marks: 1 ) - Please

choose one

When new operator is overloaded at global level then corresponding built-in new operator will not be visible to whole of the program.

▶ True (Page 413)

▶ False

### Question No: 6 ( Marks: 1 ) - Please

choose one

If there is more than one statement in the block of a for loop, which of the following must be placed at the beginning and the ending of the loop block?

▶ parentheses ( )

▶ braces { } (Page 37)

▶ brackets [ ]

▶ arrows < >



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## Question No: 7 ( Marks: 1 ) - Please choose one

The return type of a function that do not return any value must be \_

- ▶ float
- ▶ int
- ▶ double

▶ [void \(Page 79\)](#)

## Question No: 8 ( Marks: 1 ) - Please choose one

UNIX has been developed in\_ language.

- ▶ JAVA





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▶ B

▶ C (Page 12)

▶ FORTRAN

**Question No: 9 ( Marks: 1 ) - Please  
choose one**

Like member functions, \_ can also access the private data members of a class.

▶ Non-member functions

▶ Friend functions (Page 346)

▶ Any function outside class

▶ None of the given options

**Question No: 10 ( Marks: 1 ) - Please  
choose one**

Which of the following statement is best regarding declaration of friend function?

▶ Friend function must be declared after public keyword.

▶ Friend function must be declared after private keyword.

▶ Friend function must be declared at the top within class definition.

▶ It can be declared anywhere in class as these are not affected by the public and private keywords. (Page 346)

**Question No: 11 ( Marks: 1 ) - Please choose one**

The operator function overloaded for an Assignment operator (=) must be

▶ Non-member function of class

▶ Member function of class (Page 372)

▶ Friend function of class

▶ None of the given options

**Question No: 12 ( Marks: 1 ) - Please  
choose one**

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

▶ Functions



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▶ Operators



**Manipulators (Page 434)**

▶ Objects

**Question No: 13 ( Marks: 1 ) - Please**

**choose one**

If a symbolic constant has been defined, it will be an error to define it again.



**True (Page 273) 15**

▶ False

**Question No: 14 ( Marks: 1 ) - Please**

**choose one**

The operator used for casting, in C, is standard\_operator.

▶ none of the given options.



**cast (Page 281)**





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- ▶ cost
- ▶ const

**Question No: 15 ( Marks: 1 ) - Please choose one**

Constructors can not be overloaded like ordinary functions.

- ▶ True



**False (Page 323)**

**Question No: 16 ( Marks: 1 ) - Please choose one**

Which of the following function call is correct for the function prototype? defaultParameters ( int a, int b = 7, char z = '\*' );



**defaultParameters (5);**

- ▶ defaultParameters (5, '8');
- ▶ defaultParameters (6, '#');
- ▶ defaultParameters (0, 0, '\*', 0);

**Question No: 17 ( Marks: 1 ) - Please choose one**

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

- ▶ Zero
- ▶ One



**Two (Page 371)**

- ▶ N arguments

**Question No: 18( Marks: 1 ) - Please choose one**

We can not define a variable of user-defined data type in the class.

- ▶ True



**False (Page 320)**

**Question No: 19 ( Marks: 1 ) - Please choose one**

When an object of a class is defined inside an other class then,



**Constructor of enclosing class will**



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## be called first (Page 464)

- ▶ Constructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

### Question No: 20 ( Marks: 1 ) - Please choose one

The appropriate data type to store the number of rows and columns of the matrix is.

- ▶ float
  - ▶ int (Not sure)
  - ▶ char
- 



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- ▶ none of the given options.

### Question No: 21 ( Marks: 1 ) - Please

choose one

Class is a user defined \_\_\_\_\_.

▶ data type (page 317)

- ▶ memory referee
- ▶ value
- ▶ none of the given options.

### Question No: 22 ( Marks: 1 ) - Please

choose one

A pointer variable can be,

- ▶ Decrement
- ▶ Increment
- ▶ Multiplied

▶ Both incremented and Decrement (Page 366)

Question No: 23 ( Marks: 1 ) - Please choose one

NULL value has been defined in \_\_\_\_\_ and \_\_\_\_\_ header files.

- ▶ strings.h and iostream.h
- ▶ ctype.h and conio.c
- ▶ conio.c and conio.h

▶ stdlib.h and stddef.h (Page 281)

Question No: 24 ( Marks: 1 ) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

- ▶ Write a separate class to handle each

▶ Use templates (Page 527)

- ▶ Use strings to store all types
- ▶ None of the given options

### Question No: 25 ( Marks: 1 ) - Please

choose one



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"setprecision" manipulator will set

▶ The number of digits after the decimal point (Page 440)

- ▶ The number of digits before the decimal point
- ▶ The number of digits in a number
- ▶ None of the given options

**Question No: 26 ( Marks: 1 ) - Please choose one**

Which of the following option will be true, if we overload "-=" operator?

- ▶ only - operator needs to be overloaded
- 



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- ▶ Minus (-) and = operators need to be overloaded



**the -= operator need to be overloaded explicitly**

- ▶ the - and = operators need to be overloaded implicitly

**Question No: 1 ( Marks: 1 ) - Please choose one**

In if structure the block of statements is executed only,

- ▶ When the condition is false
- ▶ When it contain arithmetic operators
- ▶ When it contain logical operators
- ▶ *When the condition is true*

**Question No: 2 ( Marks: 1 ) - Please choose one**

Header file: **fstream.h** includes the definition of the stream classes

\_\_\_\_\_.

- ▶ ifstream, fstream, cout
- ▶ *ifstream, fstream, ofstream*
- ▶ fstream, cin, cout
- ▶ None of the above

**Question No: 3 ( Marks: 1 ) - Please**



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choose one

---



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

- ▶ dot operator (.)
- ▶ \* operator
- ▶ operatorà
- ▶ None of given.

**Question No: 4 ( Marks: 1 ) - Please choose one**

eof( ), bad( ), good( ), clear( ) all are manipulators.

- ▶ True

▶ **False**

**Question No: 5 ( Marks: 1 ) - Please choose one**

Which kind of functions can access private member variables of a class?

- ▶ Friend functions of the class
- ▶ Private member functions of the class
- ▶ Public member functions of the class
- ▶ Friend, private and public functions

**Question No: 6 ( Marks: 1 ) - Please**



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choose one

The return type of operator function must always be void.

- ▶ True
- ▶ *False*

Question No: 7 ( Marks: 1 ) - Please  
choose one

Friend function of a class is\_\_\_\_\_.

- ▶ Member function
- 



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▶ Non-member function

- ▶ Private function
- ▶ Public function

**Question No: 8 ( Marks: 1 ) - Please choose one**

Function implementation of friend function must be defined outside the class.

- ▶ True
- ▶ *False (any where in the class)*

**Question No: 9 ( Marks: 1 ) - Please choose one**

The normal source of `cin` object is,

- ▶ File
  - ▶ Disk
- ▶ Keyboard
- ▶ RAM

**Question No: 10 ( Marks: 1 ) - Please choose one**

Which of the following is correct way to initialize a variable x of int type with value 10?



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▶ `int x ; x = 10;`

▶ `int x = 10;`

▶ `int x, x = 10;`

▶ `x = 10;`

**Question No: 11 ( Marks: 1 ) - Please  
choose one**

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

**`int func(int);`**

---



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```
int num = 10 ;

int main(){
int num ;
num = 5 ;
cout num ;

 cout func(num);

}
```

int

func(int

x){

return

num ;

}

▶ 5, 5

▶ 10, 5

▶ 5, 10

▶ 10, 10



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## Question No: 12 ( Marks: 1 ) - Please choose one

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

▶ True

▶ False

## Question No: 13 ( Marks: 1 ) - Please choose one

What will be the correct syntax to declare two-dimensional array of float data type?

▶ `float arr{2}{2} ;`

---



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▶ float arr[2][2] ;

▶ float arr[2,2] ;

▶ float[2][2] arr ;

**Question No: 14 ( Marks: 1 ) - Please choose one**

The first parameter of operator function for operator,

- ▶ Must be passed by value
- ▶ Must be passed by reference
- ▶ Can be passed by value or reference
- ▶ Must be object of class

**Question No: 15 ( Marks: 1 ) - Please choose one**

Heap is constantly changing in size.

- ▶ True
- ▶ False

**Question No: 16 ( Marks: 1 ) - Please choose one**

While calling function, the arguments are assigned to the



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parameters from

- ▶ left to right.
- ▶ right to left
- ▶ no specific order is followed
- ▶ none of the given options.

**Question No: 17 ( Marks: 1 ) - Please choose one**

Classes defined inside other classes are called\_classes

- ▶ looped
- 



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▶ nested

- ▶ overloaded
- ▶ none of the given options.

**Question No: 18 ( Marks: 1 ) - Please choose one**

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI \_\_\_\_\_

- ▶ can not be replace
  - ▶ None of the given options
- ▶ Remain constant.
- ▶ can be changed by some operation

**Question No: 19 ( Marks: 1 ) - Please choose one**

Which value is returned by the destructor of a class?

- ▶ A pointer to the class.
- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctl
- ▶ *Destructors do not return a value.*



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Question No: 20 ( Marks: 1 ) - Please  
choose one

Every class contains \_\_\_\_\_.

- ▶ Constructor
  - ▶ Destructor
  - ▶ Both a constructor and a destructor
  - ▶ None of the given options
- 



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**Question No: 21 ( Marks: 1 ) - Please  
choose one**

A template function must have

▶ **One or more than one arguments**

- ▶ Only one argument
- ▶ Zero argument
- ▶ None of the given options

**Question No: 22**

**( Marks: 1 ) - Please**

**choose one Structured Query**

**Language is used for**

- ▶ Databases Management
  - ▶ Networks
  - ▶ Writing Operating System
  - ▶ none of the given options

**Question No: 23 ( Marks: 1 ) - Please**



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choose one

When a call to a user-defined function finishes, the variable defined inside the function is still in existence.

▶ True

▶ False

Question No: 24 ( Marks: 1 ) - Please choose one

The precedence of an operator can be changed through operator overloading.

▶ True

▶ *False*

Question No: 25 ( Marks: 1 ) - Please choose one

---



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A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , \_\_\_\_\_

- ▶ Write a separate class to handle each
- ▶ Use templates
- ▶ Use strings to store all types
- ▶ None of the given options

A Matrix can be composed of *ints*, *floats* or *doubles* as their elements. Instead of handling these data types separately, we can write *Matrix* class as a template class and write code once for all native data types.

Write *Matrix* class as a template class and write code once for all native data types

**Question No: 26 ( Marks: 1 ) - Please choose one**

"**delete**" operator is used to return memory to free store, which is allocated by the "**new**" operator.

- ▶ True
- ▶ False

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

▶ dot operator (.)



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- ▶ \* operator
- ▶ à operator
- ▶ None of given.

## Question No: 2 ( Marks: 1 ) - Please choose one

What does  $5 \wedge 6$  , evaluate to in decimal where ' $\wedge$ ' is Exclusive OR operator?

- ▶ 1
- ▶ 2
- ▶ **3**
- ▶ 4

## Question No: 3 ( Marks: 1 ) - Please choose one

If constructor contains a return statement in its body then compiler will give \_\_\_\_\_

- ▶ **No error**
- ▶ Syntax error
- ▶ Logical error
- ▶ Run time error





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**Question No: 4 ( Marks: 1 ) - Please  
choose one**

We can use New keyword inside of Class Constructor.

▶ True

▶ **False**

**Question No: 5 ( Marks: 1 ) - Please choose one**

---



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When an operator function is define as member function for a Unary operator then the numberof argument it take is/are,

▶ Zero

▶ One

▶ Two

▶ N arguments

**Question No: 6 ( Marks: 1 ) - Please  
choose one**

The declarator of Plus (+) member operator function is

▶ Class-Name operator + (Class-Name  
rhs)

▶ operator Class-Name + ( )

▶ operator Class-Name + ( rhs)

▶ Class-Name operator + ( )

**Question No: 7 ( Marks: 1 ) - Please  
choose one**

Friend function of a class is\_\_\_\_\_.

▶ Member function

▶ Non-member function





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- ▶ Private function
- ▶ Public function

**Question No: 8 ( Marks: 1 ) - Please choose one**

We can also create an array of user define data type.

- ▶ True

▶ **False**

---



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Question No: 9 ( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ Destructor is called first before deallocating memory

Question No: 10 ( Marks: 1 ) - Please choose one

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

- ▶ True

▶ False

Question No: 11 ( Marks: 1 ) - Please choose one

Which of the following data type(s) can operate on modulus operator '%'?

- ▶ float, int
- ▶ float, double



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▶ int

▶ char

Question No: 12 ( Marks: 1 )

- Please choose one

Array is passed by value to a  
function by default.

▶ True

▶ False

Question No: 13 ( Marks: 1 ) - Please  
choose one

---



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With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

▶ True

▶ False

Question No: 14 ( Marks: 1 ) - Please choose one

What will be the correct syntax to initialize all elements of two-dimensional array to value 0?

▶ `int arr[2][3] = {0,0};`

▶ `int arr[2][3] = {{0},{0}};`

▶ `int arr[2][3] = {0},{0};`

▶ `int arr[2][3] = {0};`

Question No: 15 ( Marks: 1 ) - Please choose one

When an operator function is define as member function then operand on the left side of operator must be an object.

▶ True

▶ False

Question No: 16 ( Marks: 1 ) - Please choose one





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break statement can be used outside a loop or switch statement.

▶ True

▶ False

**Question No: 17 ( Marks: 1 ) - Please  
choose one**

The keyword \_\_\_\_\_ is used to return some value from a function.

▶ return

---



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- ▶ break
- ▶ continue
- ▶ goto

## Question No: 18 ( Marks: 1 ) - Please choose one

Every data member or function inside the structure is \_\_\_\_ by default whereas everything declared inside a class is \_\_\_\_ by default.

- ▶ private, public

▶ public, private

- ▶ private, protected
- ▶ public, protected

## Question No: 19 ( Marks: 1 ) - Please choose one

Which of the following is true for the C++ statement given below?

```
int &ref = val ;
```

- ▶ It creates a synonym for variable 'val'
- ▶ It creates an alias for variable 'val'
- ▶ It's a new name for variable 'val'

▶ All of the given options

Question No: 20 ( Marks: 1 ) - Please choose one





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**If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?**

`obj3 = obj1 + obj2 ;`

- ▶ `obj1` will be passed as an argument to `+` operator whereas `obj2` will drive the `+` operator
- 



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- ▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
- ▶ **Both objects (obj1, obj2) will be passed as arguments to the + operator**
- ▶ Any of the objects (obj1, obj2) can drive the + operator

## **Question No: 21 ( Marks: 1 ) - Please choose one**

Unary operator implemented as member function takes \_\_\_\_\_arguments whereas non-member function takes \_\_\_\_\_arguments.

- ▶ One, zero
- ▶ **Zero, one**
- ▶ One, two
- ▶ Two, one

## **Question No: 22 ( Marks: 1 ) - Please choose one**

The input/output streams cin and cout are \_\_\_\_\_ therefore have \_\_\_\_\_.

- ▶ Structures, function
- ▶ Objects, member functions
- ▶ Functions, objects
- ▶ **None of the given options**





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Question No: 23 ( Marks: 1 ) - Please choose one

If a symbolic constant has been defined, it will be an error to define it again.

▶ True

▶ False

Question No: 24 ( Marks: 1 ) - Please  
choose one

Every class contains\_\_\_\_\_.

---



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## ▶ Constructor

- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options

**Question No: 25 ( Marks: 1 ) - Please  
choose one**

new and delete keywords are \_\_\_\_ in C++ language.

- ▶ Built-in- Function
- ▶ Operators

## ▶ Memory Allocation Function

- ▶ None of the given options

**Question No: 26 ( Marks: 1 ) - Please  
choose one**

Consider the following code

```
segment.class M {
```

```
public:
```

```
M &operator+(const M &);
```



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...

};

$p + q$  //code of line implies that  
p.operator+(q)

...

Let assume if p and q are class objects then function is implemented as \_

---

▶ Member function

▶ Non-member function

---



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- ▶ Friend function
- ▶ None of the given options

Question No: 27 -----(

Marks: 1 ) - Please choose one

Assignment operator is

\_\_\_\_\_ associative.

- ▶ right
- ▶ left

▶ binary

- ▶ unary

Question No: 28 ( Marks: 1 ) - Please  
choose one

Static variable which is defined in a function is initialized \_\_\_\_\_.

▶ Only once during its life time

- ▶ Every time the function call
- ▶ Compile time of the program



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▶ None of the above

**Question No: 29 ( Marks: 1 ) - Please choose one**

We can not define a variable of user-defined data type in the class.

▶ True

▶ **False**

Question No: 30 ( Marks: 1 ) - Please choose one

**A constructor that will create a new object with a full copy of the other object, is copy is known as \_\_\_\_\_**

▶ **deep copy**

▶ shallow copy

▶ constructor copy

▶ none of the options

If we write a statement like  $s2 = s1$ ; \_\_\_\_\_ will be the calling object and \_\_\_\_\_ will be passed to the = operator as an argument.

s1, s1

s1, s2

s2, s1

s2, s2



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If we write a statement like  $s2 = s1$ ;  $s2$  will be the calling object and  $s1$  will be passed to the  $=$  operator as an argument. P# 397

---



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

0000128

0128128

1280000

0012800

**default alignment is from left due to this it first prints 4 Zeros(setw=7, digit=3 i.e 1-2-8,) 7-3=4 Zeros**

The stream insertion and extraction operators are not already overloaded for \_\_\_\_\_

▶ Built-in data types

User-defined data types

Both built-in and user-defined types

None of the given options

Constructors can not be overloaded like ordinary functions.

True

False

The constructors can be overloaded. We can write as many constructors as we require. At one time, the compiler will call the correct version of the constructor".P# 323 these solutions are meant to host at vuzs site only

Overloaded new operator function takes parameter of type size\_t and returns

▶ void (nothing)

void pointer

object pointer



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int pointer

Also note that the new operator returns a void pointer. Any new operator we write must have this parameter and return type.

Which of the following is the correct way to declare a variable x of integer type?

x int ;

integer x ;

int x;

x integer

Reserve words cannot be used as a variable name.

True

False

There are few data types in C language. These data types are reserved words of C language. The reserve words can not be used as a variable manes. P# 17

A template function must have at least -----generic data type

Zero

One

Two

Three

The function arguments must contain at least one generic data type. P# 499

Template functions can also be overloaded

► True





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False

We can write overloaded template functions as long as there is use of different number or type of arguments.. P # 503

We can not make a member function of a class as template function.

True

False not sure

When break statement is encountered in switch statement, it

Stops the entire program

Stops the execution of current statement

Exits from switch statement

None of the given options

We can also define a variable of user define data type (object) as static.

True

False

The declarator of Plus (+) member operator function is

Class-Name operator + (Class-Name rhs)

operator Class-Name + ( )

operator Class-Name + ( rhs)

Class-Name operator + ( )

Let suppose

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

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

This can be interpreted by the complier as:



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

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

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

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

What will be the range of numbers generated by function `rand () % 9`?

0 to 9

1 to 9

0 to 8

1 to 8

When 6 divides any number, the remainder will always be less than 6. There

result will be between therefore we will add 1. `1 + rand () % 6;`

Which of the following is the correct function call having array named `student` of 10 elements as a parameter.

`addRecord(student[]);`

`addRecord(student);`

`addRecord(student[10]);`

`addRecord(*student);`

when we pass array we don't give limit of array

Example:

## Pass array to function





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```
#include<stdio.h>
#include<conio.h>
void read(int *,int);
void dis(int *,int);

void main()
{
 int a[5],b[5],c[5],i;

 printf("Enter the elements of first list \n");
 read(a,5);
 printf("The elements of first list are \n");
 dis(a,5);
}

void read(int c[],int i)
{
 int j;
 for(j=0;j<i;j++)
 scanf("%d",&c[j]);
 fflush(stdin);
}

void dis(int d[],int i)
{
 int j;
 for(j=0;j<i;j++)
 printf("%d ",d[j]);
 printf("\n");
}
```



Declaring structures does not mean that memory is allocated.

True



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---



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► False

structures do not occupy any memory until it is associated with the structure variable

Identifier is a name that can be given to variables, labels and functions.

True

False

An 'Identifier' means any name that the user creates in his/her program. These names can be of variables, functions and labels

If a class A declares itself a friend of class B and a class B declares itself a friend of class C then

Class A is also a friend of class C.

Class B is also a friend of class A.

Class A is also a friend of class C if A declares C as its friend.

Class A is also a friend of class C if C declares A as its friend.

If we want a two-way relationship, OtherClass will have to declare ClassOne as a friend class, resulting in a complete two-way relationship

Which of the following statement is best regarding declaration of friend function?

Friend function must be declared after public keyword.

Friend function must be declared after private keyword.

Friend function must be declared at the top within class definition.

It can be declared anywhere in class as these are not affected by the public and private keywords.

Friend is a very strong statement. It is too strong to be affected by public or private we can put it anywhere in the class

A pointer is a special type of variable that contain \_\_\_\_\_

Memory Address



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- Data values
- Both Values and Memory
- None of given of options

Pointer is a special type of variable that contains a memory address.

When memory for a program is allocated at run time then it is called \_\_\_\_\_

- static memory allocation
- dynamic memory allocation
- stack memory allocation
- virtual memory allocation

When we create an object of the class at run time, it will allocate memory according to our requirement. So there is no waste of memory and the situations in which we want to store large data in small memory or vice versa are prevented. So we do dynamic memory allocation inside these classes.

What purpose do classes serve?

- Data encapsulation
  - ▶ Providing a convenient way of modeling real-world objects
- Simplifying code reuse
- All of the given options

Which of the following function cannot be overloaded?

- Member functions
- Utility functions
- Constructor
- Destructor





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The destructors can be summarized as The destructors cannot be overloaded. The destructors take no arguments. The destructors don't return a value.

The following prototype of unary operator function indicates that it is\_\_\_\_\_.

Date operator++(int )

- Member functions of post increment operator
- Member functions of pre increment operator
- Non-member functions of post increment operator
- Non-member functions of pre increment operator

## Overloading Unary Operators

```
// Preincrement operator overloaded as a member function.
Date Date::operator++()
{
 helpIncrement();
 return *this; // value return; not a reference return
}

// Postincrement operator overloaded as a member function.
// Note that the dummy integer parameter does not have a
// parameter name.
Date Date::operator++(int)
{
 Date temp = *this;
 helpIncrement();

 // return non-incremented, saved, temporary object
 return temp; // value return; not a reference return
```



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```
} // This paper was solved by vuzs Team and meant for hosting
at vuzs otherwise its stolen contents
```

Static variable which is defined in a function is initialized\_\_\_\_\_.

- Only once during its life time
- Every time the function call
- Compile time of the program
- None of the above

Once the static variables are created, they exist for the life of the program. They do not die.

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

- From left to right
- From right to left
- In the order in which they are defined within class
- None of the given options

If we do not indent the code properly it will \_\_\_\_\_

- Be a syntax error
- Be a logical error
- Not be an error at all
- None of the given options

we indent the code for better readability and understanding

Truth tables are used for analyzing\_\_\_\_\_.

- logical expressions



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- arithmetic expressions
- both logical and arithmetic expressions
- none of the given options.

The truth tables are very important. These are still a tool available for analyzing logical expressions.

Static memory allocation is also known as \_\_\_\_\_

- Dynamic allocation
- Compile time allocation
- Run time allocation
- None of the given options

**Question No: 1 ( Marks: 1 ) - Please choose one**

There are mainly----- types of software

▶ Two

- ▶ Three
- ▶ Four
- ▶ Five

**Question No: 2 ( Marks: 1 ) - Please choose one**

seekg() and write() are functionally\_\_\_\_\_.

▶ Different

- ▶ Identical
- ▶ Two names of same function
- ▶ None of the above

**Question No: 3 ( Marks: 1 ) - Please choose one**

When a pointer is incremented, it actually jumps the number of memory addresses





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▶ **According to data type**

- ▶ 1 byte exactly
- ▶ 1 bit exactly
- ▶ A pointer variable can not be incremented

**Question No: 4 ( Marks: 1 ) - Please choose one**

setw is a parameterized manipulator.

---



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▶ True

▶ False

**Question No: 5 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_, eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ False

**Question No: 6 ( Marks: 1 ) - Please choose one**

In functions that return reference, use \_\_\_\_\_ variables.

▶ Local

▶ Global

▶ Global or static (not sure)

▶ None of the given option

**Question No: 7 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ The declarator of Plus (+) member operator function is

▶ Class-Name operator + (Class-Name rhs)

▶ operator Class-Name + ( )

▶ operator Class-Name + ( rhs)

▶ Class-Name operator + ( )

**Question No: 8 ( Marks: 1 ) - Please choose one**

The compiler does not provide a copy constructor if we do not provide it.

▶ True



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▶ False

**Question No: 9 ( Marks: 1 ) - Please choose one**

---



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What is the functionality of the following syntax to delete an array of 5 objects named *arr* allocated using new operator?

`delete arr ;`

- ▶ Deletes all the objects of array
- ▶ Deletes one object of array
- ▶ Do not delete any object

▶ **Results into syntax error**

Question No: 10 ( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects

▶ **Memory is allocated first before calling constructor**

- ▶ Constructor is called first before allocating memory

Question No: 11 ( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor

▶ **Destructor is called first before deallocating memory**

Question No: 12 ( Marks: 1 ) - Please choose one

new and delete operators cannot be overloaded as member functions.

- ▶ True





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► False

Question No: 13 ( Marks: 1 ) - Please choose one

The operator function of << and >> operators are always the member function of a class.

---



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▶ True

▶ False

**Question No: 14 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_A template function  
must have at least----- generic data type

▶ Zero

▶ One

▶ Two

▶ Three

**Question No: 15 ( Marks: 1 ) - Please choose one**

If we do not mention any *return\_value\_type* with a function, it will return an\_\_\_\_\_value.

▶ int

▶ void

▶ double

▶ float

Such function which do not return any value are called:

▶ int

▶ void

▶ double

▶ float

**Question No: 16 ( Marks: 1 ) - Please choose one**

Suppose a program contains an array declared as `int arr[100]`; what will be the size of array?

▶ 0



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▶ 99

▶ 100

---



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▶ 101

**Question No: 17 ( Marks: 1 ) - Please choose one**

The name of an array represents address of first location of array element.

▶ **True**

▶ False

**Question No: 18 ( Marks: 1 ) - Please choose one**

Reusing the variables in program helps to save the memory

▶ **True**

▶ False

**Question No: 19 ( Marks: 1 ) - Please choose one**

Which of the following option is true about new operator to dynamically allocate memory to an object?

▶ The new operator determines the size of an object

▶ **Allocates memory to object and returns pointer of valid type**

▶ Creates an object and calls the constructor to initialize the object

▶ All of the given options

**Question No: 20 ( Marks: 1 ) - Please choose one**

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

▶ Functions, operators

▶ Classes, operators

▶ **Operators, functions**

▶ Operators, classes



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**Question No: 21 ( Marks: 1 ) - Please choose one**

**Like member functions,\_\_\_\_\_can also access the private data members of a class.**

▶ Non-member functions

---



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## ▶ Friend functions

- ▶ Any function outside class
- ▶ None of the given options

**Question No: 22 ( Marks: 1 ) - Please choose one**

**Which of the following statement is best regarding declaration of friend function?**

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition. (not sure)

▶ **It can be declared anywhere in class as these are not affected by the public and private keywords.** (not sure)

**Question No: 23 ( Marks: 1 ) - Please choose one**

**The operator function overloaded for an Assignment operator (=) must be**

- ▶ Non-member function of class

## ▶ Member function of class

- ▶ Friend function of class
- ▶ None of the given options

**Question No: 24 ( Marks: 1 ) - Please choose one**

**For non-member operator function, object on left side of the operator may be**

- ▶ Object of operator class
- ▶ Object of different class

## ▶ Built-in data type

- ▶ All of the given options



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Question No: 25 ( Marks: 1 ) - Please choose one

The operator function will be implemented as\_\_\_\_\_, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.

---



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`obj3 = obj1 - obj2;`

- ▶ Member function
- ▶ Non-member function

▶ **Friend function**

- ▶ None of the given options

**Question No: 26 ( Marks: 1 ) - Please choose one**

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

- ▶ Class-name operator +();
- ▶ Class-name operator +(int);

▶ **Class-name operator ++();**

- ▶ Class-name operator ++(int);

**Question No: 27 ( Marks: 1 ) - Please choose one**

**The static data members of a class are initialized \_\_\_\_\_**

▶ **at file scope**

- ▶ within class definition
- ▶ within member function
- ▶ within main function

**Question No: 28 ( Marks: 1 ) - Please choose one**

**Class is a user defined \_\_\_\_\_.**

▶ **data type**

- ▶ memory referee
- ▶ value



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▶ none of the given options.

**Question No: 29 ( Marks: 1 ) - Please choose one**

---



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We can also define a user-defines manipulators.

▶ True

▶ False

**Question No: 30 ( Marks: 1 ) - Please choose one**

Automatic variable are created on\_\_\_\_\_.

▶ Heap

▶ Free store

▶ **static storage**

▶ stack



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Question # 1

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

Arithmetic

Relational

**Logical**

Mathematical

Question # 2

Find out the logical error in following lines of code. If (x = 10) cout "x is 10";

10 should be enclosed in quotations

There is no semicolon at the end of if condition

**Assignment operator should not be used for Comparison**

Variable x should not be inside parenthesis

Question # 3

What will be the result of the expression  $j = i++$ ; if initially  $j = 0$  and  $i = 5$ ?

0



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5  
6  
4



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Question # 4

Default mechanism of calling a function bypassing it array is call by\_\_\_\_\_and in case of passing variable is call by\_.

Reference, Reference

**Reference, value**

Value, Reference

Value, Value

Question # 5

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

Inside

**Outside**

To break statement

To continue statement

Question # 6

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

If

Goto

**Break**

Continue



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Question # 7

If we pass more than one arguments to a function then they are separated by\_\_.



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## Comma, Lecture 9

Semicolon;

Colon:

Brackets ()

### Question # 8

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);
```

15

17

12

1

### Question # 9

If we assign 2.06721 to an integer variable x, what will be the output if we print x using cout statement?

2

2.1

2.06

2.07

### Question # 10



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\_\_\_\_\_ will be used for clarity and to  
force the order of evaluation in an expression.

" "

() PG32

' '

[ ]



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Question # 11

What will be the size of following array? `int arr[29];`

0

30 PAGE 105-106

29

28

Question # 12

If a function has not been declared

before its definition, It is logical error

LECTURE NO 9

**syntax error**

logical Error

run time error

none of these

Question # 13

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

Inside

**Outside** By using break the loop will terminate.

To break statement

To continue statement



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Question # 14

When we access a multidimensional array, each array index is surrounded by\_.

Single quotes ' '

Double quotes " "

**Brackets[]** **Lecture 11**

None of the given

Question # 15

char name [] = "Hello World" ; In the above statement, a memory of

\_\_\_\_\_ characters

will be allocated

**12** **Lecture 12**

10

11

13

Question # 16

A variable declared within a code block

becomes variable for that block.

Static

Integer

**Local** **Lecture 9**

Global

Question # 17

When the, if statement consists of more than



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one statement then enclosing these  
statement in braces, is\_.

Compulsory

Optional



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Not required  
Relevant

Question # 18

Characters of a string stored in an array  
can be accessed directly using array.

Manipulation

Superscript

**Subscript** Page No 123

Postscript

Question # 19

A variable declared within a code

block becomes variable for that block.

Static

Integer

**Local** Lecture 9

Global

Question # 20

The data type before a function name

represents its,

**Return Type**

Function data

Function arguments



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Function name



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Question # 21

From following; which one is the correct syntax of an array initialize: Array size is 10 and it is of double data type to value 0?

`arr[10] = {0.0};`

`double arr[10]= 0.0;`

**Double arr[10] = {0.0};** Lecture 12 `double arr[] = 0.0;`

Question # 22

In C/C++, by default arguments are passed by \_\_\_\_\_ to a function.

**Value** Lecture 9 Reference

Prototype

None of the given

Question # 23

By default, the starting index of an array in C++ is

**0** Lecture 11

2

1

-1





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Question No: 1 ( Marks: 1 ) - Please choose one

\*.doc is \_\_\_\_\_ by type.

.

- ▶ Sequential File
- ▶ **Random Access File**
- ▶ Data File
- ▶ Record File

Question No: 2 ( Marks: 1 ) - Please choose one

Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ **#undef**

Question No: 3 ( Marks: 1 ) - Please choose one

The return type of operator function must always be void.

- ▶ True
- ▶ **False**

**The syntax of the prototype of the overloaded operator function is: return-type operator operator-symbol (parameter-list);**

Question No: 4 ( Marks: 1 ) - Please choose one

What does (\*this) represents?

- ▶ The current function of the class
- ▶ The current pointer of the class
- ▶ **The current object of the class**
- ▶ A value of the data member

**Whenever an object calls a member function, the function implicitly gets a pointer from the calling object. That pointer is known as this pointer. „this’ is a**



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key word. We cannot use it as a variable name. „this’ pointer is present in the function, referring to the calling object. For example, if we have to refer a member, let’s say *buf*, of our *String* class, we can write it simply as: *buf*;

Question No: 5 ( Marks: 1 ) - Please choose one

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

- ▶ Read a string from keyboard
- ▶ Read a character from keyboard
- ▶ Read a string from file
- ▶ Read a character from file



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Question No: 6 ( Marks: 1 ) - Please choose one

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

- ▶ True
- ▶ False

Question No: 7 ( Marks: 1 ) - Please choose one

Overloaded new operator function takes parameter of type *size\_t* and returns

- ▶ void (nothing)
- ▶ void pointer
- ▶ object pointer
- ▶ int pointer

Question No: 8 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for <<>> are objects of the class for which we are overloading these operators.

- ▶ True
- ▶ False

**The second parameter to operator << is an object of the class that we are overloading the operator for. Similar is the case for operator >>.**

Question No: 9 ( Marks: 1 ) - Please choose one

C++ is a case-sensitive language

- ▶ True
- ▶ False

Question No: 10 ( Marks: 1 ) - Please choose one

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

- ▶ #include "iostream.h"
- ▶ include
- ▶ include
- ▶ #include

Question No: 11 ( Marks: 1 ) - Please choose one

A template function must have only generic data types.

- ▶ True
- ▶ False

Its not compulsory, only min we have one generic data type but we can have native data type as well.

Question No: 12 ( Marks: 1 ) - Please choose one

Template class can not have static variables.

- ▶ True
- ▶ False



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Question No: 13 ( Marks: 1 ) - Please choose one

What will be the correct syntax to assign an array named *arr* of 5 elements to a pointer *ptr*?

- ▶ `*ptr = arr ;`
- ▶ `ptr = arr ;`





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- ▶ \*ptr = arr[5] ;
- ▶ ptr = arr[5] ;

Question No: 14 ( Marks: 1 ) - Please choose one

What will be the correct syntax to access the value of fourth element of an array using pointer ptr?

- ▶ ptr[3]
- ▶ (ptr+3)
- ▶ \*(ptr+3)
- ▶ Both 1 and 3

try this demo program to confirm result I wrote for you.  
2 option will print the reference rest 1,3 are right options

```
#include
#include
// #include
main()
{
int myarr [4]= {0,1,2,3};
int *ptr ;
ptr = myarr;
cout<
cout<<*(ptr+3);
cout<<(ptr+3);
int i = 0;
cin>> i;
}
```

Question No: 15 ( Marks: 1 ) - Please choose one

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

- ▶ True
- ▶ False

The most significant bit is used as a sign bit. If this bit is zero, the number is considered positive. However, if it is 1, the number will be considered negative.

Question No: 16 ( Marks: 1 ) - Please choose one

If there is a symbol (& sign) used with the variable name followed by data type then it refers to \_\_\_\_\_ and if & is being used with variable name then it refers to \_\_\_\_\_.

- ▶ Address of variable, reference variable



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- ▶ Reference variable, value of variable
- ▶ Reference variable, address of variable
- ▶ Address of variable, value of variable

we see a data type followed by & sign, it's a reference.  
And when the & sign is being used in the code with a variable name then it is the address of the variable





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Question No: 17 ( Marks: 1 ) - Please choose one

We can also do conditional compilation with preprocessor directives.

- ▶ True
- ▶ False

Question No: 18 ( Marks: 1 ) - Please choose one

The default value of a parameter can be provided inside the \_\_\_\_\_

- ▶ function prototype
- ▶ function definition
- ▶ both function prototype or function definition
- ▶ none of the given options.

**The default value of a parameter is provided inside the function prototype or function definition.**

Question No: 19 ( Marks: 1 ) - Please choose one

Classes defined inside other classes are called \_\_\_\_\_ classes

- ▶ looped
- ▶ nested
- ▶ overloaded
- ▶ none of the given options.

Question No: 20 ( Marks: 1 ) - Please choose one

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ All of the given options

Question No: 21 ( Marks: 1 ) - Please choose one

Every class contains \_\_\_\_\_.

- ▶ Constructor
- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options

Question No: 22 ( Marks: 1 ) - Please choose one

new operator is used to allocate memory from the free store during

- ▶ Compile Time
- ▶ Run Time
- ▶ Link Time
- ▶ None of the given options



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Question No: 23 ( Marks: 1 ) - Please choose one

When an object of a class is defined inside another class then,

▶ Destructer of enclosing class will be called first





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- ▶ Destructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 24 ( Marks: 1 ) - Please choose one

It is possible to define a class within another class.

- ▶ True
- ▶ False

Question No: 25 ( Marks: 1 ) - Please choose one

New and Delete are also used with \_\_\_\_\_ and data types as well.

- ▶ Class, Objects
- ▶ Structures, Pointers
- ▶ Both Class and structures
- ▶ None of above

If we write a statement like  $s2 = s1$ ; \_\_\_\_\_ will be the calling object and \_\_\_\_\_ will be passed to the =operator as an argument.

- ▶ s1, s1
- ▶ s1, s2
- ▶ s2, s1
- ▶ s2, s2



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What will be the output of following statement?

```
cout << setfill(„0“) << setw(7) << 128 ;
```

- ▶ 0000128
- ▶ 0128128
- ▶ 1280000
- ▶ 0012800

The stream insertion and extraction operators are not already overloaded for \_

---

- ▶ Built-in data types
- ▶ User-defined data types
- ▶ Both built-in and user-defined types
- ▶ None of the given options

Constructors can not be overloaded like ordinary functions.





► True



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▶ False

Overloaded new operator function takes parameter of type *size\_t* and returns

▶ void (nothing)

▶ void pointer

▶ object pointer

▶ int pointer

Which of the following is the correct way to declare a variable x of integer type?

▶ x int ;

▶ integer x ;

▶ int x;

▶ x integer

Reserve words cannot be used as a variable name.

▶ True

▶ False





A template function must have at least generic data type

- ▶ Zero



# AR Lucky Term

- ▶ One
- ▶ Two
- ▶ Three

Template functions can also be overloaded

- ▶ True
- ▶ False

We can not make a member function of a class as template function.

- ▶ True
- ▶ False

When break statement is encountered in switch statement, it

- ▶ Stops the entire program
- ▶ Stops the execution of current statement
- ▶ Exits from switch statement





► None of the given options



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We can also define a variable of user define data type (object) as static.

▶ True

▶ False

The declarator of Plus (+) member operator function is

▶ Class-Name operator + (Class-Name rhs)

▶ operator Class-Name + ( )

▶ operator Class-Name + ( rhs)

s ▶ Class-Name operator + ( )

Let suppose

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

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

This can be interpreted by the complier as:

▶ `a = (b = (c = (d = (e = 42))));`

▶ `(a = b = (c = (d = (e = 42))));`

▶ `a = b = (c = (d = (e = 42)));`

▶ `(a = b) = (c = d) = (e = 42);`

What will be the range of numbers generated by function `rand () % 9`?

▶ 0 to 9





▶ 1 to 9

▶ 0 to 8



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▶ 1 to 8

Which of the following is the correct function call having array named *student* of 10 elements as a parameter.

- ▶ `addRecord(student[]);`
- ▶ `addRecord(student);`
- ▶ `addRecord(student[10]);`
- ▶ `addRecord(*student);`

Declaring structures does not mean that memory is allocated.

- ▶ True
- ▶ False

Identifier is a name that can be given to variables, labels and functions.

- ▶ True
- ▶ False

If a class A declares itself a friend of class B and a class B declares itself a friend of class C then

- ▶ Class A is also a friend of class C.
- ▶ Class B is also a friend of class A.
- ▶ Class A is also a friend of class C if A declares C as its friend.
- ▶ Class A is also a friend of class C if C declares A as its friend.

Which of the following statement is best regarding declaration of friend function?





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- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ It can be declared anywhere in class as these are not affected by the public and



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private keywords.

A pointer is a special type of variable that contain \_

- ▶ Memory Address
- ▶ Data values
- ▶ Both Values and Memory
- ▶ None of given of options

When memory for a program is allocated at run time then it is called \_\_\_\_\_

- ▶ static memory allocation
- ▶ dynamic memory allocation
- ▶ stack memory allocation
- ▶ virtual memory allocation

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ All of the given options

Which of the following function cannot be overloaded?





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- ▶ Member functions
- ▶ Utility functions
- ▶ Constructor



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- ▶ Destructor

The following prototype of unary operator function indicates that it is\_\_\_\_\_.

Date operator++(int )

- ▶ Member functions of post increment operator
- ▶ Member functions of pre increment operator
- ▶ Non-member functions of post increment operator
- ▶ Non-member functions of pre increment operator

Static variable which is defined in a function is initialized\_\_\_\_\_.

- ▶ Only once during its life time
- ▶ Every time the function call
- ▶ Compile time of the program
- ▶ None of the above

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

- ▶ From left to right
- ▶ From right to left
- ▶ In the order in which they are defined within class
- ▶ None of the given options

If we do not indent the code properly it will \_\_





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- ▶ Be a syntax error
- ▶ Be a logical error
- ▶ Not be an error at all



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- ▶ None of the given options

Truth tables are used for analyzing\_\_\_\_\_.

- ▶ logical expressions
- ▶ arithmetic expressions
- ▶ both logical and arithmetic expressions
- ▶ none of the given options.

Static memory allocation is also known as \_\_\_\_

- ▶ Dynamic allocation
- ▶ Compile time allocation
- ▶ Run time allocation
- ▶ None of the given options

## Question # 1

What does  $5 | 6$ , evaluate to in decimal where ' $|$ ' is bitwise OR operator?

- 1): 3
- 2): 4
- 3): 5
- 4): 7

Correct  
Option From :  
:



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**Question # 2**

We can also use member functions with cin and cout objects



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- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct Option** : 2  
**From :**

## Question # 3

If the statements  
int  
j,k;  
j = 123;  
k= 234;  
int\* q, \* r;  
cout << \*q << ' ' << \* r ;  
are executed, what will be displayed?

- 1) : The values of j and k
- 2) : The addresses of q and r
- 3) : The addresses of j and k
- 4) : garbage values

**Correct Option** : 4  
**From :** Lecture 14

## Question # 4

Which one of the following operators is a unary operator?

- 1) : OR ( || )





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- 2) :           AND ( &&)
- 3) :           XOR ( ^ )
- 4) :           Complement operator ( ~ )

**Correct  
Option**  
:  
4

**From :           Lecture 16**

**Question # 5**

The statement `i++`; is equivalent to

- 1) :           `i = i + i;`
- 2) :           `i = i + 1;`
- 3) :           `i = i - 1;`
- 4) :           `i --;`

**Correct  
Option**  
:  
2

**From :           Lecture 16**

**Question # 6**

A variable which is defined inside a function is called

- 1) :           Automatic variable
- 2) :           Global variable
- 3) :           Functional variable
- 4) :           None of the given option



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Correct  
Option

From :

Lecture 16





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: 3

### Question # 7

If we open a file stream myfile for reading, what will give us the current position of the filepointer?

- 1) : tellg()
- 2) : tellp()
- 3) : seekg()
- 4) : seekp()

**Correct  
Option**

: 1

**From :**

**Lecture 19**

### Question # 8

Application Software's are use to

- 1) : Type letters
- 2) : Control computer hardware
- 3) : Solve end user problems
- 4) : Develop Graphics

**Correct  
Option**

: 3

**From :**

**Lecture 2**

### Question # 9



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When we write a class template the first line must be:





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- 1) :            template < class class\_type>
- 2) :            template < class data\_type>
- 3) :            template < class T >, Here T can be replaced with any name but it is preferable.
- 4) :            class template

**Correct**

**Option**

**From :**

**Lecture 21**

:        3

#### Question # 10

When a macro takes arguments then it is called\_\_\_\_\_.

- 1) :            Function
- 2) :            Procedure
- 3) :            Parameterized macro
- 4) :            Simple macro

**Correct**

**Option**

**From :**

**Lecture 23**

:        3

#### Question # 11

By default an array of characters is passed by value to a function,

- 1) :            TRUE
- 2) :            FALSE
- 3) :



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4) :





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**Correct**

**Option**

**From :**

**Lecture 23**

: 2

**Question # 12**

Using dynamic memory is more efficient then the static memory.

1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

**From :**

**Lecture 24**

: 1

**Question # 13**

Using dynamic memory is more \_\_\_\_\_ then the static memory.

1) : Costly

2) : Expansive

3) : efficient

4) : Difficult

**Correct**

**Option**

**From :**

**Lecture 24**

: 3

**Question # 14**



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Before exiting the program, make sure that the allocated memory has freed.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct Option** : 1  
**From :** Lecture 24

## Question # 15

A preprocessor directive is identified by \_\_\_\_\_ symbol

- 1) : #
- 2) : \$
- 3) : %
- 4) : ##

**Correct Option** : 1  
**From :** Lecture 25

## Question # 16

The default constructor has no arguments

- 1) : True
- 2) : FALSE
- 3) :





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4) :

**Correct**

**Option**

**From :**

**Lecture 26**

: 1

#### Question # 17

The data members of the class are initialized at runtime

1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

**From :**

**Lecture 26**

: 1

#### Question # 18

The data members of the class are initialized at creation Time

1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

**From :**

**Lecture 26**

: 2



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## Question # 19

The function call to a default constructor

- 1) : looks like any function call, except there is no return value
- 2) : never takes any arguments
- 3) : creates but cannot initialize an object
- 4) : is made automatically when an object is created

**Correct**

**Option**

: 4

**From :**

**Lecture 26**

## Question # 20

A friend function of a class has access

- 1) : To all data member and functions of the class
- 2) : Only to other friend functions of the class
- 3) : Only to private data of the class
- 4) : Only to public data of the class

**Correct**

**Option**

: 3

**From :**

**Lecture 26**

## Question # 21

The new operator

- 1) : is used to declare objects or variables
- 2) : can not create and initialize an object





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3) : names an object or variable

4) : can allocate an appropriate amount of memory for an object or variable

**Correct**

**Option**

**From :**

**Lecture 26**

: 4

### Question # 22

Explicitly write keyword private in the class definition

1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

**From :**

**Lecture 26**

: 1

### Question # 23

There is a class Student, Which one of the following is a valid destructor for this class.

1) : Student();

2) : ~ Student();

3) : ~ Student(int);

4) : int~ Student();

**Correct**

**Option**

**From :**

**Lecture 27**

: 2



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## Question # 24

The reserved words public and private comes under the category

- 1) : structures
- 2) : strings
- 3) : accessibility modifiers
- 4) : types of functions

**Correct**

**Option**

: 1

**From :**

**Lecture 27**

## Question # 25

There is a class Student, Which one of the following is a valid destructor for this class.

- 1) : Student();
- 2) : Student(int);
- 3) : ~ Student();
- 4) : ~ Student(int);

**Correct**

**Option**

: 3

**From :**

**Lecture 27**

## Question # 26

The function call to a default constructor

- 1) : looks like any function call, except there is no return value





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2) : is made automatically when an object is created

3) : creates but cannot initialize an object

4) : never takes any arguments

**Correct  
Option**

: 2

**From : Lecture 27**

### Question # 27

The new operator

1) : can allocate an appropriate amount of memory for an object or variable

2) : can not create and initialize an object

3) : is used to declare objects or variables

4) : returns a pointer to an object or variable

**Correct  
Option**

: 4

**From : Lecture 28**

### Question # 28

The new operator

1) : is used to declare objects or variables

2) : can not create and initialize an object

3) : names an object or variable

4) : can allocate an appropriate amount of memory for an object or variable



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Correct  
Option

From :

Lecture 28





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: 4

### Question # 29

Which of the following operators can not be overloaded?

- 1) : new
- 2) : delete
- 3) : +=
- 4) : sizeof

**Correct**

**Option**

**From :**

**Lecture 28**

: 2

### Question # 30

Analyze the following codeclass

```
myclass
{
private:
float x,y;
public:
void myclass (float
a, float b)
{
x=a;
y=b;
}
void diplay()
{ cout<<ENDL<<X<<ENDL<<Y;
}
};
```

What is wrong with the above code?



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1) : The member functions should be private





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2) : constructor must not have a return type

3) : The constructor should have no body

4) : There is no error in the given code

**Correct  
Option**

**From : Lecture 28**

: 2

### Question # 31

this is a pointer which always points to the current object.

1) : TRUE

2) : FALSE

3) :

4) :

**Correct  
Option**

**From : Lecture 28**

: 1

### Question # 32

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

1) : `new int(10) ;`

2) : `new int[10] ;`

3) : `int new(10) ;`

4) : `int new[10];`



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Correct  
Option

From :

Lecture 28





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: 4

**Question # 33**

The function free() returns back the allocated memory got thorough calloc and malloc to \_\_\_\_\_.

- 1) : stack
- 2) : heap
- 3) : stack and heap
- 4) : None of the given options

**Correct  
Option**

: 2

**From :**

**Lecture 28**

**Question # 34**

Whenever new operator is used, no number of bytes or sizeof operator is required.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct  
Option**

: 1

**From :**

**Lecture 28**

**Question # 35**



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If the memory in the free store is not sufficient enough to fulfill the request, malloc()





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function returns NO pointer.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct**

**Option**

**From :**

**Lecture 28**

: 2

#### Question # 36

A friend function

- 1) : must be having a prototype with no arguments
- 2) : can access the private data of the class that declares it a friend
- 3) : cannot access the data members of a class
- 4) : must be invoked by the class that declares it a friend

**Correct**

**Option**

**From :**

**Lecture 29**

: 2

#### Question # 37

A function declaration has the same relationship to a function definition that

- 1) : a class definition has to an object definition
- 2) : an object declaration has to an object
- 3) : a variable has to a variable declaration



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4) : a variable declaration has to the variable itself

**Correct**

**Option**

: 3

**From :**

**Lecture 29**

## Question # 38

A friend function

1) : must be having a prototype with no arguments

2) : must be invoked by the class that declares it a friend

3) : must be invoked by an object of the class that declares it a friend

4) : can access the private data of the class that declares it a friend

**Correct**

**Option**

: 4

**From :**

**Lecture 29**

## Question # 39

The reserved words public and private comes under the category

1) : structures

2) : strings

3) : accessibility modifiers

4) : types of functions

**Correct**

**Option**

: 3

**From :**

**Lecture 29**



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**Question # 40**

The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_  
\_\_\_\_\_

- 1) :            inside, inside the class
- 2) :            inside, outside the class
- 3) :            outside, inside the class
- 4) :            outside, outside the class

**Correct  
Option**

**From :**

**Lecture 29**

:        2

**Question # 41**

In functions that return reference, use \_\_\_\_\_ variables.

- 1) :            Local
- 2) :            Global
- 3) :            Global or static
- 4) :            None of the given option

**Correct  
Option**

**From :**

**Lecture 30**

:        3

**Question # 42**

Operator Overloading is quite similar to Function Overloading.

- 1) :            True



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2) : FALSE





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3) :

4) :

**Correct**

**Option**

**From :**

**Lecture 30**

: 1

#### Question # 43

There are two types of operators to overload: unary and binary.

1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

**From :**

**Lecture 30**

: 1

#### Question # 44

The declarator of Minus(-) member operator function is

1) : Class-Name operator - (Class-Name rhs)

2) : operator Class-Name - ( )

3) : operator Class-Name - ( rhs)

4) : Class-Name operator - ( )

**Correct**

**Option**

**From :**

**Lecture 30**

:



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## Question # 45

Operator functions written as non-members but friends of the class, get both the operands as their arguments.

1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

: 1

**From :**

**Lecture 30**

## Question # 46

We cannot do arithmetic with references like pointers.

1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

: 1

**From :**

**Lecture 30**

## Question # 47

In functions that return reference, use global or static variables.

1) : True





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2) : FALSE

3) :

4) :

**Correct**

**Option**

: 1

**From :**

**Lecture 30**

#### Question # 48

In functions that return reference, use only static variables.

1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

: 2

**From :**

**Lecture 30**

#### Question # 49

The reference data types are used as ordinary variables without any dereference operator.

1) : True

2) : FALSE

3) :

4) :



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Correct  
Option

From :

Lecture 30





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: 1

#### Question # 50

Which of the following operators can not be overloaded?

- 1) : new
- 2) : delete
- 3) : +=
- 4) : sizeof

**Correct**

**Option**

**From :**

**Lecture 31**

: 3

#### Question # 51

The declarator of Plus (+) member operator function is

- 1) : Class-Name operator + (Class-Name rhs)
- 2) : operator Class-Name + ( )
- 3) : operator Class-Name + ( rhs)
- 4) : Class-Name operator + ( )

**Correct**

**Option**

**From :**

**Lecture 31**

: 1

#### Question # 52

We can create a new operator through operator overloading.



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- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

**Correct Option** : 2  
**From :** Lecture 31

## Question # 53

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

- 1) : Right object of the assignment operator
- 2) : Left object of the assignment operator
- 3) : Both objects will call the assignment operator
- 4) : No object will call the assignment operator

**Correct Option** : 3  
**From :** Lecture 31

## Question # 54

Which statement about operator overloading is false?

- 1) : New operators can never be created
- 2) : Certain overloaded operators can change the number of arguments they take.
- 3) : The precedence of an operator cannot be changed by overloading.
- 4) : Overloading cannot change how an operator works on built-in types.





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**Correct**

**Option**

**From :**

**Lecture 31**

: 2

#### Question # 55

Initializing the data members in the definition of the class is \_\_\_\_\_

- 1) : syntax error
- 2) : logical error
- 3) : not an error
- 4) : none of the given options

**Correct**

**Option**

**From :**

**Lecture 31**

: 2

#### Question # 56

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

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct**

**Option**

**From :**

**Lecture 32**

: 1



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Question # 57





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If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program the value of PI \_\_\_\_\_.

- 1) : can not be replaced
- 2) : None of the given options
- 3) : Remain constant.
- 4) : can be changed by some operation

**Correct**

**Option**

**From :**

**Lecture 34**

: 3

#### Question # 58

The default constructor is defined by the C++ compiler automatically for every class that has no default constructor (parameterless constructor) defined already.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct**

**Option**

**From :**

**Lecture 36**

: 1

#### Question # 59

The default constructor (parameterless constructor) is called for each element in the array allocated with `new`.

- 1) : True



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2) : FALSE





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3) :

4) :

**Correct  
Option**  
: 1

**From :**

**Lecture 36**

#### Question # 60

The new operator returns a Type \*, accepts a parameter of type size\_t.

1) : True

2) : FALSE

3) :

4) :

**Correct  
Option**  
: 2

**From :**

**Lecture 36**

#### Question # 61

The new operator returns a void \*, accepts a parameter of type size\_t.

1) : True

2) : FALSE

3) :

4) :

**Correct  
Option**  
: 1

**From :**

**Lecture 36**



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## Question # 62

The delete operator returns nothing (void) and accepts a pointer of void \* to the memoryblock.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct Option** : 1  
**From :** Lecture 36

## Question # 63

The delete operator returns nothing (void) and accepts a pointer of type \* to the memoryblock.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct Option** : 2  
**From :** Lecture 36

## Question # 64

By overloading new and delete operators, only allocation and deallocation part can be overridden.





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1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

**From :**

**Lecture 36**

: 1

#### Question # 65

new and delete can overload in c++

1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

**From :**

**Lecture 36**

: 2

#### Question # 66

By overloading the array operator ( [] ), one can implement mechanism to check for arraybound.

1) : True

2) : FALSE

3) :



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4) :





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**Correct**

**Option**

**From :**

**Lecture 36**

: 1

**Question # 67**

Stream insertion ( << ) and extraction operators ( >> ) are always implemented as \_\_\_\_\_ functions.

1) : Member

2) : non-member

3) : Inside

4) : Out Side

**Correct**

**Option**

**From :**

**Lecture 37**

: 2

**Question # 68**

For operator >>, the second parameter must also be passed by reference.

1) : True

2) : FALSE

3) :

4) :

**Correct**

**Option**

**From :**

**Lecture 37**

: 1



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Question # 69





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Static member functions

- 1) : must be declared inside the class definition, but defined outside it
- 2) : must be declared private
- 3) : have multiple copies for the entire class
- 4) : can access only static data

**Correct**

**Option**

**From :**

**Lecture 38**

: 4

#### Question # 70

A copy constructor

- 1) : creates an object initialized with the same data as an existing object
- 2) : takes an arbitrary number of arguments
- 3) : copies the data of any two constructors in that class
- 4) : takes no arguments

**Correct**

**Option**

**From :**

**Lecture 39**

: 1

#### Question # 71

A copy constructor

- 1) : takes no arguments
- 2) : copies the data of any two constructors in that class
- 3) : creates an object initialized with the same data as an existing object



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4) : creates a new object that later may be assigned the data of an existing object

Correct

Option

: 3

From :

Lecture 39

## Question # 72

A class can contain instances of other classes as its data members.

1) : True

2) : FALSE

3) :

4) :

Correct

Option

: 1

From :

Lecture 40

## Question # 73

The inner data members of the object are constructed and then the object itself.

1) : True

2) : FALSE

3) :

4) :

Correct

Option

: 1

From :

Lecture 40



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**Question # 74**

The order of destruction of an object is equal to this construction order, where the outer object is destroyed first before the inner data members.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct Option** : 2  
**From :** Lecture 40

**Question # 75**

Initializer list is used to initialize the inner objects at the construction time.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct Option** : 1  
**From :** Lecture 40

**Question # 76**

In C++, we can have structures or classes defined inside classes. Classes defined within other classes are called \_\_\_\_\_ classes.

- 1) : nested



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- 2) : Child
- 3) : Parent
- 4) : Branch

**Correct Option** : 1  
**From :** Lecture 40

## Question # 77

Static member functions

- 1) : must be declared inside the class definition, but defined outside it
- 2) : must be declared private
- 3) : have multiple copies for the entire class
- 4) : can access only static data

**Correct Option** : 4  
**From :** Lecture 41

## Question # 78

The template functions do NOT promote the code reuse

- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

**Correct Option** :  
**From :** Lecture 41





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: 2

**Question # 79**

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

- 1) : From left to right
- 2) : From right to left
- 3) : In the order in which they are defined within class
- 4) : None of the given options

**Correct**

**Option**

**From :**

**Lecture 41**

: 3

**Question # 80**

It is possible to define a class within another class.

- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

**Correct**

**Option**

**From :**

**Lecture 41**

: 1

**Question # 81**

When ever dynamic memory allocation is made in C/C++, it is freed\_\_\_\_\_.



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- 1) : Explicitly
- 2) : Implicitly
- 3) : Both explicitly and implicitly
- 4) : None of the given options

**Correct Option**  
: 1

**From : Lecture 42**

## Question # 82

User-defined manipulators are allowed in c++.

- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

**Correct Option**  
: 1

**From : Lecture 42**

## Question # 83

It is a way of reusing the code when we contain objects of our already written classes into a new class,

- 1) : TRUE
- 2) : False
- 3) :
- 4) :





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**Correct**

**Option**

**From :**

**Lecture 42**

: 1

#### Question # 84

Structured Query Language is used for \_\_\_\_\_

- 1) : Databases Management
- 2) : Networks
- 3) : Writing Operating System
- 4) : none of the given options

**Correct**

**Option**

**From :**

**Lecture 45**

: 1

#### Question # 85

In if structure the block of statements is executed only,

- 1) : Type letters
- 2) : When it contain arithmetic operators
- 3) : When it contain logical operators
- 4) : When the condition is true

**Correct**

**Option**

**From :**

**Lecture 6**

: 4

#### Question # 86



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Loader transfers the executable code from main memory to hard disk.

1) : TRUE

2) : FALSE

3) :

4) :

**Correct**

**Option**

**From :**

**Lecture 6**

: 2

## Question # 87

When break statement is encountered in switch statement, it

1) : Stops the entire program

2) : Stops the execution of current statement

3) : Exits from switch statement

4) : None of the given options

**Correct**

**Option**

**From :**

**Lecture 7**

: 3

Question No: 1 ( Marks: 1 ) - Please choose one

---





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\*.doc is \_\_\_\_\_ by type.

- ▶ Sequential File
- ▶ Random Access File
- ▶ Data File
- ▶ Record File

Question No: 2 ( Marks: 1 ) - Please choose one

---

Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ #undef

Question No: 3 ( Marks: 1 ) - Please choose one

---

The return type of operator function must always be void.

- ▶ True
- ▶ False



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Question No: 4 ( Marks: 1 ) - Please choose one

---

What does (**\*this**) represents?

- ▶ The current function of the class
- ▶ The current pointer of the class
- ▶ The current object of the class
- ▶ A value of the data member

Question No: 5 ( Marks: 1 ) - Please choose one

---

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

- ▶ Read a string from keyboard
- ▶ Read a character from keyboard
- ▶ Read a string from file
- ▶ Read a character from file

Question No: 6 ( Marks: 1 ) - Please choose one

---

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

- ▶ True
- ▶ False

Question No: 7 ( Marks: 1 ) - Please choose one





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Overloaded new operator function takes parameter of type *size\_t* and returns

▶ void (nothing)

▶ void pointer



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▶ object pointer

▶ int pointer

Question No: 8 ( Marks: 1 ) - Please choose one

---

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

▶ True

▶ False

Question No: 9 ( Marks: 1 ) - Please choose one

---

\_\_\_\_\_ C++  
is a case-sensitive language

▶ True

▶ False

Question No: 10 ( Marks: 1 ) - Please choose one

---

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

▶ #include "iostream.h"





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- ▶ include <iostream.h>
- ▶ include <iostream.h>
- ▶ #include <iostream.h>

Question No: 11 ( Marks: 1 ) - Please choose one



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A

template function must have only generic data types.

▶ True

▶ False

Question No: 12 ( Marks: 1 ) - Please choose one

Template class can not have static variables.

▶ True

▶ False

Question No: 13 ( Marks: 1 ) - Please choose one

What will be the correct syntax to assign an array named *arr* of 5 elements to a pointer *ptr*?

▶ `*ptr = arr ;`

▶ `ptr = arr ;`

▶ `*ptr = arr[5] ;`

▶ `ptr = arr[5] ;`

Question No: 14 ( Marks: 1 ) - Please choose one





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---

What will be the correct syntax to access the value of fourth element of an array using pointer ptr?

▶ ptr[3]

▶ (ptr+3)



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▶ \*(ptr+3)

▶ Both 1 and 3

Question No: 15 ( Marks: 1 ) - Please choose one

---

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

▶ True

▶ False

Question No: 16 ( Marks: 1 ) - Please choose one

\_\_\_\_\_ If there is a symbol (& sign) used with the variable name followed by data type then it refers to \_\_\_\_\_ and if & is being used with variable name then it refers to \_\_\_\_\_.

▶ Address of variable, reference variable

▶ Reference variable, value of variable

▶ Reference variable, address of variable

▶ Address of variable, value of variable

Question No: 17 ( Marks: 1 ) - Please choose one





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We can also do conditional compilation with preprocessor directives.

▶ True

▶ False

Question No: 18 ( Marks: 1 ) - Please choose one

---

The default value of a parameter can be provided inside the \_\_\_\_\_

▶ function prototype

▶ function definition



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- ▶ both function prototype or function definition
- ▶ none of the given options.

Question No: 19 ( Marks: 1 ) - Please choose one

---

Classes defined inside other classes are called\_\_\_\_classes

- ▶ looped
- ▶ nested
- ▶ overloaded
- ▶ none of the given options.

Question No: 20 ( Marks: 1 ) - Please choose one

---

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ All of the given options

Question No: 21 ( Marks: 1 ) - Please choose one

---

Every class contains\_\_\_\_\_.

- ▶ Constructor





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- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options



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Question No: 22 ( Marks: 1 ) - Please choose one

new

operator is used to allocate memory from the free store during

- ▶ Compile Time
- ▶ Run Time
- ▶ Link Time
- ▶ None of the given options

Question No: 23 ( Marks: 1 ) - Please choose one

When an object of a class is defined inside another class then,

- ▶ Destructor of enclosing class will be called first
- ▶ Destructor of inner object will be called first
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 24 ( Marks: 1 ) - Please choose one

possible to define a class within another class.

▶ True

▶ False





se

It is

Question No: 25 ( Marks: 1 ) - Please choose one

---

and Delete are also used with\_ and data types as well. New

- ▶ Class, Objects
- ▶ Structures, Pointers
- ▶ Both Class and structures



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▶ None of above

Question No: 26 ( Marks: 1 ) - Please choose one

---

th

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

▶ True

▶ False

If it is required to copy an array to another array then,

▶ Both arrays must be of the same size and data type

▶ Both arrays may be of different size

▶ Both arrays may be of different data type

▶ Both arrays may be of different size and type

Question No: 2 ( Marks: 1 ) - Please choose one





Dealing with structures and functions passing by reference is the most economical method

▶ True

▶ False



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Question No: 3 ( Marks: 1 ) - Please choose one

eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ False

Question No: 4 ( Marks: 1 ) - Please choose one

Overloaded new operator function takes parameter of type *size\_t* and returns

▶ void (nothing)

▶ void pointer





► object pointer



# AR Lucky Term

► int pointer

Question No: 5 ( Marks: 1 ) - Please choose one

When new operator is overloaded at global level then corresponding built-in new operator will not be visible to whole of the program.

► True

► False

Question No: 6 ( Marks: 1 ) - Please choose one





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If there is more than one statement in the block of a for loop, which of the following must be placed at the beginning and the ending of the loop block?

▶ parentheses ( )

▶ braces { }



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▶ brackets [ ]

▶ arrows < >

Question No: 7 ( Marks: 1 ) - Please choose one

The return type of a function that do not return any value must be \_\_\_\_\_

▶ float

▶ int

▶ void

▶ double





Question No: 8 ( Marks: 1 ) - Please choose one

UNIX has been developed in language.



# AR Lucky Term

▶ JAVA

▶ B

▶ C

▶ FORTRAN

Question No: 9 ( Marks: 1 ) - Please choose one

Like member functions,\_\_\_\_\_can also access the private data members of a class.

▶ Non-member functions

▶ Friend functions

▶ Any function outside class



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► None of the given options



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Question No: 10

( Marks: 1 ) - Please choose one

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ It can be declared anywhere in class as these are not affected by the public and private keywords.

Question No: 11

( Marks: 1 ) - Please choose one





The operator function overloaded for an Assignment operator (=) must be



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- ▶ Non-member function of class
- ▶ Member function of class
- ▶ Friend function of class
- ▶ None of the given options

Question No: 12 ( Marks: 1 ) - Please choose one

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

- ▶ Functions
- ▶ Operators





► Manipulators



# AR Lucky Term

## ► Objects

Question No: 13 ( Marks: 1 ) - Please choose one

If a symbolic constant has been defined, it will be an error to define it again.

► True

► False

Question No: 14 ( Marks: 1 ) - Please choose one

The operator used for casting, in C, is standard\_\_\_operator.

► none of the given options.





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▶ cast

▶ cost

▶ const



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Question No: 15 ( Marks: 1 ) - Please choose one

Constructors can not be overloaded like ordinary functions.

▶ True

▶ False

Question No: 16 ( Marks: 1 ) - Please choose one

Which of the following function call is correct for the function prototype?

`defaultParameters ( int a, int b = 7, char z = '*' );`

▶ `defaultParameters (5);`





▶ defaultParameters (5, '8');



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▶ defaultParameters (6, '#');

▶ defaultParameters (0, 0, '\*', 0);

Question No: 17 ( Marks: 1 ) - Please choose one

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

▶ Zero

▶ One





▶ Two

▶ N arguments



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Question No: 18 ( Marks: 1 ) - Please choose one

We can not define a variable of user-defined data type in the class.

▶ True

▶ False

Question No: 19 ( Marks: 1 ) - Please choose one

When an object of a class is defined inside an other class then,





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- ▶ Constructor of enclosing class will be called first
  
- ▶ Constructor of inner object will be called first



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- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 20 ( Marks: 1 ) - Please choose one

The appropriate data type to store the number of rows and columns of the matrix is \_\_\_\_\_.

- ▶ float
- ▶ int
- ▶ char
- ▶ none of the given options.





Question No: 21 ( Marks: 1 ) - Please choose one

Class is a user defined\_\_.



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- ▶ data type
- ▶ memory referee
- ▶ value
- ▶ none of the given options.

Question No: 22 ( Marks: 1 ) - Please choose one

A pointer variable can be,

- ▶ Decrement
- ▶ Increment
- ▶ Multiplied





► Both Decremental and Decremental

Question No: 23 ( Marks: 1 ) - Please choose one



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NULL value has been defined in \_\_\_\_\_ and \_\_\_ header files.

▶ strings.h and iostream.h

▶ ctype.h and conio.c

▶ conio.c and conio.h

▶ stdlib.h and stddef.h

Question No: 24 ( Marks: 1 ) - Please choose one





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A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

---

- ▶ Write a separate class to handle each



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- ▶ Use templates
- ▶ Use strings to store all types
- ▶ None of the given options

Question No: 25 ( Marks: 1 ) - Please choose one

"setprecision" manipulator will set

- ▶ The number of digits after the decimal point
- ▶ The number of digits before the decimal point
- ▶ The number of digits in a number
- ▶ None of the given options





Question No: 26 ( Marks: 1 ) - Please choose one



# AR Lucky Term

Which of the following option will be true, if we overload "-=" operator?

- ▶ only - operator needs to be overloaded
- ▶ Minus (-) and = operators need to be overloaded
- ▶ the -= operator need to be overloaded explicitly
- ▶ the - and = operators need to be overloaded implicitly

Question No: 1 ( Marks: 1 ) - Please choose one

---

There are mainly ----- types of software





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▶ Two

▶ Three

▶ Four

▶ Five



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Question No: 2 ( Marks: 1 ) - Please choose one

---

When  $x = 7$ ; then the expression  $x \% = 2$ ; will calculate the value of  $x$  as,

▶ 1

▶ 3

▶ 7

▶ 2

Question No: 3 ( Marks: 1 ) - Please choose one

---

A pointer variable can be,

▶ Decrement only

▶ Increment only





► Multiplied only



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▶ Both 1 and 2

Question No: 4 ( Marks: 1 ) - Please choose one

---

setprecision is a parameter less manipulator.

▶ True

▶ False

Question No: 5 ( Marks: 1 ) - Please choose one

---

We can change a Unary operator to Binary operator through operator overloading.

▶ False

▶ True





Question No: 6 ( Marks: 1 ) - Please choose one



# AR Lucky Term

---

**delete** operator is used to return memory to free store which is allocated by the **new** operator

▶ True

▶ False

Question No: 7 ( Marks: 1 ) - Please choose one

---

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

▶ True

▶ False





Question No: 8 ( Marks: 1 ) - Please choose one

---

What is the functionality of the following statement?

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

- ▶ Default constructor will call for all objects of array
  
- ▶ Parameterized constructor will call for all objects of array
  
- ▶ Parameterized constructor will call for first 2 objects and default constructor for remaining objects
  
- ▶ Default constructor will call for first 3 objects and Parameterized constructor for remaining objects



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Question No: 9 ( Marks: 1 ) - Please choose one





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---

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

- ▶ Only block of memory is allocated for objects
  
- ▶ Only constructor is called for objects
  
- ▶ Memory is allocated first before calling constructor
  
- ▶ Constructor is called first before allocating memory

Question No: 10 ( Marks: 1 ) - Please choose one

---

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



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▶ True

▶ False



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Question No: 11 ( Marks: 1 ) - Please choose one

---

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

▶ short

▶ float

▶ int

▶ double

Question No: 12 ( Marks: 1 ) - Please choose one

---



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There is an array of characters having name „course“ that has to be initialized by string „programming“ which of the following is the correct way to do this,





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- i. `course[] = {„p“, „r“, „o“, „g“, „r“, „a“, „m“, „m“, „i“, „n“, „g“};`
- ii. `course[] = „programming“;`
- iii. `course[12] = „programming“;`
- iv. `course = „programming“;`

Choose the correct options.

▶ (i) and (ii) only

▶ (i) and (iv) only

▶ (i) and (iii) only

▶ (ii) and (iii) only

Question No: 13 ( Marks: 1 ) - Please choose one

---



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What will be the correct syntax of the following statement?

*ptr is a constant pointer to integer.*





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▶ `const int *ptr ;`

▶ `const *int ptr ;`

▶ `int const *ptr ;`

▶ `int *const ptr ;`

Question No: 14 ( Marks: 1 ) - Please choose one

---

Overloaded member operator function is always called by \_\_\_\_\_

▶ Class

▶ Object



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# AR Lucky Term

▶ Compiler

▶ Primitive data type

Question No: 15 ( Marks: 1 ) - Please choose one

---

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

▶ True

▶ False

Question No: 16 ( Marks: 1 ) - Please choose one

---

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





▶ new int(10) ;

▶ new int[10] ;

▶ int new(10) ;

▶ int new[10];

Question No: 17 ( Marks: 1 ) - Please choose one

---

The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_\_\_\_\_



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► inside, inside the class





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- ▶ inside, outside the class
  
- ▶ outside, inside the class
  
- ▶ outside, outside the class

Question No: 18 ( Marks: 1 ) - Please choose one

---

Like member functions, \_\_\_\_\_ can also access the private data members of a class.

- ▶ Non-member functions
  
- ▶ Friend functions
  
- ▶ Any function outside class



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► None of the given options





Question No: 19 ( Marks: 1 ) - Please choose one

---

To perform manipulation with input/output, we have to include \_\_\_\_ header file.

- ▶ iostream.h
- ▶ stdlib.h
- ▶ iomanip.h
- ▶ fstream.h

Question No: 20 ( Marks: 1 ) - Please choose one

---



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





- ▶ Functions
- ▶ Operators
- ▶ Manipulators
- ▶ Objects

Question No: 21 ( Marks: 1 ) - Please choose one

---

If we want to use stream insertion and extraction operators with\_\_\_then we have to overload these operators.

- ▶ int, float, double
- ▶ objects of class



# AR Lucky Term

► int, float, object





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▶ int, char, float

Question No: 22 ( Marks: 1 ) - Please choose one

---

The static data members of a class can be accessed by \_\_\_

- ▶ only class
- ▶ only objects
- ▶ both class and objects
- ▶ none of given options

Question No: 23 ( Marks: 1 ) - Please choose one

---



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Classes defined inside other classes are called \_\_\_\_\_ classes





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- ▶ looped
  
- ▶ nested
  
- ▶ overloaded
  
- ▶ none of the given options.

Question No: 24      ( Marks: 1 ) - Please choose one

---

Which value is returned by the destructor of a class?

- ▶ A pointer to the class.
  
- ▶ An object of the class.
  
- ▶ A status code determining whether the class was destructed correctly
  
- ▶ Destructors do not return a value.



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Question No: 25 ( Marks: 1 ) - Please choose one

---

Consider the following code segment

```
class M {
 friend int operator!(const M &);
 ...
};
```

```
!s // code of line implies that operator!(s)
...
```

Let assume if s is an object of the class then function is implemented as \_

---

► Member function

► Non-member function





► Binary operator function



# AR Lucky Term

- ▶ None of the given options

None of the given options

Question No: 26 ( Marks: 1 ) - Please choose one

---

When the compiler overloads the assignment (=) operator by default then \_

---

- ▶ compiler does member wise assignment.
- ▶ compiler does not allow default overload of assignment (=) operator
- ▶ member of the class are not assigned properly





► None of the given options



# AR Lucky Term

Question No: 27 ( Marks: 1 ) - Please choose one

---

If **text** is a pointer of class **String** then what is meant by the following statement?

```
text = new String [5];
```

- ▶ Creates an array of 5 string objects statically
  
- ▶ Creates an array of 5 string objects dynamically
  
- ▶ Creates an array of pointers to string
  
- ▶ Creates a string Object





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Question No: 28 ( Marks: 1 ) - Please choose one

---

Static variable which is defined in a function is initialized\_.

- ▶ Only once during its life time
- ▶ Every time the function call
- ▶ Compile time of the program
- ▶ None of the above

Question No: 29 ( Marks: 1 ) - Please choose one

---

The appropriate data type to store the number of rows and columns of the matrix is\_\_\_\_\_.

- ▶ float



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► int





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- ▶ char
  
- ▶ none of the given options.

Question No: 30 ( Marks: 1 ) - Please choose one

---

Copy constructor becomes necessary while dealing with allocation in the class.

- ▶ Dynamic memory
  
- ▶ Static memory
  
- ▶ Both Dynamic and Static memory
  
- ▶ None of the given options



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Question No: 1 ( Marks: 1 ) - Please choose one

---

In if structure the block of statements is executed only,

- ▶ When the condition is false
- ▶ When it contain arithmetic operators
- ▶ When it contain logical operators
- ▶ When the condition is true

Question No: 2 ( Marks: 1 ) - Please choose one

---

Header file: **fstream.h** includes the definition of the stream classes\_.





▶ ifstream, fstream, cout

▶ ifstream, fstream, ofstream



# AR Lucky Term

▶ fstream, cin, cout

▶ None of the above

Question No: 3 ( Marks: 1 ) - Please choose one

---

To access the data members of structure\_\_\_\_is used.

▶ dot operator (.)

▶ \* operator

▶ ? operator

▶ None of given.



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Question No: 4 <http://vustudents.ning.com> ( Marks: 1 ) - Please choose one

---

eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ False

Question No: 5 ( Marks: 1 ) - Please choose one

---

Which kind of functions can access private member variables of a class?

▶ Friend functions of the class



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- ▶ Private member functions of the class
- ▶ Public member functions of the class
- ▶ Friend, private and public functions





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Question No: 6 ( Marks: 1 ) - Please choose one

---

The return type of operator function must always be void.

▶ True

▶ False

Question No: 7 ( Marks: 1 ) - Please choose one

---

Friend function of a class is\_\_\_\_\_.



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▶ Member function





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▶ Non-member function

▶ Private function

▶ Public function

Question No: 8 ( Marks: 1 ) - Please choose one

---

Function implementation of friend function must be defined outside the class.

▶ True

▶ False



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Question No: 9 ( Marks: 1 ) <http://vustudents.ning.com>- Please choose one

---

The normal source of **cin** object is,





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▶ File

▶ Disk

▶ Keyboard

▶ RAM

Question No: 10 ( Marks: 1 ) - Please choose one

---

Which of the following is correct way to initialize a variable x of int type with value 10?



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▶ `int x ; x = 10;`

▶ `int x = 10;`



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▶ int x, x = 10;

▶ x = 10;

Question No: 11 ( Marks: 1 ) - Please choose one

---

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

```
int func(int) ; int
```

```
num = 10 ;
```

```
int main(){
```

```
int num ;
```

```
num = 5 ;
```

```
cout << num ;
```

```
cout << func(num) ;
```

```
}
```



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```
int func(int x){
return num ;
}
```





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▶ 5, 5

▶ 10, 5

▶ 5, 10

▶ 10, 10

Question No: 12 ( Marks: 1 ) -<http://vustudents.ning.com> Please choose one

---

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

▶ True



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► False





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Question No: 13

( Marks: 1 ) - Please choose one

---

What will be the correct syntax to declare two-dimensional array of float data type?

▶ `float arr{2}{2};`

▶ `float arr[2][2];`

▶ `float arr[2,2];`

▶ `float[2][2] arr;`



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# AR Lucky Term

Question No: 14 ( Marks: 1 ) - Please choose one

---





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The first parameter of operator function for << operator,

- ▶ Must be passed by value
- ▶ Must be passed by reference
- ▶ Can be passed by value or reference
- ▶ Must be object of class

Question No: 15 ( Marks: 1 ) - Please choose one

---

Heap is constantly changing in size.



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# AR Lucky Term

▶ True

▶ False





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Question No: 16

( Marks: 1 ) - Please choose one

---

While calling function, the arguments are assigned to the parameters from

---

- ▶ left to right.
- ▶ right to left
- ▶ no specific order is followed
- ▶ none of the given options.

Question No: 17

( Marks: 1 ) <http://vustudents.ning.com> - Please choose one

---

Classes defined inside other classes are called\_\_\_\_classes



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▶ looped

▶ nested

▶ overloaded



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▶ none of the given options.

Question No: 18 ( Marks: 1 ) - Please choose one

---

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI\_\_\_\_\_.

- ▶ can not be replaced
- ▶ None of the given options
- ▶ Remain constant.



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► can be changed by some operation

Question No: 19

( Marks: 1 ) - Please choose one

---



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Which value is returned by the destructor of a class?

- ▶ A pointer to the class.
- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctly
- ▶ Destructors do not return a value.

Question No: 20 ( Marks: 1 ) <http://vustudents.ning.com>- Please choose one

---

Every class contains\_\_\_\_\_.



# AR Lucky Term

► Constructor





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- ▶ Destructor
  
- ▶ Both a constructor and a destructor
  
- ▶ None of the given options

Question No: 21 ( Marks: 1 ) - Please choose one

---

A template function must have

- ▶ One or more than one arguments
  
- ▶ Only one argument



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► Zero arguments





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▶ None of the given options

Question No: 22 ( Marks: 1 ) - Please choose one

---

Structured Query Language is used for <http://vstudents.ning.com>

- ▶ Databases Management
- ▶ Networks
- ▶ Writing Operating System
- ▶ none of the given options

Question No: 23 ( Marks: 1 ) - Please choose one

---



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When a call to a user-defined function finishes, the variable defined inside the function is still in existence.





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▶ True

▶ False

Question No: 24 ( Marks: 1 ) - Please choose one

---

The precedence of an operator can be changed through operator overloading.

▶ True

▶ False

Question No: 25 ( Marks: 1 ) - Please choose one

---

A Matrix can be composed of ints, floats or doubles as their elements. Best



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# AR Lucky Term

way is to handle this ,

\_\_\_\_\_ <http://vustudents.ning.com>

▶ Write a separate class to handle each

▶ Use templates





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- ▶ Use strings to store all types
- ▶ None of the given options

Question No: 26 ( Marks: 1 ) - Please choose one

---

"**delete**" operator is used to return memory to free store, which is allocated by the "**new**" operator.

- ▶ True
- ▶ False

If it is required to copy an array to another array then,



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- ▶ Both arrays must be of the same size and data type
- ▶ Both arrays may be of different size
- ▶ Both arrays may be of different data type
- ▶ Both arrays may be of different size and type

Question No: 2 ( Marks: 1 ) - Please choose one

---

Dealing with structures and functions passing by reference is the most economical method

- ▶ True
- ▶ False





Question No: 3 ( Marks: 1 ) - Please choose one

---

eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ False

Question No: 4 ( Marks: 1 ) <http://vustudents.ning.com>- Please choose one

---

Overloaded new operator function takes parameter of type *size\_t* and returns

▶ void (nothing)

▶ void pointer



# AR Lucky Term

► object pointer





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► int pointer

Question No: 5 ( Marks: 1 ) - Please choose one

---

When new operator is overloaded at global level then corresponding built-in new operator will not be visible to whole of the program.

► True

► False

Question No: 6 ( Marks: 1 ) - Please choose one

---

If there is more than one statement in the block of a for loop, which of the following must be placed at the beginning and the ending of the



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loop block?

▶ parentheses ( )





▶ braces { }

▶ brackets [ ]

▶ arrows < >

Question No: 7 ( Marks: 1 ) - Please choose one

---

The return type of a function that do not return any value must be \_\_

<http://vustudents.ning.com>

▶ float

▶ int

▶ void

▶ double

Question No: 8 ( Marks: 1 ) - Please choose one



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---





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UNIX has been developed in \_\_\_\_\_ language.

▶ JAVA

▶ B

▶ C

▶ FORTRAN

Question No: 9

( Marks: 1 ) - Please choose one

---

Like member functions, \_\_\_\_\_ can also access the private data members of a class.

▶ Non-member functions



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# AR Lucky Term

▶ Friend functions

▶ Any function outside class



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- ▶ None of the given options

Question No: 10 ( Marks: 1 ) - Please choose one

---

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ It can be declared anywhere in class as these are not affected by the public and private keywords.

Question No: 11 ( Marks: 1 ) - Please choose one



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The operator function overloaded for an Assignment operator (=) must be





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<http://vustudents.ning.com>

- ▶ Non-member function of class
  
- ▶ Member function of class
  
- ▶ Friend function of class
  
- ▶ None of the given options

Question No: 12 ( Marks: 1 ) - Please choose one

---

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

- ▶ Functions



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# AR Lucky Term

► Operators





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▶ Manipulators

▶ Objects

Question No: 13 ( Marks: 1 ) - Please choose one

---

If a symbolic constant has been defined, it will be an error to define it again.

▶ True

▶ False

Question No: 14 ( Marks: 1 ) - Please choose one

---

The operator used for casting, in C, is standard\_\_\_\_operator.

▶ none of the given options.



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► cast





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► cost

► const

Question No: 15 ( Marks: 1 ) - Please choose one

---

Constructors can not be overloaded like ordinary functions.

► True

► False

Question No: 16 ( Marks: 1 ) - Please choose one

---

Which of the following function call is correct for the function prototype? defaultParameters ( int a, int b = 7, char z = „\*“ );



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# AR Lucky Term

► defaultParameters (5);





▶ defaultParameters (5, „8”);

▶ defaultParameters (6, „#”);

▶ defaultParameters (0, 0, „\*”, 0);

Question No: 17 ( Marks: 1 ) - Please choose one

---

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

▶ Zero

▶ One



# AR Lucky Term

► Two





► N arguments

Question No: 18 ( Marks: 1 ) - Please choose one

---

We can not define a variable of user-defined data type in the class.

► True

► False

Question No: 19 <http://vustudents.ning.com> ( Marks: 1 ) - Please choose one

---

When an object of a class is defined inside an other class then,



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- ▶ Constructor of enclosing class will be called first





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- ▶ Constructor of inner object will be called first
  
- ▶ Constructor and Destructor will be called simultaneously
  
- ▶ None of the given options

Question No: 20 ( Marks: 1 ) - Please choose one

---

The appropriate data type to store the number of rows and columns of the matrix is \_\_\_\_\_.

- ▶ float
  
- ▶ int
  
- ▶ char
  
- ▶ none of the given options.



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Question No: 21 ( Marks: 1 ) - Please choose one





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Class is a user defined\_\_.

- ▶ data type
- ▶ memory referee
- ▶ value
- ▶ none of the given options.

<http://vustudents.ning.com>

Question No: 22 ( Marks: 1 ) - Please choose one

---

A pointer variable can be,

- ▶ Decrementd
- ▶ Incremented
- ▶ Multiplied



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# AR Lucky Term

► Both Decrement and Decrement





Question No: 23 ( Marks: 1 ) - Please choose one

---

NULL value has been defined in \_\_\_\_\_ and \_\_ header files.

▶ strings.h and iostream.h

▶ ctype.h and conio.c

▶ conio.c and conio.h

▶ stdlib.h and stddef.h

Question No: 24 ( Marks: 1 ) <http://vustudents.ning.com>- Please choose one



# AR Lucky Term

---





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A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

---

- ▶ Write a separate class to handle each
  
- ▶ Use templates
  
- ▶ Use strings to store all types
  
- ▶ None of the given options

Question No: 25 ( Marks: 1 ) - Please choose one

---

"setprecision" manipulator will set

- ▶ The number of digits after the decimal point
  
- ▶ The number of digits before the decimal point
  
- ▶ The number of digits in a number



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► None of the given options





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Question No: 26 ( Marks: 1 ) - Please choose one

---

Which of the following option will be true, if we overload "-=" operator?

- ▶ only - operator needs to be overloaded
- ▶ Minus (-) and = operators need to be overloaded
- ▶ the -= operator need to be overloaded explicitly
- ▶ the - and = operators need to be overloaded implicitly

If it is required to copy an array to another array then,

- ▶ Both arrays must be of the same size and data type



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- ▶ Both arrays may be of different size
- ▶ Both arrays may be of different data type
- ▶ Both arrays may be of different size and type

Question No: 2 ( Marks: 1 ) - Please choose one

---

Dealing with structures and functions passing by reference is the most economical method

- ▶ True
- ▶ False





Question No: 3 ( Marks: 1 ) - Please choose one

---

eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ False

Question No: 4 ( Marks: 1 ) <http://vustudents.ning.com>- Please choose one

---

Overloaded new operator function takes parameter of type *size\_t* and returns

▶ void (nothing)

▶ void pointer



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► object pointer





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► int pointer

Question No: 5 ( Marks: 1 ) - Please choose one

---

When new operator is overloaded at global level then corresponding built-in new operator will not be visible to whole of the program.

► True

► False

Question No: 6 ( Marks: 1 ) - Please choose one

---

If there is more than one statement in the block of a for loop, which of the following must be placed at the beginning and the ending of the



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loop block?

▶ parentheses ( )





▶ braces { }

▶ brackets [ ]

▶ arrows < >

Question No: 7 ( Marks: 1 ) - Please choose one

---

The return type of a function that do not return any value must be \_\_

<http://vustudents.ning.com>

▶ float

▶ int

▶ void

▶ double

Question No: 8 ( Marks: 1 ) - Please choose one



# AR Lucky Term

---





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UNIX has been developed in \_\_\_\_\_ language.

- ▶ JAVA
- ▶ B
- ▶ C
- ▶ FORTRAN

Question No: 9 ( Marks: 1 ) - Please choose one

---

Like member functions, \_\_\_\_\_ can also access the private data members of a class.

- ▶ Non-member functions
- ▶ Friend functions
- ▶ Any function outside class
- ▶ None of the given options



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Question No: 10

( Marks: 1 ) - Please choose one

---

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ It can be declared anywhere in class as these are not affected by the public and private keywords.

Question No: 11

( Marks: 1 ) - Please choose one

---

The operator function overloaded for an Assignment operator (=) must be

<http://vustudents.ning.com>





► Non-member function of class



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- ▶ Member function of class
- ▶ Friend function of class
- ▶ None of the given options

Question No: 12 ( Marks: 1 ) - Please choose one

---

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

- ▶ Functions
- ▶ Operators
- ▶ Manipulators
- ▶ Objects



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Question No: 13 ( Marks: 1 ) - Please choose one

---

If a symbolic constant has been defined, it will be an error to define it again.

- ▶ True
- ▶ False

Question No: 14 ( Marks: 1 ) - Please choose one

---

The operator used for casting, in C, is standard\_\_\_operator.

- ▶ none of the given options.
- ▶ cast
- ▶ cost



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► const





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Question No: 15 ( Marks: 1 ) - Please choose one

---

Constructors can not be overloaded like ordinary functions.

▶ True

▶ False

Question No: 16 ( Marks: 1 ) - Please choose one

---

Which of the following function call is correct for the function prototype? defaultParameters ( int a, int b = 7, char z = „\*“ );

▶ defaultParameters (5);

▶ defaultParameters (5, „8“);



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# AR Lucky Term

▶ defaultParameters (6, „#“);





▶ defaultParameters (0, 0, „\*”, 0);

Question No: 17 ( Marks: 1 ) - Please choose one

---

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

▶ Zero

▶ One

▶ Two

▶ N arguments



# AR Lucky Term

Question No: 18

( Marks: 1 ) - Please choose one

---

We can not define a variable of user-defined data type in the class.

▶ True

▶ False

**Question No: 19** ( Marks: 1 ) - Please choose one

---

When an object of a class is defined inside an other class then,

▶ Constructor of enclosing class will be called first

▶ Constructor of inner object will be called first





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- ▶ Constructor and Destructor will be called simultaneously
  
- ▶ None of the given options

Question No: 20 ( Marks: 1 ) - Please choose one

---

The appropriate data type to store the number of rows and columns of the matrix is \_\_\_\_\_.

- ▶ float
  
- ▶ int
  
- ▶ char
  
- ▶ none of the given options.

Question No: 21 ( Marks: 1 ) - Please choose one

---



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Class is a user defined\_\_.

▶ data type





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- ▶ memory referee
  
- ▶ value
  
- ▶ none of the given options.

<http://vustudents.ning.com>

**Question No: 22 ( Marks: 1 ) - Please choose one**

---

A pointer variable can be,

- ▶ Decrement
  
- ▶ Increment
  
- ▶ Multiplied
  
- ▶ Both Decrement and Increment



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# AR Lucky Term

Question No: 23

( Marks: 1 ) - Please choose one

---





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NULL value has been defined in \_\_\_\_\_ and \_\_ header files.

▶ strings.h and iostream.h

▶ ctype.h and conio.c

▶ conio.c and conio.h

▶ stdlib.h and stddef.h

**Question No: 24 ( Marks: 1 ) <http://vustudents.ning.com>- Please choose one**

---

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

---



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- ▶ Write a separate class to handle each





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- ▶ Use templates
  
- ▶ Use strings to store all types
  
- ▶ None of the given options

Question No: 25 ( Marks: 1 ) - Please choose one

---

"setprecision" manipulator will set

- ▶ The number of digits after the decimal point
  
- ▶ The number of digits before the decimal point
  
- ▶ The number of digits in a number
  
- ▶ None of the given options

Question No: 26 ( Marks: 1 ) - Please choose one



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Which of the following option will be true, if we overload "-=" operator?





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- ▶ only - operator needs to be overloaded
- ▶ Minus (-) and = operators need to be overloaded
- ▶ the -= operator need to be overloaded explicitly
- ▶ the - and = operators need to be overloaded implicitly

\*.doc is \_\_\_\_\_ by type.

.

▶ Sequential File

▶ Random Access File



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▶ Data File

▶ Record File

Question No: 2 ( Marks: 1 ) - Please choose one

---





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Which of the following is NOT a preprocessor directive?

▶ #error

▶ #define

▶ #line

▶ #undef

Question No: 3 ( Marks: 1 ) - Please choose one

---



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The return type of operator function must always be void.





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▶ True

▶ False

Question No: 4 ( Marks: 1 ) - Please choose one

---

What does (**\*this**) represents?

▶ The current function of the class

▶ The current pointer of the class

▶ The current object of the class



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▶ A value of the data member





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Question No: 5 ( Marks: 1 ) - Please choose one

---

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

- ▶ Read a string from keyboard
- ▶ Read a character from keyboard
- ▶ Read a string from file
- ▶ Read a character from file

Question No: 6 ( Marks: 1 ) - Please choose one

---



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When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

<http://vustudents.ning.com>





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▶ True

▶ False

Question No: 7 ( Marks: 1 ) - Please choose one

---

Overloaded new operator function takes parameter of type *size\_t* and returns

▶ void (nothing)

▶ void pointer

▶ object pointer



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# AR Lucky Term

► int pointer





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Question No: 8 ( Marks: 1 ) - Please choose one

---

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

▶ True

▶ False

Question No: 9 <http://vustudents.ning.com> ( Marks: 1 ) - Please choose one

---

C++  
is a case-sensitive language

▶ True



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# AR Lucky Term

► False

Question No: 10 ( Marks: 1 ) - Please choose one

---

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





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▶ #include "iostream.h"

▶ include <iostream.h>

▶ include <iostream.h>

▶ #include <iostream.h>

Question No: 11 ( Marks: 1 ) - Please choose one

---

A template function must have only generic data types.

▶ True

▶ False



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Question No: 12

( Marks: 1 ) - Please choose one

---

Template class can not have static variables.

▶ True



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▶ False

Question No: 13 <http://vustudents.ning.com> ( Marks: 1 ) - Please choose one

---

**What will be the correct syntax to assign an array named *arr* of 5 elements to a pointer *ptr*?**

▶ `*ptr = arr ;`

▶ **`ptr = arr ;`**

▶ `*ptr = arr[5] ;`

▶ **`ptr = arr[5] ;`**



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Question No: 14 ( Marks: 1 ) - Please choose one

---

What will be the correct syntax to access the value of fourth element of an array using pointer ptr?





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▶ ptr[3]

▶ (ptr+3)

▶ \*(ptr+3)

▶ Both 1 and 3

Question No: 15 ( Marks: 1 ) - Please choose one

---

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

▶ True

▶ False



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Question No: 16 <http://vustudents.ning.com> ( Marks: 1 ) - Please choose one

\_\_\_\_\_ If  
there is a symbol (& sign) used with the variable name followed by data  
type then it refers to \_\_\_\_\_  
\_\_\_\_\_ and if & is being used with  
variable name then it refers to \_\_\_\_\_.





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- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable
- ▶ Reference variable, address of variable
- ▶ Address of variable, value of variable

Question No: 17 ( Marks: 1 ) - Please choose one

---

We can also do conditional compilation with preprocessor directives.

- ▶ True
- ▶ False



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Question No: 18 ( Marks: 1 ) - Please choose one

---

The default value of a parameter can be provided inside the \_\_\_\_\_





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- ▶ function prototype
- ▶ function definition
- ▶ both function prototype or function definition
- ▶ none of the given options.

Question No: 19 ( Marks: 1 ) - Please choose one

---

Classes defined inside other classes are called \_\_\_\_ classes

- ▶ looped
- ▶ nested
- ▶ overloaded



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# AR Lucky Term

► none of the given options.





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Question No: 20 ( Marks: 1 ) - Please choose one

---

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ All of the given options

Question No: 21 ( Marks: 1 ) - Please choose one

---

Every class contains\_\_\_\_\_.



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# AR Lucky Term

► Constructor





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- ▶ Destructor
  
- ▶ Both a constructor and a destructor
  
- ▶ None of the given options

Question No: 22 <http://vustudents.ning.com> ( Marks: 1 ) - Please choose one

\_\_\_\_\_ new  
operator is used to allocate memory from the free store during

- ▶ Compile Time
  
- ▶ Run Time



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# AR Lucky Term

▶ Link Time





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▶ None of the given options

Question No: 23 ( Marks: 1 ) - Please choose one

---

When an object of a class is defined inside another class then,

▶ Destructor of enclosing class will be called first

▶ Destructoer of inner object will be called first

▶ Constructor and Destructor will be called simultaneously

▶ None of the given options

Question No: 24 ( Marks: 1 ) - Please choose one

---

It



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is possible to define a class within another class.

▶ True





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▶ False

Question No: 25 ( Marks: 1 ) - Please choose one

---

New and Delete are also used with \_\_\_\_\_ and data types as well.

▶ Class, Objects

▶ Structures, Pointers

▶ Both Class and structures

▶ None of above

Question No: 26 ( Marks: 1 ) - Please choose one



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

<http://vustudents.ning.com>

▶ True





▶ False

Pointer is a variable which store,

▶ Data

▶ Memory Address

▶ Data Type

▶ Values

Question No: 2 ( Marks: 1 ) - Please choose one

---

All preprocessor directives are started with the symbol\_\_.

▶ \*

▶ +



# AR Lucky Term

+





▶ @

▶ #

Question No: 3 <http://vustudents.ning.com> ( Marks: 1 ) - Please choose one

---

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

▶ True

▶ False

Question No: 4 ( Marks: 1 ) - Please choose one

---

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



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- ▶ Only block of memory is deallocated for objects





- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ Destructor is called first before deallocating memory

Question No: 5 ( Marks: 1 ) - Please choose one

---

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.  
<http://vustudents.ning.com>

- ▶ True
- ▶ False



# AR Lucky Term

Question No: 6 ( Marks: 1 ) - Please choose one





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---

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

▶ `#include "iostream.h"`

▶ `include <iostream.h>`

▶ `include <iostream.h>`

▶ `#include <iostream.h>`

Question No: 7 <http://vustudents.ning.com> ( Marks: 1 ) - Please choose one

---

The number 544.53 must be stored in \_\_ data type.

▶ `int`

▶ `short`



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# AR Lucky Term

▶ float





▶ char

Question No: 8 ( Marks: 1 ) - Please choose one

---

A template function can have different type of arguments.

▶ True

▶ False

Question No: 9 ( Marks: 1 ) - Please choose one

---

**For which values of the integer `_value` will the following code becomes an infinite loop?**

```
int
```

```
number=
```

```
1;while
```

```
(true) {
```



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```
cout << number;
```

```
if (number == 3)
```

```
break; number +=
```

```
integer_value; }
```



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▶ any number other than 1 or 2

▶ only 0

▶ only 1

▶ only 2

Question No: 10 ( Marks: 1 ) - Please choose one

---

Template class cannot have static variables. <http://vustudents.ning.com>

▶ True

▶ False

Question No: 11 ( Marks: 1 ) - Please choose one

---



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Which of the following is used with bit manipulation?





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- ▶ Signed integer
- ▶ Un-signed integer
- ▶ Signed double
- ▶ Un-signed double

Question No: 12 ( Marks: 1 ) - Please choose one

---

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

- ▶ Only Functions
- ▶ Only Variables
- ▶ Both Functions and Variables



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► None of the given options





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Question No: 13 ( Marks: 1 ) - Please choose one

---

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

▶ `new int(10) ;`

▶ `new int[10] ;`

▶ `int new(10) ;`

▶ `int new[10];`



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Question No: 14

( Marks: 1 ) - Please choose one

---

Unary operator implemented as member function takes arguments whereas non-member function takes \_\_\_\_\_ arguments.

▶ One, zero

▶ Zero, one

▶ One, two

▶ Two, one

Question No: 15

( Marks: 1 ) - Please choose one

---





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The first parameter of overloaded stream insertion operator is\_\_\_where  
second parameter is  
\_\_\_\_\_ <http://vustudents.ning.com>



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- ▶ input stream, object of class
- ▶ object of class, output stream
- ▶ output stream, object of class
- ▶ object of class, input stream

Question No: 16 ( Marks: 1 ) - Please choose one

---

We can also do conditional compilation with preprocessor directives.

- ▶ True
- ▶ False

Question No: 17 ( Marks: 1 ) - Please choose one

---





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If a symbolic constant has been defined, it will be an error to define it again.

▶ True

▶ False

Question No: 18 ( Marks: 1 ) - Please choose one

---

While calling function, the arguments are assigned to the parameters from\_\_\_\_\_.

▶ left to right.

▶ right to left

▶ no specific order is followed

▶ none of the given options.

Question No: 19 ( Marks: 1 ) - Please choose one

---



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Classes defined inside other classes are called \_\_\_\_ classes





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- ▶ looped
- ▶ **nested**
- ▶ overloaded
- ▶ none of the given options.

Question No: 20 ( Marks: 1 ) - Please choose one

---

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI\_.

- ▶ cannot be replaced
- ▶ None of the given options



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► Remain constant.





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- ▶ can be changed by some operation

Question No: 21 ( Marks: 1 ) - Please choose one

---

assignment operator is ----- associative. <http://vustudents.ning.com>

- ▶ right

- ▶ left

- ▶ binary

- ▶ unary



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Question No: 22

( Marks: 1 ) - Please choose one





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If **text** is a pointer of class **String** then what is meant by the following statement?

```
text = new String [5];
```

- ▶ Creates an array of 5 string objects statically
- ▶ Creates an array of 5 string objects dynamically
- ▶ Creates an array of pointers to string
- ▶ Creates a string Object



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Question No: 23

( Marks: 1 ) - Please choose one

---





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The return type of the operator function for << operator is \_\_\_\_.

- ▶ class for which we overload operator
- ▶ reference of ostream class (ostream&)
- ▶ reference of istream class (istream&)
- ▶ void

Question No: 24 ( Marks: 1 ) - Please choose one

---

The code is written to\_\_the program.

- ▶ implement
- ▶ design



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- ▶ analysis
- ▶ none of the given options.





Question No: 25 ( Marks: 1 ) - Please choose one

---

Memory allocated at run time is a system resource and it is the responsibility of \_\_\_\_\_ to de-allocate the memory. <http://vustudents.ning.com>

- ▶ System
- ▶ Programmer
- ▶ User of program
- ▶ None of given options



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Question No: 26 ( Marks: 1 ) - Please choose one

---





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Templates are not type safe.

▶ true

▶ false

Question # 1

What does  $5 | 6$  , evaluate to in decimal where ' $|$ ' is bitwise OR operator?

1): 3

2): 4

3): 5

4): 7



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Correct Option :

From :

## Question # 2

We can also use member functions with cin and cout objects

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

Correct Option :

2

From :

## Question # 3

If the statements

```
int j,k;
```

```
j = 123;
```

```
k = 234;
```

```
int* q, * r;
```

```
cout << *q << ' ' << * r;
```

are executed, what will be displayed?

- 1) : The values of j and k
- 2) : The addresses of q and r
- 3) : The addresses of j and k
- 4) : garbage values

Correct Option :

4

From :

Lecture 14

## Question # 4

Which one of the following operators is a unary operator?

- 1) : OR ( || )
- 2) : AND ( && )
- 3) : XOR ( ^ )
- 4) : Complement operator ( ~ )

Correct Option :

4

From :

Lecture 16

## Question # 5

The statement i++; is equivalent to

- 1) : i = i + i;
- 2) : i = i + 1;
- 3) : i = i - 1;
- 4) : i --;

Correct Option :

2

From :

Lecture 16

## Question # 6

A variable which is defined inside a function is called

- 1) : Automatic variable





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- 2): Global variable
- 3): Functional variable
- 4): None of the given option

**Correct Option :** 3

**From :** Lecture 16

**Question # 7**

If we open a file stream myfile for reading, what will give us the current position of the filepointer?

- 1): tellg()
- 2): tellp()
- 3): seekg()
- 4): seekp()

**Correct Option :** 1

**From :** Lecture 19

**Question # 8**

Application Software's are use to

- 1): Type letters
- 2): Control computer hardware
- 3): Solve end user problems
- 4): Develop Graphics

**Correct Option :** 3

**From :** Lecture 2

**Question # 9**

When we write a class template the first line must be:

- 1): `template < class class_type>`
- 2): `template < class data_type>`
- 3): `template < class T >`, Here T can be replaced with any name but it is preferable.
- 4): class template

**Correct Option :** 3

**From :** Lecture 21

**Question # 10**

When a macro takes arguments then it is called\_\_\_\_\_.

- 1): Function
- 2): Procedure
- 3): Parameterized macro
- 4): Simple macro

**Correct Option :** 3

**From :** Lecture 23

**Question # 11**

By default an array of characters is passed by value to a function,

- 1): TRUE
- 2): FALSE
- 3):
- 4):

**Correct Option :** 2

**From :** Lecture 23

**Question # 12**

Using dynamic memory is more efficient then the static memory.

- 1): True
- 2): FALSE
- 3):



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4):





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**Correct Option :** 1

**From :** Lecture 24

**Question # 13**

Using dynamic memory is more \_\_\_\_\_ than the static memory.

- 1) : Costly
- 2) : Expansive
- 3) : efficient
- 4) : Difficult

**Correct Option :** 3

**From :** Lecture 24

**Question # 14**

Before exiting the program, make sure that the allocated memory has freed.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct Option :** 1

**From :** Lecture 24

**Question # 15**

A preprocessor directive is identified by \_\_\_\_\_ symbol

- 1) : #
- 2) : \$
- 3) : %
- 4) : ##

**Correct Option :** 1

**From :** Lecture 25

**Question # 16**

The default constructor has no arguments

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct Option :** 1

**From :** Lecture 26

**Question # 17**

The data members of the class are initialized at runtime

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct Option :** 1

**From :** Lecture 26

**Question # 18**

The data members of the class are initialized at creation Time

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

**Correct Option :** 2

**From :** Lecture 26



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Question # 19





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The function call to a default constructor

- 1): looks like any function call, except there is no return value
- 2): never takes any arguments
- 3): creates but cannot initialize an object
- 4): is made automatically when an object is created

**Correct Option :** 4

**From :** Lecture 26

**Question # 20**

A friend function of a class has access

- 1): To all data member and functions of the class
- 2): Only to other friend functions of the class
- 3): Only to private data of the class
- 4): Only to public data of the class

**Correct Option :** 3

**From :** Lecture 26

**Question # 21**

The new operator

- 1): is used to declare objects or variables
- 2): can not create and initialize an object
- 3): names an object or variable
- 4): can allocate an appropriate amount of memory for an object or variable

**Correct Option :** 4

**From :** Lecture 26

**Question # 22**

Explicitly write keyword private in the class definition

- 1): True
- 2): FALSE
- 3):
- 4):

**Correct Option :** 1

**From :** Lecture 26

**Question # 23**

There is a class Student, Which one of the following is a valid destructor for this class.

- 1): Student();
- 2): ~ Student();
- 3): ~ Student(int);
- 4): int~ Student();

**Correct Option :** 2

**From :** Lecture 27

**Question # 24**

The reserved words public and private comes under the category

- 1): structures
- 2): strings
- 3): accessibility modifiers
- 4): types of functions

**Correct Option :** 1

**From :** Lecture 27

**Question # 25**

There is a class Student, Which one of the following is a valid destructor for this class.

- 1): Student();



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2): Student(int);



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**3) :** ~ Student();

**4) :** ~ Student(int);

**Correct Option :** 3

**From :** Lecture 27

**Question # 26**

**The function call to a default constructor**

**1) :** looks like any function call, except there is no return value

**2) :** is made automatically when an object is created

**3) :** creates but cannot initialize an object

**4) :** never takes any arguments

**Correct Option :** 2

**From :** Lecture 27

**Question # 27**

**The new operator**

**1) :** can allocate an appropriate amount of memory for an object or variable

**2) :** can not create and initialize an object

**3) :** is used to declare objects or variables

**4) :** returns a pointer to an object or variable

**Correct Option :** 4

**From :** Lecture 28

**Question # 28**

**The new operator**

**1) :** is used to declare objects or variables

**2) :** can not create and initialize an object

**3) :** names an object or variable

**4) :** can allocate an appropriate amount of memory for an object or variable

**Correct Option :** 4

**From :** Lecture 28

**Question # 29**

**Which of the following operators can not be overloaded?**

**1) :** new

**2) :** delete

**3) :** +=

**4) :** sizeof

**Correct Option :** 2

**From :** Lecture 28

**Question # 30**

**Analyze the following code**

```
class myclass
{
private:
float x,y;
public:
void myclass (float
a, float b)
{
x=a;y=b;
```



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```
}
void diplay()
{ cout<<ENDL<<X<<ENDL<<Y;
}
};
```

What is wrong with the above code?

1) :           The member functions should be private



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- 2): constructor must not have a return type
- 3): The constructor should have no body
- 4): There is no error in the given code

Correct Option : 2

From : Lecture 28

#### Question # 31

this is a pointer which always points to the current object.

- 1): TRUE
- 2): FALSE
- 3):
- 4):

Correct Option : 1

From : Lecture 28

#### Question # 32

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

- 1): new int(10);
- 2): new int[10];
- 3): int new(10);
- 4): int new[10];

Correct Option : 4

From : Lecture 28

#### Question # 33

The function free() returns back the allocated memory got through calloc and malloc to \_\_\_\_\_.

- 1): stack
- 2): heap
- 3): stack and heap
- 4): None of the given options

Correct Option : 2

From : Lecture 28

#### Question # 34

Whenever new operator is used, no number of bytes or sizeof operator is required.

- 1): True
- 2): FALSE
- 3):
- 4):

Correct Option : 1

From : Lecture 28

#### Question # 35

If the memory in the free store is not sufficient enough to fulfill the request, malloc() function returns NO pointer.

- 1): True
- 2): FALSE
- 3):
- 4):

Correct Option : 2

From : Lecture 28

#### Question # 36

A friend function

- 1): must be having a prototype with no arguments



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2) : can access the private data of the class that declares it a friend



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- 3): cannot access the data members of a class
- 4): must be invoked by the class that declares it a friend

**Correct Option :** 2 **From :** Lecture 29

**Question # 37**

A function declaration has the same relationship to a function definition that

- 1): a class definition has to an object definition
- 2): an object declaration has to an object
- 3): a variable has to a variable declaration
- 4): a variable declaration has to the variable itself

**Correct Option :** 3 **From :** Lecture 29

**Question # 38**

A friend function

- 1): must be having a prototype with no arguments
- 2): must be invoked by the class that declares it a friend
- 3): must be invoked by an object of the class that declares it a friend
- 4): can access the private data of the class that declares it a friend

**Correct Option :** 4 **From :** Lecture 29

**Question # 39**

The reserved words public and private comes under the category

- 1): structures
- 2): strings
- 3): accessibility modifiers
- 4): types of functions

**Correct Option :** 3 **From :** Lecture 29

**Question # 40**

The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_\_\_\_\_

- 1): inside, inside the class
- 2): inside, outside the class
- 3): outside, inside the class
- 4): outside, outside the class

**Correct Option :** 2 **From :** Lecture 29

**Question # 41**

In functions that return reference, use \_\_\_\_\_ variables.

- 1): Local
- 2): Global
- 3): Global or static
- 4): None of the given option

**Correct Option :** 3 **From :** Lecture 30

**Question # 42**

Operator Overloading is quite similar to Function Overloading.

- 1): True
- 2): FALSE
- 3):
- 4):



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Correct Option : 1

From : Lecture 30





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**Question # 43**

There are two types of operators to overload: unary and binary.

- 1): True
- 2): FALSE
- 3):
- 4):

**Correct Option :** 1

**From :** Lecture 30

**Question # 44**

The declarator of Minus(-) member operator function is

- 1): Class-Name operator - (Class-Name rhs)
- 2): operator Class-Name - ( )
- 3): operator Class-Name - ( rhs)
- 4): Class-Name operator - ( )

**Correct Option :**

**From :** Lecture 30

**Question # 45**

Operator functions written as non-members but friends of the class, get both the operands as their arguments.

- 1): True
- 2): FALSE
- 3):
- 4):

**Correct Option :** 1

**From :** Lecture 30

**Question # 46**

We cannot do arithmetic with references like pointers.

- 1): True
- 2): FALSE
- 3):
- 4):

**Correct Option :** 1

**From :** Lecture 30

**Question # 47**

In functions that return reference, use global or static variables.

- 1): True
- 2): FALSE
- 3):
- 4):

**Correct Option :** 1

**From :** Lecture 30

**Question # 48**

In functions that return reference, use only static variables.

- 1): True
- 2): FALSE
- 3):
- 4):

**Correct Option :** 2

**From :** Lecture 30

**Question # 49**



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The reference data types are used as ordinary variables without any dereference operator.





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- 1): True
- 2): FALSE
- 3):
- 4):

Correct Option : 1

From : Lecture 30

#### Question # 50

Which of the following operators can not be overloaded?

- 1): new
- 2): delete
- 3): +=
- 4): sizeof

Correct Option : 3

From : Lecture 31

#### Question # 51

The declarator of Plus (+) member operator function is

- 1): Class-Name operator + (Class-Name rhs)
- 2): operator Class-Name + ( )
- 3): operator Class-Name + ( rhs)
- 4): Class-Name operator + ( )

Correct Option : 1

From : Lecture 31

#### Question # 52

We can create a new operator through operator overloading.

- 1): TRUE
- 2): FALSE
- 3):
- 4):

Correct Option : 2

From : Lecture 31

#### Question # 53

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

- 1): Right object of the assignment operator
- 2): Left object of the assignment operator
- 3): Both objects will call the assignment operator
- 4): No object will call the assignment operator

Correct Option : 3

From : Lecture 31

#### Question # 54

Which statement about operator overloading is false?

- 1): New operators can never be created
- 2): Certain overloaded operators can change the number of arguments they take.
- 3): The precedence of an operator cannot be changed by overloading.
- 4): Overloading cannot change how an operator works on built-in types.

Correct Option : 2

From : Lecture 31

#### Question # 55

Initializing the data members in the definition of the class is \_\_\_\_\_

- 1): syntax error
- 2): logical error



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3): not an error



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4): none of the given options

**Correct Option :** 2

**From :** Lecture 31

**Question # 56**

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

1): True

2): FALSE

3):

4):

**Correct Option :** 1

**From :** Lecture 32

**Question # 57**

If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program the value of PI \_\_\_\_\_.

1): can not be replaced

2): None of the given options

3): Remain constant.

4): can be changed by some operation

**Correct Option :** 3

**From :** Lecture 34

**Question # 58**

The default constructor is defined by the C++ compiler automatically for every class that has no default constructor (parameterless constructor) defined already.

1): True

2): FALSE

3):

4):

**Correct Option :** 1

**From :** Lecture 36

**Question # 59**

The default constructor (parameterless constructor) is called for each element in the array allocated with new.

1): True

2): FALSE

3):

4):

**Correct Option :** 1

**From :** Lecture 36

**Question # 60**

The new operator returns a Type \*, accepts a parameter of type size\_t.

1): True

2): FALSE

3):

4):

**Correct Option :** 2

**From :** Lecture 36

**Question # 61**

The new operator returns a void \*, accepts a parameter of type size\_t.

1): True

2): FALSE

3):



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4):

Correct Option : 1

From : Lecture 36

**Question # 62**

The delete operator returns nothing (void) and accepts a pointer of void \* to the memoryblock.

1): True

2): FALSE

3):

4):

Correct Option : 1

From : Lecture 36

**Question # 63**

The delete operator returns nothing (void) and accepts a pointer of type \* to the memoryblock.

1): True

2): FALSE

3):

4):

Correct Option : 2

From : Lecture 36

**Question # 64**

By overloading new and delete operators, only allocation and deallocation part can be overridden.

1): True

2): FALSE

3):

4):

Correct Option : 1

From : Lecture 36

**Question # 65**

new and delete can overload in c++

1): True

2): FALSE

3):

4):

Correct Option : 2

From : Lecture 36

**Question # 66**

By overloading the array operator ( [] ), one can implement mechanism to check for arraybound.

1): True

2): FALSE

3):

4):

Correct Option : 1

From : Lecture 36

**Question # 67**

Stream insertion ( << ) and extraction operators ( >> ) are always implemented as \_\_\_\_\_ functions.

1): Member

2): non-member



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3): Inside



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4): Out Side

**Correct Option :** 2

**From :** Lecture 37

**Question # 68**

For operator >>, the second parameter must also be passed by reference.

1): True

2): FALSE

3):

4):

**Correct Option :** 1

**From :** Lecture 37

**Question # 69**

Static member functions

1): must be declared inside the class definition, but defined outside it

2): must be declared private

3): have multiple copies for the entire class

4): can access only static data

**Correct Option :** 4

**From :** Lecture 38

**Question # 70**

A copy constructor

1): creates an object initialized with the same data as an existing object

2): takes an arbitrary number of arguments

3): copies the data of any two constructors in that class

4): takes no arguments

**Correct Option :** 1

**From :** Lecture 39

**Question # 71**

A copy constructor

1): takes no arguments

2): copies the data of any two constructors in that class

3): creates an object initialized with the same data as an existing object

4): creates a new object that later may be assigned the data of an existing object

**Correct Option :** 3

**From :** Lecture 39

**Question # 72**

A class can contain instances of other classes as its data members.

1): True

2): FALSE

3):

4):

**Correct Option :** 1

**From :** Lecture 40

**Question # 73**

The inner data members of the object are constructed and then the object itself.

1): True

2): FALSE

3):

4):

**Correct Option :** 1

**From :** Lecture 40



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## Question # 74

The order of destruction of an object is equal to this construction order, where the outer object is destroyed first before the inner data members.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 2 From : Lecture 40

## Question # 75

Initializer list is used to initialize the inner objects at the construction time.

- 1) : True
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 1 From : Lecture 40

## Question # 76

In C++, we can have structures or classes defined inside classes. Classes defined within other classes are called \_\_\_ classes.

- 1) : nested
- 2) : Child
- 3) : Parent
- 4) : Branch

Correct Option : 1 From : Lecture 40

## Question # 77

Static member functions

- 1) : must be declared inside the class definition, but defined outside it
- 2) : must be declared private
- 3) : have multiple copies for the entire class
- 4) : can access only static data

Correct Option : 4 From : Lecture 41

## Question # 78

The template functions do NOT promote the code reuse

- 1) : TRUE
- 2) : FALSE
- 3) :
- 4) :

Correct Option : 2 From : Lecture 41

## Question # 79

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

- 1) : From left to right
- 2) : From right to left
- 3) : In the order in which they are defined within class
- 4) : None of the given options





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Correct Option :

3

From :

Lecture 41

Question # 80

It is possible to define a class within another class.



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- 1): TRUE
- 2): FALSE
- 3):
- 4):

**Correct Option :** 1

**From :** Lecture 41

## Question # 81

When ever dynamic memory allocation is made in C/C++, it is freed \_\_\_\_\_.

- 1): Explicitly
- 2): Implicitly
- 3): Both explicitly and implicitly
- 4): None of the given options

**Correct Option :** 1

**From :** Lecture 42

## Question # 82

User-defined manipulators are allowed in c++.

- 1): TRUE
- 2): FALSE
- 3):
- 4):

**Correct Option :** 1

**From :** Lecture 42

## Question # 83

It is a way of reusing the code when we contain objects of our already written classes into a new class,

- 1): TRUE
- 2): False
- 3):
- 4):

**Correct Option :** 1

**From :** Lecture 42

## Question # 84

Structured Query Language is used for \_\_\_\_\_

- 1): Databases Management
- 2): Networks
- 3): Writing Operating System
- 4): none of the given options

**Correct Option :** 1

**From :** Lecture 45

## Question # 85

In if structure the block of statements is executed only,

- 1): Type letters
- 2): When it contain arithmetic operators
- 3): When it contain logical operators
- 4): When the condition is true

**Correct Option :** 4

**From :** Lecture 6

## Question # 86

Loader transfers the executable code from main memory to hard disk.

- 1): TRUE
- 2): FALSE





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3):



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4) :

Correct Option : 2

From : Lecture 6

## Question # 87

When break statement is encountered in switch statement, it

1) : Stops the entire program

2) : Stops the execution of current statement

3) : Exits from switch statement

4) : None of the given options

Correct Option : 3

From : Lecture 7



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**Question No: 1 ( Marks: 1 ) - Please choose one**

When we define an array of objects then,

- Destructor will call once for whole array
- **Destructor will call for each object of the array**
- Destructor will never call
- Depends on the size of array

**Question No: 2 ( Marks: 1 ) - Please choose one**

We can also create an array of user define data type

- **True**
- False

**Question No: 3 ( Marks: 1 ) - Please choose one**

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

- Only block of memory is allocated for objects
- Only constructor is called for objects
- **Memory is allocated first before calling constructor**
- Constructor is called first before allocating memory

**Question No: 4 ( Marks: 1 ) - Please choose one**

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

- True
- **False**

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**Question No: 5 ( Marks: 1 ) - Please choose one**

The declarator of Plus (+) member operator function is

- **Class-Name operator + (Class-Name rhs)**
- Operator Class-Name + ( )
- Operator Class-Name + ( rhs)
- Class-Name operator + ( )

**Question No: 6 ( Marks: 1 ) - Please choose one**

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators

- **True**
- False



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**Question No: 7 ( Marks: 1 ) - Please choose one**

Which of the following is correct way to initialize a variable x of int type with



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value 10?

- `int x ; x = 10 ;`
- `int x = 10 ;`
- `int x, x = 10;`
- `x = 10 ;`

**Question No: 8 ( Marks: 1 ) - Please choose one**

Default mechanism of function calling in case of array is \_\_\_\_\_ and in case of variable is \_\_\_\_\_

- Call by value, call by reference
- Call by referene, call by reference
- Call by reference, call by value
- **Call by value, call by value**

**Question No: 9 ( Marks: 1 ) - Please choose one**

What does STL stand for?

- Source template library
- **Standard template library**
- Stream template library
- Standard temporary library

**Question No: 10 ( Marks: 1 ) - Please choose one**

Skill(s) that is/are needed by programmers \_\_\_\_\_

- Paying attention to detail
- Think about the reusability
- Think about user interface
- **All of the given options**

**Question No: 11 ( Marks: 1 ) - Please choose one**

For which array, the size of the array should be one more than the number of elements in an array?

- int
- double
- float
- **char**

**Question No: 12 ( Marks: 1 ) - Please choose one**

`new` and `delete` are \_\_\_\_\_ whereas `malloc` and `free` are \_\_\_\_\_

- Functions, operators



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- Classes, operators
- Operators, functions
- Operators, classes

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**Question No: 13 ( Marks: 1 ) - Please choose one**

The prototype of friend functions must be written \_\_\_\_\_the class and its definition



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must be written \_\_\_\_\_

- inside, inside the class
- **inside, outside the class**
- outside, inside the class
- outside, outside the class

**Question No: 14 ( Marks: 1 ) - Please choose one**

Friend function of a class are \_\_\_\_\_ of a class.

- **Non-member functions**
- Friend functions
- Any function outside class
- None of the given options

<http://vustudents.ning.com>

**Question No: 15 ( Marks: 1 ) - Please choose one**

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

obj3 = obj1 + obj2 ;

- obj2 will be passed as an argument to + operator whereas obj1 will drive the + operator
- obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
- **Both objects (obj1, obj2) will be passed as arguments to the + operator**
- Any of the objects (obj1, obj2) can drive the + operator

**Question No: 16 ( Marks: 1 ) - Please choose one**

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

- Class-name operator +() ;
- Class-name operator +(int) ;
- **Class-name operator ++() ;**
- Class-name operator ++(int) ;

**Question No: 17 ( Marks: 1 ) - Please choose one**

For cin, the source is normally a \_\_\_\_\_ and destination can be \_\_\_\_\_

- File, native data type
- Disk, user-define type
- **Keyboard, variable**
- File, user-define type



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**Question No: 18 ( Marks: 1 ) - Please choose one**

We can do condition compilation with pre processor directives.

- True
- False

**Question No: 19 ( Marks: 1 ) - Please choose one**





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The programs, in which we allocate static memory, run essentially on \_\_\_\_\_

- Heap
- System Cache
- None of the given options
- Stack

**Question No: 20 ( Marks: 1 ) - Please choose one**

A template function must have at least ----- or more arguments <http://vustudents.ning.com>

- Zero
- One
- Two
- Three

**Question No: 21 ( Marks: 1 ) - Please choose one**

The default value of a parameter can be provided inside the \_\_\_\_\_

- function prototype
- function definition
- both function prototype or function definition
- none of the given options

**Question No: 22 ( Marks: 1 ) - Please choose one**

While calling function, the arguments are assigned to the parameters from \_\_\_\_\_

- left to right
- right to left
- no specific order is followed
- none of the given options

**Question No: 23 ( Marks: 1 ) - Please choose one**

When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are <http://vustudents.ning.com>

- Zero
- One
- Two
- N arguments

**Question No: 24 ( Marks: 1 ) - Please choose one**

new operator allocates memory from free store and return \_\_\_\_\_

- A pointer



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- A reference
- An integer
- A float

**Question No: 25** ( Marks: 1 ) - Please choose one

With user-defined data type variables (Objects), self assignment can produce\_\_\_\_\_



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- Syntax error
- Logical error
- Link error
- Non of the given options

**Question No: 26 ( Marks: 1 ) – Write Simple Program**

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

- True
- False <http://vustudents.ning.com>

**Question No: 27 ( Marks: 1 ) – Briefly define/Justify**

When an object of a class is defined inside an other class then,

- Constructor of enclosing class will be called first
- Constructor of inner object will be called first
- Constructor and Destructor will be called simultaneously
- None of the given options

**Question No: 28 ( Marks: 1 ) – Brief answer required**

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

- From left to right
- From right to left
- In the order in which they are defined within class
- None of the given options

**Question No: 29 ( Marks: 1 ) - Brief answer required**

"new" and "delete" keywords are \_\_\_\_\_ in C++ language

- Built-in- Function
- Operators
- Memory Allocation Function
- None of the given options



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Default constructor takes\_\_.

one

parameter

two

parameter

sno

parameter

s

character type parameter

All the preprocessors directives start with\_\_.

\$

&

#

-

The members of a class declared with the keyword struct are

\_\_\_\_\_by

default.static

privat

e



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protected  
public

Loops are

\_\_\_\_\_Structu

reDecision

Sequen

tial

Repetiti

on

None of the given options

We cannot use\_\_\_\_\_pointer for storing and reading

data from it. NULL

integ

er

double

zero



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When an object of a class is defined inside another class then,

Destructor of enclosing class will be called first  
Destructor of inner object will be called first

Constructor and Destructor will be called simultaneously  
None of the given options

Consider the following code segment. Which of the following will be called while executing code at line 2? String s1 , s2; s1 = s2 ;

Copy constructor  
Default constructor  
Assignment operator  
Parameterized constructor

We cannot increment

---

.pointers  
arrays  
references  
variables

In statement Matrix m2 = m1 ;



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Assignment operator is  
being used  
Copy  
constructor is being  
used.

Statement has  
syntax error  
None  
of the given  
options

From the following; which on is the correct syntax of an array  
declaration: array size is 5 and it is of float data type?

float [5]

name;

name[5]

float; float

name[5];

None of the given options

If an array has 50 elements, what is allowable  
range of subscripts?

0 – 49

1 – 49

0 – 50

1 – 50



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A structure is a collection of \_\_\_\_\_ under a single name.

values

variabl

esdata

None of the given

If a function has not been declared before its

definition, It is a logical error

syntax

error run

time error

None of

these

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

Not required

Good

programming

Relevant

Must

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

structu

res

union

constr



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uct

None of the given

In Analysis, we try to have a\_\_\_\_\_

Determined the  
inputs Break up of  
problem Precise  
problem statement  
None of the given

\_\_\_\_\_function give the position of the next character  
to be read from thatfile.

tellp(  
)  
tellg(  
)  
seek  
g()  
seek  
p()



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Pointers store the \_\_\_\_\_

value of a  
variable

memory  
address

characters

None of the given

In order to get the right most digit of a number, we divide this  
number by 10 and take its **Remainder**

Quoti  
ent

Diviso

r

None of the given options

\_\_\_\_\_ Returns true if c is a digit and false otherwise.

int isalpha(  
int c ) int

isalnum( int c

)int isxdigit(  
int c )int

isdigit( int c )

If int a = 50; then the value of

$a/= 3$ ; will be, 15

18

16

17



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\_\_\_\_\_ contains functions for manipulations of character data.

ctype.h

iostr

m.h

string.h

None of the given

\_\_\_\_\_ Returns true if c is a digit or a letter and false otherwise.

int isalpha(

int c ) int

isalnum( int c

)int isxdigit(

int c )int

isdigit( int c )



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If `int sum = 54;` Then the value of the following statement is `sum = sum - 3 ;`

52

50

51

57

To get the value stored at a memory address, we use the \_\_\_

referencing

operator

dereferencing

operator simple

operator

None of the given

In C/C++; by default arguments are passed by \_\_\_ to

a function. Reference

Value

by

type

data

type

type

The string in the array is terminated by a \_\_\_

zero

0



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nil  
nul  
|  
on  
e

Structures are syntactically defined with the  
word

---

.struc  
struct  
struct  
ure

None of the given

C is widely known as development language of

\_\_\_\_\_operating

system.Linux

Unix  
Windo  
wsMac  
OS



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<http://vustudents.ning.com>

At the \_\_\_\_\_, we try to break up the problem into

functional units analysis phase

design phase

Implementation

phase None of

the given

While developing a program; should we think about

the user interface? Yes

No

What will be the result of arithmetic

expression  $5 + 25 / 5 * 5$ ? 45

6

30

9

Why we use "cin"?

To send data to printer

To read data from

keyboard To display

message

To display output on the screen

\_\_\_\_\_ operator uses the sign ^.



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Bit-wise

OR

Exclusive

OR AND

Operator

NOT

operator



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

High  
level

Low  
level

Machin  
e

Fourth Generation

$12 \& 8 = (1000)_2 = \underline{\quad}$ .  $\&$  is used to AND two  
numbers bit-wise

8

6

12

From the following; which one is used as an  
assignment operator? Equal sign '='

Double equal sign '=='

Both equal and double

equal sign

None of the  
given options

What will be the value of 'a' and 'b' after executing the following  
statements? `int a = 9; int b = a++; cout <<`

10,9

9,10

9,9



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10,10

These functions seekg() and seekp() requires an argument of type \_\_\_\_\_ to let them how many bytes to move forward or backward.

int

short

long

double

long

double



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A character is stored in the memory in \_\_\_\_

byte

integ

er

strin

g

None of the given

dereferencing operator is represented by \_

\*

+

-

None of the given

\_\_\_\_\_ transfers the executable code from main memory to hard disk.

Loader

Debug

ger

Compil

er

Linker

When the logical operator OR (||) combine two expressions exp1 and exp2 then the result will be false only,



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When both exp1 and exp2  
are true When both exp1  
and exp2 are false When  
exp1 is true and exp2 is  
false When exp1 is false  
and exp2 is true

suppose we have int y[10]; To access the 4th element of the array  
we write \_\_\_\_\_

y[4];

y[3];

y[2];

none of given



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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\_\_\_\_\_

long  
int  
short  
t  
double  
le

ofstream is used for\_\_

Input file  
stream  
Output file  
stream  
Input and output  
file streamAll of the  
given

A structure is a collection of\_\_\_\_\_under a single

name.values  
variabl  
esdata  
None of the given

The first character of a variable name must be an alphabet or

► [Underscore](#)



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- ▶ Digit
- ▶ Special character
- ▶ Comma

Suppose `int multi[5][10]`; when we are using `**multi` , it means,

- ▶ Single dereferencing
- ▶ Single referencing
- ▶ Double referencing
- ▶ Double dereferencing



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eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ False

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It is possible to return an object from a function through **this** pointer.

▶ True

▶ False

Function implementation of friend function must be defined outside the class.

▶ True

▶ False

The default scope for members of structures is **public** whereas the default visibility for class members is **private**.

▶ True

▶ False



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The operator function of << and >> operators are always the member function of a class.

▶ True

▶ False



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How many bytes are occupied by declaring following array of characters?

char str[] = "programming";

- ▶ 10
- ▶ 11
- ▶ **12**
- ▶ 13

What does STL stand for?

- ▶ Source template library
- ▶ **Standard template library**
- ▶ Stream template library
- ▶ Standard temporary library

Which of the following array is the most suitable for storing a matrix structure

- ▶ Single-dimensional array
- ▶ **Two-dimensional array**
- ▶ Three-dimensional array



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► Four-dimensional array

What will be the output of following

code segment?main(){

int x = 5 ;

{

int x = 4 ;



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```
cout << x << "," ;
}

cout << x ;
}
```

- ▶ 5, 5
- ▶ 4, 4
- ▶ **4, 5**
- ▶ 5, 4

Single line comments explaining code would be preceded like in the following example.

- ▶ /\*
- ▶ **//**
- ▶ /
- ▶ **/\*\***

The \_\_\_\_\_ statement interrupts the flow of control.

- ▶ switch
- ▶ continue



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▶ goto

▶ break



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Which of the following will be the correct function call for function prototype given below?

**int func (int &);**

- ▶ func(int num);
- ▶ func(&num);
- ▶ func(num);
- ▶ func(\*num);

If there is a symbol (& sign) used with the variable name followed by data type then it refers to \_\_\_\_\_ and if & is being used with variable name then it refers to \_\_\_\_\_.

- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable
- ▶ Reference variable, address of variable
- ▶ Address of variable, value of variable

Which of the following operator the compiler overloads for objects by default?

- ▶ + operator
- ▶ - operator



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▶ = operator

▶ == operator



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If overloaded plus operator is implemented as member function then which of the following option will be true for the statement given below?

**obj3 = obj1 + obj2 ;**

- ▶ obj1 will be passed as an argument to + operator whereas obj2 will drive the +operator
- ▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to +operator
- ▶ Both objects (obj1, obj2) will be passed as arguments to the + operator
- ▶ Any of the objects (obj1, obj2) can drive the + operator

The operator function will be implemented as \_\_\_, if both objects (obj1, obj2) are passed as arguments to - operator in the statement given below.

**obj3 = obj1 - obj2;**

- ▶ friend function
- ▶ member function
- ▶ non-member function
- ▶ either non-member or friend function

The input/output streams cin and cout are \_\_\_\_\_ therefore have \_\_\_\_\_.



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- ▶ Structures, function
- ▶ Objects, member functions
- ▶ Functions, objects
- ▶ None of the given options



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What will be the output of following statement?

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

- ▶ 0000128
- ▶ 0128128
- ▶ 1280000
- ▶ 0012800

<http://vustudents.ning.com>

The static data members of a class will be \_

- ▶ shared by objects
- ▶ created for each object
- ▶ **initialized within class**
- ▶ initialized within main function

Which of the following is used for allocating space for static variables?

- ▶ Heap
- ▶ **Static storage area**



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▶ Free store

▶ Stack



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Templates provide way of abstracting\_\_\_information.

▶ **type**

▶ data

▶ method

▶ access

A pointer is a special type of variable that contain \_\_\_\_\_

▶ **Memory Address**

▶ Data values

▶ Both Values and Memory

▶ None of given of options

Which is NOT a protection level provided by classes in C++?

▶ protected

▶ hidden

▶ private

▶ **public**

Users must not know about\_\_\_\_\_.

▶ Functions Name within Class



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- ▶ Class implementation of Functionality and Interfaces
- ▶ Methods Functionality with in Class
- ▶ None of the given options



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

▶ True

▶ False

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

▶ Member function of class

▶ Non-member function of class

▶ Both member and non-member function

▶ None of the given options

<http://vustudents.ning.com>

A template function must have

▶ One or more than one arguments

▶ Only one argument

▶ Zero arguments

▶ None of the given options



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Truth tables are used for analyzing\_\_.

- ▶ **logical expressions**
- ▶ arithmetic expressions
- ▶ both logical and arithmetic expressions
- ▶ none of the given options.



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Which of the following array is the most suitable for storing a matrix structure?

- ▶ Single-dimensional array
- ▶ **Two-dimensional array**
- ▶ Three-dimensional array
- ▶ Four-dimensional array

How many bytes are occupied by declaring following array of characters?  
`char str[] = "programming";`

- ▶ 10
- ▶ 11
- ▶ **12**
- ▶ 13

**11** bytes for 11 characters of word programming and 1 for '\n'

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

- ▶ **True**
- ▶ False



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The prototype of friend functions must be written \_\_\_ the class and its definition must be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ inside, outside the class
- ▶ **outside, inside the class**
- ▶ outside, outside the class

Copy constructor becomes necessary while dealing with \_\_\_\_\_ allocation in the class.

- ▶ **Dynamic memory**
- ▶ Static memory
- ▶ Both Dynamic and Static memory
- ▶ None of the given options

Dealing with structures and functions passing by reference is the most economical method

- ▶ **True**
- ▶ False

1st...what is the function of flush command?

1): when we specify the buffer size, normally the operating system or compiler does this for us. A typical size of buffer is 512 bytes. When the information is of 512 byte size, output will take place. But in the program, we may want at some point that whatever is



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in the buffer, show them. For that purpose the normal mechanism is flush. Flush the stream. The flush command forces the data from the buffer to go to its destination which is normally a screen or file and make the buffer empty. **Lec 34**

2nd...what are the types of templates?

a template is a sketch to draw some shape or figure.

There are two different types of templates in C++ language

i.e. ' function templates and class templates. **Lec 41**



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The declarator of Plus (+) member operator function is

- ▶ Class-Name operator + (Class-Name rhs)
- ▶ operator Class-Name + ( )
- ▶ operator Class-Name + ( rhs)
- ▶ Class-Name operator + ( )

12 & 8 = (1000) 2 = \_\_\_\_\_. & is used to AND two numbers bit-wise

Select correct option:

- 4
- 8
- 6
- 12

Is ka answer 8 hy, see handouts page number 246. Truth table for &

| Bit1 | Bit2 | Bit1 & Bit2 |
|------|------|-------------|
| 1    | 1    | 1           |
| 1    | 0    | 0           |
| 0    | 1    | 0           |
| 0    | 0    | 0           |

Therefore, when we apply the

conditions, we get 12 = 1 1 1 0

(binary conversion of 12)

8 = 1 0 0 0 (binary conversion of 8)

.....

.....  
-1 0 0 0, which is equals to 8

The reserved words public and private comes under the category



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Which of the following operators can not be overloaded?

1) :new

2) :delet

e3) :+=

4) :sizeof



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The reserved words public and private comes under the category

- 1) :structures
- 2) :strings
- 3) :accessibility modifiers
- 4) :types of functions

**Question No: 10 ( Marks: 1 ) - Please choose one**

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor**
- ▶ Constructor is called first before allocating memory

**Question No: 11 ( Marks: 1 ) - Please choose one**

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

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ **Destructor is called first before deallocating memory**

**Question No: 12 ( Marks: 1 ) - Please choose one**

**new** and **delete** operators cannot be overloaded as member functions.

- ▶ True
- ▶ **False**

**Question No: 13 ( Marks: 1 ) - Please choose one**

The operator function of << and >> operators are always the member function of a class.

- ▶ True



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▶ False

Question No: 14 ( Marks: 1 ) - Please choose one  
A template function must have at least generic data type

- ▶ Zero
- ▶ One
- ▶ Two
- ▶ Three



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**Question No: 15 ( Marks: 1 ) - Please choose one**

If we do not mention any *return\_value\_type* with a function, it will return an \_\_\_\_\_ value.

- ▶ int
- ▶ void
- ▶ double
- ▶ float

**Question No: 16 ( Marks: 1 ) - Please choose one**

Suppose a program contains an array declared as `int arr[100]`; what will be the size of array?

- ▶ 0
- ▶ 99
- ▶ 100
- ▶ 101

**Question No: 17 ( Marks: 1 ) - Please choose one**

The name of an array represents address of first location of array element.

- ▶ True
- ▶ False

**Question No: 18 ( Marks: 1 ) - Please choose one**

Reusing the variables in program helps to save the memory

- ▶ True
- ▶ False

**Question No: 19 ( Marks: 1 ) - Please choose one**

Which of the following option is true about new operator to dynamically allocate memory to an object?

- ▶ The new operator determines the size of an object



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- ▶ Allocates memory to object and returns pointer of valid type
- ▶ Creates an object and calls the constructor to initialize the object
- ▶ All of the given options



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**Question No: 20 ( Marks: 1 ) - Please choose one**  
new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions**
- ▶ Operators, classes

**Question No: 21 ( Marks: 1 ) - Please choose one**  
Like member functions, can also access the private data members of a class.

- ▶ Non-member functions
- ▶ **Friend functions**
- ▶ Any function outside class
- ▶ None of the given options

**Question No: 22 ( Marks: 1 ) - Please choose one**  
Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ **Friend function must be declared at the top within class definition.**
- ▶ It can be declared anywhere in class as these are not affected by the public and private keywords.

**Question No: 23 ( Marks: 1 ) - Please choose one**  
The operator function overloaded for an Assignment operator (=) must be

- ▶ Non-member function of class
- ▶ **Member function of class**
- ▶ Friend function of class
- ▶ None of the given options

**Question No: 24 ( Marks: 1 ) - Please choose one**



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For non-member operator function, object on left side of the operator may be

- ▶ Object of operator class
- ▶ Object of different class
- ▶ **Built-in data type**
- ▶ All of the given options



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**Question No: 25 ( Marks: 1 ) - Please choose one**

The operator function will be implemented as \_\_, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.

**obj3 = obj1 - obj2;**

- ▶ Member function
- ▶ Non-member function
- ▶ **Friend function**
- ▶ None of the given options

**Question No: 26 ( Marks: 1 ) - Please choose one**

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

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;
- ▶ **Class-name operator ++() ;**
- ▶ Class-name operator ++(int) ;

**Question No: 27 ( Marks: 1 ) - Please choose one**

The static data members of a class are initialized \_\_\_\_

- ▶ **at file scope**
- ▶ within class definition
- ▶ within member function
- ▶ within main function

**Question No: 28 ( Marks: 1 ) - Please choose one**

Class is a user defined \_\_\_\_.

- ▶ **data type**
- ▶ memory referee
- ▶ value
- ▶ none of the given options.

<http://vustudents.ning.com>

**Question No: 29 ( Marks: 1 ) - Please choose one**



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We can also define a user-defines manipulators.

- ▶ True
- ▶ **False**



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Question No: 30 ( Marks: 1 ) - Please choose one  
Automatic variable are created on\_\_\_.

- ▶ Heap
- ▶ Free store
- ▶ **static storage**
- ▶ stack

**Question No: 3( Marks: 1 ) - Please choose one**

A pointer variable can be,

- ▶ Decrement only
- ▶ Increment only
- ▶ Multiplied only
- ▶ **Both 1 and 2**

Question No: 4 ( Marks: 1 ) - Please choose one

setprecision is a parameter less manipulator.

▶ True

▶ **False**

Question No: 5 ( Marks: 1 ) - Please choose one

We can change a Unary operator to Binary operator through  
operator overloading.

▶ **False**



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▶ True



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What is the functionality of the following statement?

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

- ▶ Default constructor will call for all objects of array
- ▶ **Parameterized constructor will call for all objects of array**

**▶ Parameterized constructor will call for first 2 objects and default constructor for remaining objects**

▶ Default constructor will call for first 3 objects and Parameterized constructor for remaining objects

There is an array of characters having name 'course' that has to be initialized by string 'programming' which of the following is the correct way to do this,

- i. `course[] = {'p', 'r', 'o', 'g', 'r', 'a', 'm', 'm', 'i', 'n', 'g'};`
- ii. `course[] = 'programming' ;`
- iii. `course[12] = "programming" ;`
- iv. **course = "programming" ;**

Choose the correct options.

- ▶ (i) and (ii) only
- ▶ (i) and (iv) only



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▶ (i) and (iii) only

▶ (ii) and (iii) only



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Overloaded member operator function is always called by \_

▶ Class

▶ Object

▶ Compiler

▶ Primitive data type

Consider the following

```
code segmentclass M {
 friend int operator!(const M &);
...
};
```

!s // code of line implies that operator!(s)

...

Let assume if s is an object of the class then function is implemented as \_\_\_\_\_

▶ Member function

▶ Non-member function

▶ Binary operator function



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▶ None of the given

optionsNone of the given

options



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Copy constructor becomes necessary while dealing with \_\_\_\_\_ allocation in the class.

▶ **Dynamic memory**

▶ Static memory

▶ Both Dynamic and Static memory

▶ None of the given options

1) C/C++ string constant is enclosed in

<http://vustudents.ning.com> Small braces

Curly braces

**Double quote**

Single quote

2) Unary operator takes

argumentZero

**One**

Two

Thre

e



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3) When define array of

objects Constructor will call

Destructor will call



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The size of int data type is

- ▶ 1 bytes
- ▶ 2 bytes
- ▶ 3 bytes
- ▶ **4 bytes**

In Flow chart process is represented by

- ▶ **Rectangle**
- ▶ Arrow symbol
- ▶ Oval
- ▶ Circle

If the break statement is missed in switch statement then,

- ▶ The compiler will give error
- ▶ **This may cause a logical error**
- ▶ No effect on program
- ▶ Program stops its execution

When we are using const keyword with a variable x then initializing it at the time of declaration is,

- ▶ **Must**
- ▶ Optional
- ▶ Not necessary
- ▶ A syntax error

Which of the following is the correct way to assign an integer value 5 to element of a matrix say 'm' at second row and third column?

- ▶ **m[2][3] = 5 ;**
- ▶ m[3][2] = 5 ;
- ▶ m[1][2] = 5 ;
- ▶ m[2][3] = '5' ;



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How many total elements must be in two-dimensional array of 3 rows and 2 columns?

- ▶ 4
- ▶ 5
- ▶ 6
- ▶ 7



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Which of the following is the correct statement for the following declaration? `const int *ptr.`

- ▶ ptr is a constant pointer
- ▶ ptr is constant integer pointer
- ▶ ptr is a constant pointer to
- ▶ `int ptr is a pointer to const int`

Consider the following code segment. What will be the output of this code segment? `int arr[6] = {2, 3, 7, 4, 5, 6};`

```
int *ptr1
=&arr[1] ; int
*ptr2 =
&arr[4] ; cout
<< (ptr2-ptr1) ;
```

- ▶ 3
- ▶ 9
- ▶ 12
- ▶ 2

What will be the correct syntax to assign an array named arr of 5 elements to a pointer ptr?

- ▶ `*ptr = arr`
- ▶ `ptr = arr ;`
- ▶ `*ptr = arr[5] ;`
- ▶ `ptr = arr[5] ;`

The variables having a name, type and size are just like empty boxes.

- ▶ False
- ▶ True

What's wrong with this



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for loop?for (int k = 2, k  
<=12, k++)

- ▶ the increment should always be ++k
- ▶ the variable must always be the letter i when using a for loop
- ▶ there should be a semicolon at the end of the statement
- ▶ the commas should be semicolons



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Most efficient method of dealing with structure variables is to define the structure globally

- ▶ True
- ▶ False



Syntax of union is identical to \_\_

- ▶ **Structure**

- ▶ Class
- ▶ Function
- ▶ None of the given options

Like member functions, can also access the private data members of

a class. Non-member functions

- ▶ **Friend functions**

Any function outside class

**None of the given options**

Function created with in function

called? nested

overloaded

grouped **none**

**of them**



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Question No: 1 ( Marks: 1 ) - Please choose one

&& is ..... operator.

▶ An arithmetic

▶ *Logical*

▶ Relational

▶ Unary

Question No: 2 ( Marks: 1 ) - Please choose one

Which of the following function(s) is/are included in **ctype.h** header file?

▶ isdigit(int c)

▶ isxdigit(int c)





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▶ tolower(int c)

▶ **All of the above**

Question No: 3 ( Marks: 1 ) - Please choose one

Disks are \_\_\_\_\_ devices having access time of \_\_ milliseconds.

▶ Electro-physical, 6

▶ Electro-Mechanical, 4

▶ Electro-physical, 5

▶ **Electro-Mechanical, 7**

Question No: 4 ( Marks: 1 ) - Please choose one

All preprocessor directives are started with the symbol \_\_\_\_.

▶ \*

▶ ++

▶ @

▶ **#**

Question No: 5 ( Marks: 1 ) - Please choose one

When we use manipulators in our program then which header file should be included?



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▶ iostream.h

▶ stdlib.h

▶ stdio.h

▶ ***iomanip.h***



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Question No: 6 ( Marks: 1 ) - Please choose one

setprecision is a parameter less manipulator.

▶ True

▶ **False**

Question No: 7 ( Marks: 1 ) - Please choose one

Which of the following is NOT a preprocessor directive?

▶ #error

▶ #define

▶ #line

▶ **#undef**

Question No: 8 ( Marks: 1 ) - Please choose one

We can do arithmetic with references like pointers.

▶ True

▶ **False**

Question No: 9 ( Marks: 1 ) - Please choose one

What does (**\*this**) represents?

▶ The current function of the class



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▶ The current pointer of the class

▶ *The current object of the class*

▶ A value of the data member

Question No: 10 ( Marks: 1 ) - Please choose one



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Friend function of a class is\_\_\_\_\_.

▶ Member function

▶ *Non-member function*

▶ Private function

▶ Public function

Question No: 11 ( Marks: 1 ) - Please choose one

A function can declare itself a friend of a class.

▶ True

▶ **False**

Question No: 12 ( Marks: 1 ) - Please choose one

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

▶ **True**

▶ False

Question No: 13 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for << and >> are objects



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of the class for which we are overloading these operators.

▶ *True*

▶ False





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Question No: 14 ( Marks: 1 ) - Please choose one

A template function must have at least generic data type

▶ Zero

▶ **One**

▶ Two

▶ Three

Question No: 15 ( Marks: 1 ) - Please choose one

A template function must have only generic data types.

▶ True

▶ **False**

Question No: 16 ( Marks: 1 ) - Please choose one

We can not make a member function of a class as template function.

▶ True

▶ **False**



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Question No: 17 ( Marks: 1 ) - Please choose one

Which character is inserted at the end of string to indicate the end of string?

▶ new line





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▶ tab

▶ *null*

▶ carriage return

Question No: 18 ( Marks: 1 ) - Please choose one

Assignment operator is used for\_\_.

▶ calculation

▶ reading

▶ *assigning value to variables*

▶ None of the given options.

Question No: 19 ( Marks: 1 ) - Please choose one vuzs

The object\_\_\_\_\_may be used both for file input and file output

▶ *fstream,*

▶ ifstream,

▶ ofstream,

▶ none of the given options.



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Question No: 20 ( Marks: 1 ) - Please choose one

Which of the following function calling mechanism is true for the function prototype given below?

```
float func(float &);
```





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- ▶ Call by value
- ▶ Call by reference using pointer
- ▶ *Call by reference using reference variable*
- ▶ None of the given options

Question No: 21 ( Marks: 1 ) - Please choose one

The programs, in which we allocate static memory, run essentially on \_

- ▶ Heap
- ▶ System Cache
- ▶ None of the given options
- ▶ **Stack**

Question No: 22 ( Marks: 1 ) - Please choose one

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

- ▶ **void**
- ▶ void pointer
- ▶ pointer to an object



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▶ pointer of type int

Question No: 23 ( Marks: 1 ) - Please choose one





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What should be the return type of the constructor?

- ▶ void pointer
- ▶ int
- ▶ same as object type
- ▶ **constructors do not return any thing**

Question No: 24 ( Marks: 1 ) - Please choose one

It is a way of reusing the code when we contain objects of our already written classes into a newclass,

▶ **True**

▶ False

Question No: 25 ( Marks: 1 ) - Please choose one vuzs

Templates are not type safe.

▶ true

▶ **false**



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Question No: 26 ( Marks: 1 ) - Please choose one

The functions used for dynamic memory allocation return pointer of type \_\_\_\_\_

- ▶ int
- ▶ float
- ▶ **void**
- ▶ double

Question No: 1 ( Marks: 1 ) - Please choose one

\*.doc is \_\_\_\_\_ by type.

- ▶ Sequential File
- ▶ **Random Access File**
- ▶ Data File
- ▶ Record File

Question No: 2 ( Marks: 1 ) - Please choose one

Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define





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▶ #line

▶ #undefine

Question No: 3 ( Marks: 1 ) - Please choose one

The return type of operator function must always be void.

▶ True

▶ False

The syntax of the prototype of the overloaded operator function is:  
*return-type operator operator-symbol (parameter-list);*

Question No: 4 ( Marks: 1 ) - Please choose one

What does (**\*this**) represents?

▶ The current function of the class

▶ The current pointer of the class

▶ The current object of the class

▶ A value of the data member

Whenever an object calls a member function, the function implicitly gets a pointer from the calling object. That pointer is known as *this* pointer. '*this*' is a key word. We cannot use it as a variable name. '*this*' pointer is present in the function, referring to the calling object. For example, if we have to refer a member, let's say *buf*, of our *String* class, we can write it simply as: *buf*;

Question No: 5 ( Marks: 1 ) - Please choose one

The statement **cin.get ();** is used to,

▶ Read a string from keyboard

▶ Read a character from keyboard

▶ Read a string from file



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▶ Read a character from file

Question No: 6 ( Marks: 1 ) - Please choose one

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

▶ True



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▶ False

Question No: 7 ( Marks: 1 ) - Please choose one

Overloaded new operator function takes parameter of type *size\_t* and returns

- ▶ void (nothing)
- ▶ void pointer
- ▶ object pointer
- ▶ int pointer

Question No: 8 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

- ▶ True
- ▶ False

The second parameter to *operator <<* is an object of the class that we are overloading the operator for. Similar is the case for *operator >>*.

Question No: 9 ( Marks: 1 ) - Please choose one

C++ is a case-sensitive language

- ▶ True
- ▶ False

Question No: 10 ( Marks: 1 ) - Please choose one

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

- ▶ #include "iostream.h"



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- ▶ include
- ▶ include
- ▶ #include

Question No: 11 ( Marks: 1 ) - Please choose one

A template function must have only generic data types.





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▶ True

▶ False

Its not compulsory, only min we have one generic data type but we can have native data type aswell.

Question No: 12 ( Marks: 1 ) - Please choose one

Template class can not have static variables.

▶ True

▶ False

Question No: 13 ( Marks: 1 ) - Please choose one

What will be the correct syntax to assign an array named **arr** of 5 elements to a pointer **ptr**?

▶ \*ptr = arr ;

▶ ptr = arr ;

▶ \*ptr = arr[5] ;

▶ ptr = arr[5] ;

Question No: 14 ( Marks: 1 ) - Please choose one

What will be the correct syntax to access the value of fourth element of an array using pointerptr?

▶ ptr[3]

▶ (ptr+3)

▶ \*(ptr+3)

▶ Both 1and 3

try this demo program to confirm result I



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wrote for you. 2 option will print the

reference rest 1,3 are righ options

```
#include
```

```
#include
```

```
// #include
```





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```
main()
{
int myarr [4]=
{0,1,2,3};int *ptr ;

ptr = myarr;

cout<
cout<<*(ptr
+3);

cout<<(ptr+
3); int i = 0;
cin>> i;
}
```

Question No: 15 ( Marks: 1 ) - Please choose one

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

▶ True

▶ False

The most significant bit is used as a sign bit. If this bit is zero, the number is considered positive. However, if it is 1, the number will be considered negative.



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Question No: 16 ( Marks: 1 ) - Please choose one

If there is a symbol (& sign) used with the variable name followed by data type then it refers to

\_\_\_ and if & is being used with variable name then it refers to\_\_\_.

- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable
- ▶ Reference variable, address of variable
- ▶ Address of variable, value of variable

we see a data type followed by & sign, it's a reference. And when the & sign is being used in the code with a variable name then it is the address of the variable

Question No: 17 ( Marks: 1 ) - Please choose one





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We can also do conditional compilation with preprocessor directives.

- ▶ True
- ▶ False

Question No: 18 ( Marks: 1 ) - Please choose one

The default value of a parameter can be provided inside the \_\_\_\_

- ▶ function prototype
- ▶ function definition
- ▶ both function prototype or function definition
- ▶ none of the given options.

The default value of a parameter is provided inside the function prototype or function definition.

Question No: 19 ( Marks: 1 ) - Please choose one

Classes defined inside other classes are called \_\_classes

- ▶ looped
- ▶ nested
- ▶ overloaded
- ▶ none of the given options.

Question No: 20 ( Marks: 1 ) - Please choose one

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ All of the given options



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Question No: 21 ( Marks: 1 ) - Please choose one

vuzs

Every class contains\_\_\_\_\_.

- ▶ Constructor
- ▶ Destructor



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▶ Both a constructor and a destructor

▶ None of the given options

Question No: 22 ( Marks: 1 ) - Please choose one

**new** operator is used to allocate memory from the free store during

▶ Compile Time

▶ Run Time

▶ Link Time

▶ None of the given options

Question No: 23 ( Marks: 1 ) - Please choose one

When an object of a class is defined inside another class then,

▶ Destructor of enclosing class will be called first

▶ Destructor of inner object will be called first

▶ Constructor and Destructor will be called simultaneously

▶ None of the given options

Question No: 24 ( Marks: 1 ) - Please choose one

It is possible to define a class within another class.

▶ True

▶ False

Question No: 25 ( Marks: 1 ) - Please choose one

New and Delete are also used with\_\_and data types as well.

▶ Class, Objects

▶ Structures, Pointers

▶ Both Class and structures

▶ None of above



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we prefer to use **new** and **delete** operators as they are designed to work with classes and objects

Question No: 26 ( Marks: 1 ) - Please choose one

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

▶ True

▶ False

Question No: 1 ( Marks: 1 ) - Please choose one

In if structure the block of statements is executed only,

▶ When the condition is false

▶ When it contain arithmetic operators

▶ When it contain logical operators

▶ **When the condition is true**

Question No: 2 ( Marks: 1 ) - Please choose one

Header file: **fstream.h** includes the definition of the stream classes\_\_\_\_\_.

▶ ifstream, fstream, cout

▶ **ifstream, fstream, ofstream**

▶ fstream, cin, cout

▶ None of the above

Question No: 3 ( Marks: 1 ) - Please choose one

To access the data members of structure\_\_\_is used.





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▶ *dot operator (.)*

- ▶ \* operator
- ▶ operatorà
- ▶ None of given.

Question No: 4 ( Marks: 1 ) - Please choose one

eof( ), bad( ), good( ), clear( ) all are manipulators.

- ▶ True
- ▶ False

Question No: 5 ( Marks: 1 ) - Please choose one

Which kind of functions can access private member variables of a class?

▶ *Friend functions of the class*

- ▶ Private member functions of the class
- ▶ Public member functions of the class
- ▶ Friend, private and public functions

Question No: 6 ( Marks: 1 ) - Please choose one

The return type of operator function must always be void.

▶ True

▶ *False*

Question No: 7 ( Marks: 1 ) - Please choose one

Friend function of a class is\_\_\_\_\_.

▶ Member function

▶ *Non-member function*

- ▶ Private function
- ▶ Public function



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Question No: 8 ( Marks: 1 ) - Please choose one

Function implementation of friend function must be defined outside the class.

▶ True





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▶ **False (any where in the class)**

Question No: 9 ( Marks: 1 ) - Please choose one

The normal source of **cin** object is,

- ▶ File
- ▶ Disk
- ▶ **Keyboard**
- ▶ RAM

Question No: 10 ( Marks: 1 ) - Please choose one

Which of the following is correct way to initialize a variable x of int type with value 10?

- ▶ int x ; x = 10;
- ▶ int x = 10;
- ▶ int x, x = 10;
- ▶ **x = 10; <http://groups.google.com/group/vuZs/>**

Question No: 11 ( Marks: 1 ) - Please choose one

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

```
int func(int) ;
int num = 10 ;
int main(){ int
num ; num = 5
; cout << num ;
cout << func(num) ;
}

int func(int x){
```



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```
return num ;
}
```

▶ 5, 5



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▶ 10, 5

▶ **5, 10**

▶ 10, 10

Question No: 12 ( Marks: 1 ) - Please choose one

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

▶ **True**

▶ False

Question No: 13 ( Marks: 1 ) - Please choose one

What will be the correct syntax to declare two-dimensional array of float data type?

▶ float arr{2}{2} ;

▶ **float arr[2][2] ;**

▶ float arr[2,2] ;

▶ float[2][2] arr ;

Question No: 14 ( Marks: 1 ) - Please choose one

The first parameter of operator function for << operator,

▶ Must be passed by value

▶ **Must be passed by reference**

▶ Can be passed by value or reference

▶ Must be object of class

Question No: 15 ( Marks: 1 ) - Please choose one

Heap is constantly changing in size.

▶ **True**

▶ False



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Question No: 16 ( Marks: 1 ) - Please choose one

While calling function, the arguments are assigned to the parameters from

▶ *left to right.*

▶ right to left



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- ▶ no specific order is followed
- ▶ none of the given options.

Question No: 17 ( Marks: 1 ) - Please choose one

Classes defined inside other classes are called \_\_\_ classes

- ▶ looped
- ▶ *nested*
- ▶ overloaded
- ▶ none of the given options.

Question No: 18 ( Marks: 1 ) - Please choose one

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI \_\_\_\_

- ▶ can not be replace
- ▶ None of the given options
- ▶ *Remain constant.*
- ▶ can be changed by some operation

Question No: 19 ( Marks: 1 ) - Please choose one

Which value is returned by the destructor of a class?

- ▶ A pointer to the class.
- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctl
- ▶ *Destructors do not return a value.*

Question No: 20 ( Marks: 1 ) - Please choose one

Every class contains \_\_\_\_\_.

- ▶ Constructor



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▶ Destructor

▶ *Both a constructor and a destructor*

▶ None of the given options

Question No: 21 ( Marks: 1 ) - Please choose one



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A template function must have

- ▶ One or more than one arguments
- ▶ Only one argument
- ▶ Zero argument
- ▶ None of the given options

<http://groups.google.com/group/vuZ>

s/

Question No: 22 ( Marks: 1 ) - Please choose one

Structured Query Language is used for \_\_\_\_

▶ *Databases Management*

- ▶ Networks
- ▶ Writing Operating System
- ▶ none of the given options

Question No: 23 ( Marks: 1 ) - Please choose one

When a call to a user-defined function finishes, the variable defined inside the function is still inexistence.

- ▶ True
- ▶ **False**

Question No: 24 ( Marks: 1 ) - Please choose one

The precedence of an operator can be changed through operator overloading.

- ▶ True
- ▶ **False**



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Question No: 25 ( Marks: 1 ) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements.  
Best way is to handle this ,

---

- ▶ Write a separate class to handle each
- ▶ Use strings to store all types
- ▶ None of the given options
- ▶ Use templates





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A *Matrix* can be composed of *ints*, *floats* or *doubles* as their elements. Instead of handling these data types separately, we can write *Matrix* class as a template class and write code once for all native data types.

Write *Matrix* class as a template class and write code once for all native data types

Question No: 26 ( Marks: 1 ) - Please choose one

"**delete**" operator is used to return memory to free store, which is allocated by the "**new**" operator.

▶ **True**

▶ False

Operator overloading can be performed through\_\_\_\_.

▶ Classes

▶ **Functions**

▶ Operators

▶ Reference

Question No: 2 ( Marks: 1 ) - Please choose one

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

▶ Direct Reference

▶ **Indirect Reference**

▶ Partial Reference

▶ Proper Reference

When a value is referred by a normal variable is known as direct reference

Question No: 3 ( Marks: 1 ) - Please choose one

Which of the following function is used to increase the size of already



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allocated memory chunk?

▶ malloc





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▶ calloc

▶ realloc

▶ free

(FQ, vuzs, 2010)

Question No: 4 ( Marks: 1 ) - Please choose one

Which of the following is NOT a preprocessor directive?

▶ #error

▶ #define

▶ #line

▶ #undef

#### list of preprocessors

• #include • #include "filename" • #define • #undef • #ifdef • #ifndef • #if • #else • #elif • #endif • #error • #line • #pragma • #assert

Question No: 5 ( Marks: 1 ) - Please choose one

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

▶ iostream.h

▶ fstream.h

▶ istream.h

▶ ostream.h

Question No: 6 ( Marks: 1 ) - Please choose one

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



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- ▶ True
- ▶ False

The same pointer that is returned by the new operator, is passed as an argument to the delete operator. These rules apply to both, if operators (new and delete) are overloaded as member or non-member operators (as global operators).





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Question No: 7 ( Marks: 1 ) - Please choose one

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

▶ True

▶ False

if we are allocating an array of objects, there is no way to pass arguments to objects' constructors. Therefore it is required that the objects that are stored in such an array have a no-argument constructor.

Question No: 8 ( Marks: 1 ) - Please choose one

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

▶ Linux

▶ Windows

▶ Unix

▶ Mac OS

In the start C became widely known as the development language of the UNIX operating system, and the UNIX operating system was written by using this C language. The C language is so powerful that the compiler of C and other various operating systems are written in C.

Question No: 9 ( Marks: 1 ) - Please choose one

Computer can understand only machine language code.

▶ True



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▶ False

Question No: 10 ( Marks: 1 ) - Please choose one

We can not define a function as a friend of a Template class.

▶ True

▶ False



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Class templates can have friends. A class or class template, function, or function template can be a friend to a template class. Friends can also be specializations of a class template or function template, but not partial specializations.

Question No: 11 ( Marks: 1 ) - Please choose one

What will be the value of 'a' and 'b' after executing the following statements?

a = 3;

b = a++;

▶ 3, 4

▶ 4, 4

▶ 3, 3

▶ 4, 3

Question No: 12 ( Marks: 1 ) - Please choose one

Consider the following code segment. What will be the

output of following code?  
`int addValue (int *a){`

`int b = (*a)`

`+ 2;return`

`b ;`

`}`

`main`



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```
() {int
x =6 ;
cout << x << “,” ;
cout << addValue(&x)
<< “,” ;cout << x ;
}
```

▶ 6,8,6

▶ 6,6,8



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▶ 6,8,8

▶ 6,6,6

Question No: 13 ( Marks: 1 ) - Please choose one

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

▶ Compiler

▶ Editor

▶ Linker

▶ **Debugger**

Question No: 14 ( Marks: 1 ) - Please choose one

new and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

▶ Functions, operators

▶ Classes, operators

▶ **Operators, functions**

▶ Operators, classes

Hence, we can call new and delete operators, P# 342

we have allocated a memory space for our use by malloc function. P# 285

Question No: 15 ( Marks: 1 ) - Please choose one

Like member functions, can also access the private data members of a class.

▶ Non-member functions



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- ▶ Friend functions
- ▶ Any function outside class
- ▶ None of the given options

Question No: 16 ( Marks: 1 ) - Please choose one

Which situation would require the use of a non-member overloaded operator?

- ▶ The overloaded operator is an Assignment operator.
- ▶ The left most operand is an object of a class.



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- ▶ The left operand is built-in data type.
- ▶ The operator returns a reference.

When an operator function is implemented as a non-member function, the left-most operand maybe an object of the operator's class, an object of a different class, or a built-in type

Question No: 17 ( Marks: 1 ) - Please choose one

The stream insertion and stream extraction operators are already overloaded for \_\_\_\_\_.

- ▶ User-defined data types
- ▶ Built-in data types
- ▶ User-defined and built-in data types
- ▶ None of the given options

Question No: 18 ( Marks: 1 ) - Please choose one

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI \_\_\_\_.

- ▶ can not be replaced
- ▶ None of the given options
- ▶ Remain constant.
- ▶ can be changed by some operation

Question No: 19 ( Marks: 1 ) - Please choose one vuzs

Assignment operator is -----associative.

- ▶ right
- ▶ left



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- ▶ binary
- ▶ unary

You can assign values to several variables in a single statement. For example, the following code sets the contents of apples and oranges to the same value:

```
apples = oranges = 10;
```





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The assignment operator is right associative, so this statement executes by first storing the value 10 in oranges and then storing the value in oranges in apples, so it is effectively

apples = (oranges = 10);

Question No: 20 ( Marks: 1 ) - Please choose one

When ever dynamic memory allocation is made in C/C++, it is freed\_\_\_\_\_.

- ▶ Explicitly
- ▶ **Implicitly**
- ▶ Both explicitly and implicitly
- ▶ None of the given options

Question No: 21 ( Marks: 1 ) - Please choose one

The appropriate data type to store the number of rows and columns of the matrix is \_\_\_\_\_.

- ▶ float
- ▶ **int**
- ▶ char
- ▶ none of the given options.

Question No: 22 ( Marks: 1 ) - Please choose one

Which of the following function do NOT initialize the chunk of memory to all zero?

- ▶ calloc() function
- ▶ Both malloc() and calloc()
- ▶ None of the above



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► **malloc() function**

The **malloc** function differs from **calloc** in the way that the space allocated by **malloc** is not initialized and contains any values initially.

Question No: 23 ( Marks: 1 ) - Please choose one

The function free() returns back the allocated memory got thorough calloc and malloc to\_\_\_\_\_.

► stack





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- ▶ heap
- ▶ stack and heap
- ▶ None of the given options

Question No: 24 ( Marks: 1 ) - Please choose one

`width()` is member function of \_\_\_\_\_

- ▶ cin object
- ▶ cout object
- ▶ Both cin and cout object
- ▶ None of the given option

Question No: 25 ( Marks: 1 ) - Please choose one

Templates are not type safe.

- ▶ true
- ▶ false

Templates are type-safe. This is because the types that templates act upon are known at compiletime, so the compiler can perform type checking before errors occur.

Question No: 26 ( Marks: 1 ) - Please choose one

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,



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---

- ▶ Write a separate class to handle each
  - ▶ Use templates
- ▶ Use strings to store all types
- ▶ None of the given options



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Question No: 1 ( Marks: 1 ) - Please choose one

When we define an array of objects then,

- Destructor will call once for whole array
- **Destructor will call for each object of the array**
- Destructor will never call
- Depends on the size of array

Question No: 2 ( Marks: 1 ) - Please choose one

We can also create an array of user define data type

- **True**
- False

Question No: 3 ( Marks: 1 ) - Please choose one

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

- Only block of memory is allocated for objects
- Only constructor is called for objects
- **Memory is allocated first before calling constructor**
- Constructor is called first before allocating memory

If a single object is allocated, *operator new* is called to allocate memory, and then the constructor is called to initialize the object.

- If an array of objects is allocated, *operator new[]* is called to allocate memory for the whole array, and then the constructor is called for each element of the array.
- When a single object is deleted, the destructor for the object is called first, and then *operator delete* is called to free the memory occupied by the object.



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· When an array of objects is deleted, the destructor for each element of the array object is called first, and then *operator delete[]* is called to free the memory occupied by the array.

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Question No: 4

( Marks: 1 ) - Please choose one

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

· True

· False

Although, this is good to deallocate an array of objects without specifying array operator ([]) as there is no dynamic memory allocation occurring from inside the Date class. But this is a bad practice.

Question No: 5

( Marks: 1 ) - Please choose one

The declarator of Plus (+) member operator function is

· `Class-Name operator + (Class-Name rhs)`

· `Operator Class-Name + ( )`

· `Operator Class-Name + ( rhs)`

· `Class-Name operator + ( )`

Page 371,373 example are

here

Complex operator +

(Complex & ); Complex

operator + (parameter-

list);

The syntax of the prototype of the overloaded



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operator function is: return-type operator

operator-symbol (parameter-list);

operator is the keyword here. An example of this

will be as follows: Complex operator + (Complex &  
);

Question No: 6 ( Marks: 1 ) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators

- True (not sure)
- False

Question No: 7 ( Marks: 1 ) - Please choose one





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Which of the following is correct way to initialize a variable x of int type with value 10?

- `int x ; x = 10 ;`
- `int x = 10 ;`
- `int x, x = 10;`
- `x = 10 ;`

variable already created in question only it is asking for initialization.

Question No: 8

( Marks: 1 ) - Please choose one

Default mechanism of function calling in case of array is and in case of variable is \_\_\_\_\_

- Call by value, call by reference
- Call by referene, call by reference
- Call by reference, call by value
- Call by value, call by value

Question No: 9

( Marks: 1 ) - Please choose one

What does STL stand for?

- Source template library
- Standard template library
- Stream template library
- Standard temporary library

STL stands for Standard Template Library



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Question No: 10

( Marks: 1 ) - Please choose one

Skill(s) that is/are needed by programmers \_\_\_\_\_

- Paying attention to detail
- Think about the reusability
- Think about user interface

· All of the given options



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Programming is an important activity as people life and living depends on the programs onemake. Hence while programming one should

- o Paying attention to detail
- o Think about the reusability.
- o Think about user interface
- o Understand the fact the computers are stupid
- o Comment the code liberally

Question No: 11 ( Marks: 1 ) - Please choose one

For which array, the size of the array should be one more than the number ofelements in an array?

- int
- double
- float
- char

Question No: 12 ( Marks: 1 ) - Please choose one

new and delete are\_\_\_\_\_whereas malloc and free are \_\_\_\_\_

- Functions, operators
- Classes, operators
- Operators, functions

- Operators, classes

new and delete are operators in c++

C functions like **malloc()** and **free()** functions can also be used from



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within C++ code

Question No: 13

( Marks: 1 ) - Please choose one

The prototype of friend functions must be written the class and its definition must be written \_\_\_\_\_

· inside, inside the class



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· inside, outside the class

· outside, inside the class

· outside, outside the class

Question No: 14 ( Marks: 1 ) - Please choose one

Friend function of a class are \_\_\_\_\_ of a class.

· Non-member functions not sure

· Friend functions

· Any function outside class

Question No: 15 ( Marks: 1 ) - Please choose one

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

$obj3 = obj1 + obj2 ;$

·  $obj2$  will be passed as an argument to  $+$  operator whereas  $obj1$  will drive the  $+$  operator

·  $obj1$  will drive the  $+$  operator whereas  $obj2$  will be passed as an argument to  $+$  operator

· Both objects ( $obj1, obj2$ ) will be passed as arguments to the  $+$  operator

· Any of the objects ( $obj1, obj2$ ) can drive the  $+$  operator

$c3 = c1 + c2 ;$  In the above statement (  $c3 = c1 + c2 ;$  ),  $c1$  is the object that is calling or driving the  $+$  operator.  $c2$  object is being passed as an argument to the  $+$  operator. So  $c1$  and  $c2$  objects are added by the  $+$  operator and resultant



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Question No: 16

( Marks: 1 ) - Please choose one

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

- Class-name operator +() ;
- Class-name operator +(int) ;
- Class-name operator ++() ;
- Class-name operator ++(int) ;





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Overloading Unary Operators

// **Preincrement** operator overloaded as a

member function. Date Date::operator++()

{

    helpIncrement();

    return \*this; // value return; not a reference return

}

// **Postincrement** operator overloaded as a member function.

// Note that the dummy integer parameter does not have a

// parameter name.

Date Date::operator++(int)

{

    Date temp =

        \*this;

    helpIncreme

        nt();

    // return non-incremented, saved,

    temporary object return temp; // value



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return; not a reference return

}

Question No: 17

( Marks: 1 ) - Please choose one

For cin, the source is normally a \_\_\_\_\_ and destination can be \_\_

- File, native data type
- Disk, user-define type
- Keyboard, variable



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· File, user-define type

For cin, the source is normally keyboard and the destination can be an ordinary variable i.e. native-data type variable. It could be some area of memory or our own data type, i.e. object for which we h

Question No: 18 ( Marks: 1 ) - Please choose one

We can do condition compilation with pre processor directives.

· True

· False

All the preprocessor directives start with the sharp sign (#). We can also do conditional compilation with it.

Question No: 19 ( Marks: 1 ) - Please choose one

The programs, in which we allocate static memory, run essentially on \_

· Heap

· System Cache

· None of the given options

· Stack

The programs, in which we allocate static memory, run essentially on stack

Question No: 20 ( Marks: 1 ) - Please choose one

A template function must have at least or more arguments

· Zero



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· One

· Two

· Three

The function arguments must contain at least one generic data type.

Normal function declaration is: `return_type`

`function_name(argument_list)`

Question No: 21

( Marks: 1 ) - Please choose one

The default value of a parameter can be provided inside the \_\_\_\_\_



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- function prototype
- function definition
  - both function prototype or function definition
- none of the given options

The default value of a parameter is provided inside the function prototype or function definition.

Question No: 22 ( Marks: 1 ) - Please choose one

While calling function, the arguments are assigned to the parameters from \_\_\_\_\_

- left to right
- right to left
- no specific order is followed
- none of the given options

While calling function, the arguments are assigned to the parameters from left to right.

Question No: 23 ( Marks: 1 ) - Please choose one

When an operator function is defined as member function for a binary Plus (+)operator then the number of argument it take is/are

- Zero
- One
- Two



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· N arguments

Operators as member functions

Aside from the operators which must be members, operators may be overloaded as member or non-member functions. The choice of whether or not to overload as a member is up to the programmer.

Operators are generally overloaded as members when they:

change the left-hand operand, or

1. require direct access to the non-public parts of an object.





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When an operator is defined as a member, the number of explicit parameters is reduced by one, as the calling object is implicitly supplied as an operand. Thus, binary operators take one explicit parameter and unary operators none. In the case of binary operators, the left hand operand is the calling object, and no type coercion will be done upon it.

Question No: 24

( Marks: 1 ) - Please choose one

new operator allocates memory from free store and return \_\_\_\_\_

· A pointer

- A reference
- An integer
- A float

new Operator (C++)

Allocates memory for an object or array of objects of type-name from the free store and returns a suitably typed, nonzero pointer to the object

Question No: 25

( Marks: 1 ) - Please choose one

With user-defined data type variables (Objects),  
self assignment can produce\_\_

· Syntax error not sure

- Logical error
- Link error
- Non of the given options



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Question No: 26

( Marks: 1 ) – Write Simple Program

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

- True
- False





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Question No: 27

( Marks: 1 ) – Briefly define/Justify

When an object of a class is defined inside an other class then,

- Constructor of enclosing class will be called first
- Constructor of inner object will be called first
- Constructor and Destructor will be called simultaneously
- None of the given options

• **A class can contain instances of other classes as its data members.** • It is a way of reusing the code when we contain objects of our already written classes into a new class.

- The inner data members of the object are constructed and then the object itself.

The order of destruction of an object is reverse to this construction order, where the outer object is destroyed first before the inner data members.

- Initializer list is used to initialize the inner objects at the construction time.
- In C++, we can have structures or classes defined inside classes. Classes defined within other classes are called nested classes.

Question No: 28

( Marks: 1 ) – Brief answer required

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

- From left to right
- From right to left
- In the order in which they are defined within class
- None of the given options

Question No: 29

( Marks: 1 ) - Brief answer required

"new" and "delete" keywords are \_\_\_\_\_ in C++ language



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- Built-in- Function
  - **Operators**
- Memory Allocation Function
- None of the given options





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If we write a statement like `s2 = s1;` \_\_\_\_\_ will be the calling object and \_\_\_\_\_ will be passed to the = operator as an argument.

- ▶ s1, s1
- ▶ s1, s2
- ▶ s2, s1
- ▶ s2, s2

If we write a statement like `s2 = s1;` s2 will be the calling object and s1 will be passed to the =operator as an argument. P# 397

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

- ▶ 0000128
- ▶ 0128128
- ▶ 1280000
- ▶ 0012800

default alignment is from left due to this it first prints 4 Zeros(setw=7, digit=3 i.e 1-2-8,) 7-3=4Zeros vuzs

The stream insertion and extraction operators are not already overloaded for \_\_\_\_\_



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▶ Built-in data types

▶ Both built-in and user-defined types

▶ None of the given options

▶ User-defined data types

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Constructors can not be overloaded like ordinary functions.

▶ True

▶ False

The constructors can be overloaded. We can write as many constructors as we require. At onetime, the compiler will call the correct version of the constructor".P# 323 these solutions are meant to host at vuzs site only

Overloaded new operator function takes parameter of type *size\_t* and returns

- ▶ void (nothing)
- ▶ void pointer
- ▶ object pointer
- ▶ int pointer

Also note that the *new* operator returns a *void* pointer. Any *new* operator we write must have this parameter and return type.

Which of the following is the correct way to declare a variable x of integer type?

- ▶ x int ;
- ▶ integer x ;
- ▶ int x;
- ▶ x integer

Reserve words cannot be used as a variable name.





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- ▶ True
- ▶ False

There are few data types in C language. These data types are reserved words of C language. These reserved words can not be used as a variable names. P# 17

A template function must have at least      generic data type

- ▶ Zero
- ▶ One
- ▶ Two
- ▶ Three



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The function arguments must contain at least one generic data type. P# 499

Template functions can also be overloaded

- ▶ True
- ▶ False

We can write overloaded template functions as long as there is use of different number or type of arguments.. P # 503

We can not make a member function of a class as template function.

- ▶ True
- ▶ False not sure

When break statement is encountered in switch statement, it

- ▶ Stops the entire program
- ▶ Stops the execution of current statement
- ▶ Exits from switch statement
- ▶ None of the given options

We can also define a variable of user define data type (object) as static.

- ▶ True
- ▶ False

The declarator of Plus (+) member operator function is

- ▶ Class-Name operator + (Class-Name rhs)
- ▶ operator Class-Name + ( )
- ▶ operator Class-Name + ( rhs)
- ▶ Class-Name operator + ( )

Let suppose

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





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This can be interpreted by the compiler as:

- ▶ `a = (b = (c = (d = (e = 42))));`
- ▶ `(a = b = (c = (d = (e = 42))));`
- ▶ `a = b = (c = (d = (e = 42)));`
- ▶ `(a = b) = (c = d) = (e = 42);`

What will be the range of numbers generated by function `rand () % 9`?



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- ▶ 0 to 9
- ▶ 1 to 9
- ▶ 0 to 8
- ▶ 1 to 8

When 6 divides any number, the remainder will always be less than 6. The result will be between therefore we will add 1.  $1 + \text{rand}() \% 6$ ;

Which of the following is the correct function call having array named *student* of 10 elements as a parameter.

- ▶ `addRecord(student[]);`
- ▶ `addRecord(student);`
- ▶ `addRecord(student[10]);`
- ▶ `addRecord(*student);`

when we pass array we don't give limit of array Example:  
Pass array to function

```
#include<stdio.h>
#include<conio.h>
void read(int *,int);
void dis(int *,int);

void main()
{
 int a[5],b[5],c[5],i;

 printf("Enter the elements of
 first list \n");read(a,5);
 printf("The elements of first
 list are \n");dis(a,5);
}

void read(int c[],int i)
{
 int j;
```



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```
for(j=0;j<i;j++)
scanf("%d",&c
[j]);
fflush(stdin);
}
```

```
void dis(int d[],int i)
{
int j;
for(j=0;j<i;j+
+) printf("%d
",d[j]);
printf("\n");
}
```



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Declaring structures does not mean that memory is allocated. Example:

- ▶ True
- ▶ False

structures do not occupy any memory until it is associated with the structure variable Identifier is a name that can be given to variables, labels and functions.

- ▶ True
- ▶ False

An 'Identifier' means any name that the user creates in his/her program. These names can be of variables, functions and labels

If a class A declares itself a friend of class B and a class B declares itself a friend of class C then

- ▶ Class A is also a friend of class C.
- ▶ Class B is also a friend of class A.
- ▶ Class A is also a friend of class C if A declares C as its friend.
- ▶ Class A is also a friend of class C if C declares A as its friend.

If we want a two-way relationship, OtherClass will have to declare ClassOne as a friend class, resulting in a complete two-way relationship

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ It can be declared anywhere in class as these are not affected by the public and private keywords.





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*Friend is a very strong statement. It is too strong to be affected by public or private we can put it anywhere in the class*

A pointer is a special type of variable that contain \_\_\_\_\_

- ▶ Memory Address
- ▶ Data values
- ▶ Both Values and Memory
- ▶ None of given of options

*Pointer is a special type of variable that contains a memory address.*



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When memory for a program is allocated at run time then it is called \_\_

- ▶ static memory allocation
- ▶ **dynamic memory allocation**
- ▶ stack memory allocation
- ▶ virtual memory allocation

When we create an object of the class at run time, it will allocate memory according to our requirement. So there is no waste of memory and the situations in which we want to store large data in small memory or vice versa are prevented. So we do dynamic memory allocation inside these classes.

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ **All of the given options**

Which of the following function cannot be overloaded?

- ▶ Member functions
- ▶ Utility functions
- ▶ Constructor
- ▶ **Destructor**

*The destructors can be summarized as The destructors cannot be overloaded. The destructors take no arguments. The destructors don't return a value*

The following prototype of unary operator function indicates that it is \_\_.  
Date operator++(int )

- ▶ **Member functions of post increment operator**
- ▶ Member functions of pre increment operator
- ▶ Non-member functions of post increment operator
- ▶ Non-member functions of pre increment operator





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Overloading Unary Operators

```
// Preincrement operator overloaded as a
member function. Date Date::operator++()
{
 helpIncrement();
 return *this; // value return; not a reference return
}
```



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```
// parameter name.
Date Date::operator++(int)
{
 Date temp =
 *this;
 helpIncreme
 nt();
}
```

Static variable which is defined in a function is initialized\_\_\_\_\_.

- ▶ Only once during its life time
- ▶ Every time the function call
- ▶ Compile time of the program
- ▶ None of the above

Once the static variables are created, they exist for the life of the program. They do not die. In the member initialize list, the data members are initialized,

- ▶ From left to right
- ▶ From right to left
- ▶ In the order in which they are defined within class
- ▶ None of the given options

If we do not indent the code properly it will \_\_\_\_\_

- ▶ Be a syntax error
- ▶ Be a logical error
- ▶ Not be an error at all
- ▶ None of the given options

we Indent the code for better readability

and understanding Truth tables are used for





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analyzing\_\_\_\_\_.

- ▶ logical expressions
- ▶ arithmetic expressions
- ▶ both logical and arithmetic expressions
- ▶ none of the given options.

The truth tables are very important. These are still a tool available for analyzing logical expressions.



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Static memory allocation is also known as \_

- ▶ Dynamic allocation
- ▶ **Compile time allocation**
- ▶ Run time allocation
- ▶ None of the given options

Question No: 1( Marks: 1 ) - Please choose one

There are mainly-----types of software

- ▶ **Two**
- ▶ Three
- ▶ Four



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► Five

Software is categorized into two main categories

System Software

Application Software

Question No: 2( Marks: 1 ) - Please choose one

When  $x = 7$ ; then the expression  $x \% = 2$ ; will calculate the value of  $x$  as,

► 1

► 3

► 7

► 2

Question No: 3( Marks: 1 ) - Please choose one

A pointer variable can be,

► Decmented only

► Incremented only

► Multiplied only

► Both 1 and 2

Question No: 4( Marks: 1 ) - Please choose one

setprecision is a parameter less manipulator.

► True

► False

Question No: 5( Marks: 1 ) - Please choose one

We can change a Unary operator to Binary operator through operator overloading.

► False

► True

Question No: 6( Marks: 1 ) - Please choose one

delete operator is used to return memory to free store which is allocated by the new operator

► True

► False

The objects are created with the new operator on free store, they will not be destroyed and memory will not be de-allocated unless we call delete operator to destroy the objects and de-allocate memory.

Question No: 7( Marks: 1 ) - Please choose one

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

► True

► False

whenever we have a class in which the constructor allocates dynamic memory, it is necessary to provide a destructor that frees the memory.

Question No: 8( Marks: 1 ) - Please choose one

What is the functionality of the following statement?

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

► Default constructor will call for all objects of array

► Parameterized constructor will call for all objects of array



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- ▶ Parameterized constructor will call for first 2 objects and default constructor for remaining objects
  - ▶ Default constructor will call for first 3 objects and Parameterized constructor for remaining objects
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Question No: 9( Marks: 1 ) - Please choose one

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

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor**
- ▶ Constructor is called first before allocating memory

If a single object is allocated, *operator new* is called to allocate memory, and then the constructor is called to initialize the object.

· If an array of objects is allocated, *operator new[]* is called to allocate memory for the whole array, and then the constructor is called for each element of the array.

· When a single object is deleted, the destructor for the object is called first, and then *operator delete* is called to free the memory occupied by the object.

· When an array of objects is deleted, the destructor for each element of the array object is called first, and then *operator delete[]* is called to free the memory occupied by the array.

Question No: 10( Marks: 1 ) - Please choose one

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

- ▶ **True**
- ▶ False

Question No: 11( Marks: 1 ) - Please choose one

Which of the following data type will be assumed if no data type is specified with constant?

- ▶ short
- ▶ float
- ▶ **int**
- ▶ double

Question No: 12( Marks: 1 ) - Please choose one

There is an array of characters having name 'course' that has to be initialized by string 'programming' which of the following is the correct way to do this,

i. `course[] = {'p', 'r', 'o', 'g', 'r', 'a', 'm', 'm', 'i', 'n', 'g'};`

ii. `course[] = 'programming' ;`

iii. `course[12] = "programming" ;`

iv. `course = "programming" ;`

Choose the correct options.

- ▶ (i) and (ii) only
- ▶ (i) and (iv) only
- ▶ **(i) and (iii) only**
- ▶ (ii) and (iii) only



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Question No: 13( Marks: 1 ) - Please choose one





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What will be the correct syntax of the following statement?

*ptr* is a constant pointer to integer.

- ▶ `const int *ptr ;`
- ▶ `const *int ptr ;`
- ▶ `int const *ptr ;`
- ▶ `int *const ptr ;`

The keyword `const` for pointers can appear before the type, after the type, or in both places. The following are legal declarations:

`const int * ptr1; /* A pointer to a constant integer:  
the value pointed to cannot be changed */`

`int * const ptr2; /* A constant pointer to integer:  
the integer can be changed, but ptr2  
cannot point to anything else */`

`const int * const ptr3; /* A constant pointer to a constant integer:  
neither the value pointed to  
nor the pointer itself can be changed */`

Declaring an object to be `const` means that the this pointer is a pointer to a `const` object. A `const` this pointer can be used only with `const` member functions vuzs.net

Question No: 14( Marks: 1 ) - Please choose one

Overloaded member operator function is always called by \_\_\_\_\_

- ▶ Class
- ▶ Object
- ▶ **Compiler**
- ▶ Primitive data type

As discussed in the example of overloaded functions, the automatic part is also there. But we wrote all those functions separately. Here the automatic part is even deeper. In other words, we write one template function without specifying a data type. If it is to be called for `int` data type, the compiler will itself write an `int` version of that function. If it is to be called for `double`, the compiler will itself write it. This does not happen at run time, but at compile time. The compiler will analyze the program and see for which data type, the template function has been called. According to this, it will get the template and write a function for that data type. P# 498

Question No: 15( Marks: 1 ) - Please choose one

Loader loads the executable code from hard disk to main memory.

- ▶ **True**
- ▶ False

Loader after a executable program is linked and saved on the disk and it is ready for execution. We need another process which loads the program into memory and then instruct the processor to start the execution of the program from the first instruction (the starting point of every C program is from the main function). This processor is known as loader. P# 13

Question No: 16( Marks: 1 ) - Please choose one

Which of the following is the correct C++ syntax to allocate space dynamically for an array of 10 int?



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- ▶ `new int(10);`
- ▶ `new int[10];`





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- ▶ `int new(10);`
- ▶ `int new[10];`

For example, we want to allocate an array of 10 ints dynamically. Then the statement will be like this: `int *iptr; iptr = new int[10];` P# 332

Question No: 17( Marks: 1 ) - Please choose one

The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ inside, outside the class
- ▶ outside, inside the class
- ▶ outside, outside the class

So their definition will be always outside the class. However, the prototype of the function will be written in the class. P#346

Question No: 18( Marks: 1 ) - Please choose one

Like member functions, \_\_\_\_\_ can also access the private data members of a class.

- ▶ Non-member functions
- ▶ Friend functions
- ▶ Any function outside class
- ▶ None of the given options

If a data is private, it will be available only to member functions of the class. No other function outside the class (except friend functions) can access the private data. vuzs.net P# 320

Question No: 19( Marks: 1 ) - Please choose one

To perform manipulation with input/output, we have to include \_\_\_\_\_ header file.

- ▶ `iostream.h`
- ▶ `stdlib.h`
- ▶ `iomanip.h`
- ▶ `fstream.h`

To do stream manipulations, we have to include a header file having the name `iomanip.h`. We can understand that `iomanip` is a short hand for input output manipulation. P# 427

Question No: 20( Marks: 1 ) - Please choose one

The `endl` and `flush` are \_\_\_\_\_

- ▶ Functions
- ▶ Operators
- ▶ Manipulators
- ▶ Objects

Similarly `flush` was a manipulator for which we could write `cout << flush` that means flushing the output buffer. So it manipulates the output.

P # 435 / 436

Question No: 21( Marks: 1 ) - Please choose one



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If we want to use stream insertion and extraction operators with \_\_\_\_\_ then we have to overload these operators.

► int, float, double





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- ▶ objects of class
- ▶ int, float, object
- ▶ int, char, float

stream extraction operator is used with different data types of int, double and float. The three lines given above can be written in one cascading line: `cin >> i >> d >> f;`

In order to use these insertion ( << ) and extraction ( >> ) operators with classes, we have to overload these operators. [www.vuzs.net](http://www.vuzs.net)

Question No: 22( Marks: 1 ) - Please choose one

The static data members of a class can be accessed by \_\_\_\_\_

- ▶ only class
- ▶ only objects (not sure) .....
- ▶ both class and objects
- ▶ none of given options

Question No: 23( Marks: 1 ) - Please choose one

Classes defined inside other classes are called \_\_\_\_\_ classes

- ▶ looped
- ▶ nested
- ▶ overloaded
- ▶ none of the given options.

we can have structures or classes defined inside classes. Classes defined within other classes are called nested classes

Question No: 24( Marks: 1 ) - Please choose one

Which value is returned by the destructor of a class?

- ▶ A pointer to the class.
- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctly
- ▶ Destructors do not return a value.

Destructors obey the following syntactical requirements:

a destructor's name is equal to its class name prefixed by a tilde;

a destructor has no arguments;

a destructor has no return value.



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Question No: 25( Marks: 1 ) - Please choose one





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Consider the following code segment

```
class M {
 friend int operator!(const M &);
 ...
};
Is // code of line implies that operator!(s)
```

Let assume if s is an object of the class then function is implemented as \_\_\_\_\_

- ▶ Member function
- ▶ Non-member function
- ▶ Binary operator function
- ▶ None of the given options

None of the given options

Question No: 26( Marks: 1 ) - Please choose one

When the compiler overloads the assignment (=) operator by default then \_\_\_\_\_

- ▶ **compiler does member wise assignment.**
- ▶ compiler does not allow default overload of assignment (=) operator
- ▶ member of the class are not assigned properly
- ▶ None of the given options

### Assignment Operator

At first, we ascertain whether there is need of an assignment operator or not? It is needed when we are going to assign one object to the other, that means when we want to have expression like a = b. C++ provides a default assignment operator. This operator does a member-wise assignment.

Question No: 27( Marks: 1 ) - Please choose one

If text is a pointer of class String then what is meant by the following statement?

```
text = new String [5];
```

- ▶ Creates an array of 5 string objects statically
- ▶ **Creates an array of 5 string objects dynamically**
- ▶ Creates an array of pointers to string
- ▶ Creates a string Object



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Question No: 28( Marks: 1 ) - Please choose one





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Static variable which is defined in a function is initialized\_\_\_\_\_.

- ▶ Only once during its life time
- ▶ Every time the function call
- ▶ Compile time of the program
- ▶ None of the above

When you declare a static variable (native data type or object) inside a function, it is created and initialized only once during the lifetime of the program

Question No: 29( Marks: 1 ) - Please choose one

The appropriate data type to store the number of rows and is\_\_\_\_\_.

- ▶ floatcolumns of the matrix
- ▶ int
- ▶ char
- ▶ none of the given options.

Int is right because columns and row cannot be in fractionsQuestion No:

30( Marks: 1 ) - Please choose one

Copy constructor becomes necessary while dealing with\_\_\_\_\_allocation in the class.

- ▶ Dynamic memory
- ▶ Static memory
- ▶ Both Dynamic and Static memory
- ▶ None of the given options



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1. Which of the following operator can be overloaded?

**Answer: ?**

2. Correct syntax of the prototype of the overloaded operator function is\_\_\_\_\_.

**Answer: return-type operator operator-symbol (parameter-list);**

3. What is the right syntax of the *buf* for calling object by using this pointer?

**Answer: (\*this) buf**

4. In the syntax of the overloaded operator function given below:Complex operator + (Complex &);  
What is operator?

**Answer: keyword**

5. if (day==daysOfMonth (\*this))  
{ }  
In above code, \*this refers to:

**Answer: current object**

6. For overloading minus (-) operator, which member operator function will be corrected?

**Answer: Complex (-) operator (Complex c)**

7. Which of the following is assignment operator?

**Answer: =**

8. Bool data type takes\_\_\_\_values.





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**Answer: 2**

9. Complex cadd (Complex c1, Complex c2); What statement is true for above case?

**Answer: it accepts two complex numbers as parameters and returns back the resultant complex number.**

10. Which option will be correct in order to free the space of memory allocated to a buffer (buf)?

**Answer: delete buf**

11. When overloading assignment (=) operator, which of the following syntax is correct?

**Answer: Void operator = (const String &s);**

**What is correct example of binary operator?**

**Answer: -**

If we write a statement like `s2 = s1;` \_\_\_ will be the calling object and \_\_\_ will be passed to the = operator as an argument.

► s1, s1



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- ▶ s1, s2
- ▶ **s2, s1**
- ▶ s2, s2

If we write a statement like  $s2 = s1$ ;  $s2$  will be the calling object and  $s1$  will be passed to the  $=$  operator as an argument. P# 397

```
cout << setfill('0') << setw(7) << 128 ;
```

- ▶ **0000128**
- ▶ 0128128
- ▶ 1280000
- ▶ 0012800

default alignment is from left due to this it first prints 4 Zeros(setw=7, digit=3 i.e 1-2-8,) 7-3=4 Zeros vuzs

The stream insertion and extraction operators are not already overloaded for \_\_\_\_\_

- ▶ Built-in data types
- ▶ **User-defined data types**
- ▶ Both built-in and user-defined types
- ▶ None of the given options

Constructors can not be overloaded like ordinary functions.

- ▶ True
- ▶ **False**

The constructors can be overloaded. We can write as many constructors as we require. At one time, the compiler will call the correct version of the constructor".P# 323 these solutions are meant to host at vuzs site only

Overloaded new operator function takes parameter of type *size\_t* and returns

- ▶ void (nothing)
- ▶ **void pointer**
- ▶ object pointer
- ▶ int pointer

Also note that the *new* operator returns a *void* pointer. Any *new* operator we write must have this parameter and return type.

Which of the following is the correct way to declare a variable x of integer type?

- ▶ x int ;
- ▶ integer x ;
- ▶ **int x;**
- ▶ x integer





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Reserve words cannot be used as a variable name.

- ▶ True
- ▶ False

There are few data types in C language. These data types are reserved words of C language. The reserve words can not be used as a variable manes. P# 17

A template function must have at least ----- generic data type

- ▶ Zero
- ▶ One
- ▶ Two
- ▶ Three

The function arguments must contain at least one generic data type. P# 499

Template functions can also be overloaded

- ▶ True
- ▶ False

We can write overloaded template functions as long as there is use of different number or type of arguments.. P # 503

We can not make a member function of a class as template function.

- ▶ True
- ▶ False not sure

When break statement is encountered in switch statement, it

- ▶ Stops the entire program
- ▶ Stops the execution of current statement
- ▶ Exits from switch statement
- ▶ None of the given options

We can also define a variable of user define data type (object) as static.

- ▶ True
- ▶ False

The declarator of Plus (+) member operator function is



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## ► **Class-Name operator + (Class-Name rhs)**

- operator Class-Name + ( )
- operator Class-Name + ( rhs)
- Class-Name operator + ( )

Let suppose

```
int a, b, c, d, e;
```

```
a = b = c = d = e = 42;
```

This can be interpreted by the compiler as:

- a = (b = (c = (d = (e = 42))));
- (a = b = (c = (d = (e = 42))));
- **a = b = (c = (d = (e = 42))) ;**
- (a = b) = (c = d) = (e = 42);

What will be the range of numbers generated by function `rand () % 9`?

- 0 to 9
- 1 to 9
- **0 to 8**
- 1 to 8

When 6 divides any number, the remainder will always be less than 6. The result will be between therefore we will add 1. `1 + rand () % 6`;

Which of the following is the correct function call having array named *student* of 10 elements as a parameter.

- **addRecord(student[]);**
- addRecord(student);
- addRecord(student[10]);
- addRecord(\*student);

Declaring structures does not mean that memory is allocated.

Example:

- **True**
- False

structures do not occupy any memory until it is associated with the structure variable

Identifier is a name that can be given to variables, labels and functions.

- **True**
- False

An 'Identifier' means any name that the user creates in his/her program. These names can be of variables, functions and labels

If a class A declares itself a friend of class B and a class B declares itself a friend of class C then

- Class A is also a friend of class C.





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- ▶ Class B is also a friend of class A.
- ▶ **Class A is also a friend of class C if A declares C as its friend.**
- ▶ Class A is also a friend of class C if C declares A as its friend.

If we want a two-way relationship, OtherClass will have to declare ClassOne as a friend class, resulting in a complete two-way relationship

Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ **It can be declared anywhere in class as these are not affected by the public and private keywords.**

*Friend is a very strong statement. It is too strong to be affected by public or private we can put it anywhere in the class*

A pointer is a special type of variable that contain \_\_\_\_\_

- ▶ **Memory Address**
- ▶ Data values
- ▶ Both Values and Memory
- ▶ None of given of options

*Pointer is a special type of variable that contains a memory address.*

When memory for a program is allocated at run time then it is called \_\_\_\_\_

- ▶ static memory allocation
- ▶ **dynamic memory allocation**
- ▶ stack memory allocation
- ▶ virtual memory allocation

When we create an object of the class at run time, it will allocate memory according to our requirement. So there is no waste of memory and the situations in which we want to store large data in small memory or vice versa are prevented. So we do dynamic memory allocation inside these classes.

What purpose do classes serve?

- ▶ Data encapsulation
- ▶ Providing a convenient way of modeling real-world objects
- ▶ Simplifying code reuse
- ▶ **All of the given options**

Which of the following function cannot be overloaded?



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- ▶ Member functions
- ▶ Utility functions
- ▶ Constructor
- ▶ **Destructor**

*The destructors can be summarized as The destructors cannot be overloaded. The destructors take no arguments. The destructors don't return a value*

The following prototype of unary operator function indicates that it is \_\_\_\_\_ .

**Date operator++(int )**

- ▶ **Member functions of post increment operator**
- ▶ Member functions of pre increment operator
- ▶ Non-member functions of post increment operator
- ▶ Non-member functions of pre increment operator

Static variable which is defined in a function is initialized \_\_\_\_\_.

- ▶ **Only once during its life time**
- ▶ Every time the function call
- ▶ Compile time of the program
- ▶ None of the above

Once the static variables are created, they exist for the life of the program. They do not die.

In the member initialize list, the data members are initialized,

- ▶ **From left to right**
- ▶ From right to left
- ▶ In the order in which they are defined within class
- ▶ None of the given options

If we do not indent the code properly it will \_\_\_\_\_

- ▶ Be a syntax error
- ▶ Be a logical error
- ▶ **Not be an error at all**
- ▶ None of the given options

we Indent the code for better readability and understanding

Truth tables are used for analyzing \_\_\_\_\_.

- ▶ **logical expressions**
- ▶ arithmetic expressions





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- ▶ both logical and arithmetic expressions
- ▶ none of the given options.

The truth tables are very important. These are still a tool available for analyzing logical expressions.

Static memory allocation is also known as \_\_\_\_\_

- ▶ Dynamic allocation
- ▶ **Compile time allocation**
- ▶ Run time allocation
- ▶ None of the given options



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Question No: 1 (Marks: 1) - Please choose one

\_\_\_\_\_ To access the data members of structure \_\_\_\_\_ is used.

▶ dot operator (.)

▶ \* operator

▶ à operator

▶ None of given.

Question No: 2 (Marks: 1) - Please choose one

\_\_\_\_\_ What does  $5 \wedge 6$ , evaluate to in decimal where '^' is Exclusive OR operator?

▶ 1

▶ 2

▶ 3

▶ 4

Question No: 3 (Marks: 1) - Please choose one

\_\_\_\_\_ If constructor contains a return statement in its body then compiler will give \_\_\_\_\_

▶ No error

▶ Syntax error

▶ Logical error

▶ Run time error

Question No: 4 (Marks: 1) - Please choose one

\_\_\_\_\_ We can use New keyword inside of Class Constructor.

True

False

Question No: 5 (Marks: 1) - Please choose one

\_\_\_\_\_ When an operator function is define as member function for a Unary operator then the number of argument it take is/are,

Zero

One

Two





# AR Lucky Term

Question No: 10 ( Marks: 1 ) - Please choose one

Deleting an array of objects without specifying [] brackets may lead to memory leak

True

False

Question No: 11 ( Marks: 1 ) - Please choose one

Which of the following data type(s) can operate on modulus operator “%”?

▶ float, int

▶ float, double

▶ int

▶ char

Question No: 12 ( Marks: 1 ) - Please choose one

Array is passed by value to a function by default.

True

False

Question No: 13 ( Marks: 1 ) - Please choose one

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

True

False

Question No: 14 ( Marks: 1 ) - Please choose one

What will be the correct syntax to initialize all elements of two-dimensional array to value 0?

`int arr[2][3] = {0,0} ;`

`int arr[2][3] = {{0},{0}} ;`

`int arr[2][3] = {0},{0} ;`

`int arr[2][3] = {0} ;`

Question No: 15 ( Marks: 1 ) - Please choose one

When an operator function is define as member function then operand on the left side of operator must be an object.

True

False

Question No: 16 ( Marks: 1 ) - Please choose one

break statement can be used outside a loop or switch statement.

True





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\_\_\_\_\_ Unary operator implemented as member function takes \_\_\_\_ arguments whereas non-member function takes \_\_\_\_\_ arguments.

- One, zero
- Zero, one**
- One, two
- Two, one

**Question No: 22 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ The input/output streams cin and cout are \_\_\_\_\_ therefore have \_\_\_\_\_.

- ▶ Structures, function
- ▶ Objects, member functions
- ▶ Functions, objects
- ▶ **None of the given options**

**Question No: 23 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ If a symbolic constant has been defined, it will be an error to define it again.

- ▶ **True**
- ▶ False

**Question No: 24 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ Every class contains \_\_\_\_\_.

- ▶ **Constructor**
- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options

**Question No: 25 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ new and delete keywords are \_\_\_\_\_ in C++ language.

- ▶ Built-in- Function
- ▶ Operators
- ▶ **Memory Allocation Function**





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► None of the given options

Question No: 26 ( Marks: 1 ) - Please choose one

Consider the following code segment.

```
class M {
public:
 M &operator+(const M &);
...
};
```

**p + q** //code of line implies that p.operator+(q)

Let assume if p and q are class objects then function is implemented as \_\_\_\_\_

Member function

Non-member function

Friend function

None of the given options

Question No: 27 ( Marks: 1 ) - Please choose one

Assignment operator is \_\_\_\_\_-associative.

right

left

binary

unary

Question No: 28 ( Marks: 1 ) - Please choose one

Static variable which is defined in a function is initialized \_\_\_\_\_.

- Only once during its life time
- Every time the function call
- Compile time of the program
- None of the above

Question No: 29 ( Marks: 1 ) - Please choose one

We can not define a variable of user-defined data type in the class.



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True

False

**Question No: 30 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ A constructor that will create a new object with a full copy of the other object, is copy is known as \_\_\_\_\_

deep copy

shallow copy

constructor copy

none of the options

**Question No: 1 ( Marks: 1 ) - Please choose one**

In if structure the block of statements is executed only,

▶ When the condition is false

▶ When it contain arithmetic operators



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▶ When it contain logical operators

▶ **When the condition is true**

**Question No: 2 ( Marks: 1 ) - Please choose one**

Header file: **fstream.h** includes the definition of the stream classes \_\_\_\_\_.

▶ ifstream, fstream, cout

▶ **ifstream, fstream, ofstream**

▶ fstream, cin, cout

▶ None of the above

**Question No: 3 ( Marks: 1 ) - Please choose one**

To access the data members of structure \_\_\_\_\_ is used.

▶ **dot operator (.)**

▶ \* operator

▶ operatorà

▶ None of given.

**Question No: 4 ( Marks: 1 ) - Please choose one**

eof( ), bad( ), good( ), clear( ) all are manipulators.

▶ True

▶ **False**

**Question No: 5 ( Marks: 1 ) - Please choose one**

Which kind of functions can access private member variables of a class?

▶ **Friend functions of the class**

▶ Private member functions of the class

▶ Public member functions of the class

▶ Friend, private and public functions

**Question No: 6 ( Marks: 1 ) - Please choose one**

The return type of operator function must always be void.

▶ True

▶ **False**

**Question No: 7 ( Marks: 1 ) - Please choose one**

Friend function of a class is \_\_\_\_\_ .

▶ Member function

▶ **Non-member function**

▶ Private function

▶ Public function

**Question No: 8 ( Marks: 1 ) - Please choose one**

Function implementation of friend function must be defined outside the class.

▶ True

▶ **False (any where in the class)**

**Question No: 9 ( Marks: 1 ) - Please choose one**

The normal source of **cin** object is,

▶ File

▶ Disk

▶ **Keyboard**

▶ RAM

**Question No: 10 ( Marks: 1 ) - Please choose one**

Which of the following is correct way to initialize a variable x of int type with value 10?

▶ int x ; x = 10;

▶ int x = 10;

▶ int x, x = 10;

▶ **x = 10; <http://groups.google.com/group/vuZs/>**

**Question No: 11 ( Marks: 1 ) - Please choose one**

Consider the following code segment. What will be the output of the following program?

```
int func(int) ;
int num = 10 ;
int main(){
int num ;
num = 5 ;
cout << num ;
cout << func(num) ;
```



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```
}
int func(int x){
return num ;
}
```

- ▶ 5, 5
- ▶ 10, 5
- ▶ **5, 10**
- ▶ 10, 10

**Question No: 12 ( Marks: 1 ) - Please choose one**

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

- ▶ **True**
- ▶ False

**Question No: 13 ( Marks: 1 ) - Please choose one**

What will be the correct syntax to declare two-dimensional array of float data type?

- ▶ float arr{2}{2} ;
- ▶ **float arr[2][2] ;**
- ▶ float arr[2,2] ;
- ▶ float[2][2] arr ;

**Question No: 14 ( Marks: 1 ) - Please choose one**

The first parameter of operator function for << operator,

- ▶ Must be passed by value
- ▶ **Must be passed by reference**
- ▶ Can be passed by value or reference
- ▶ Must be object of class

**Question No: 15 ( Marks: 1 ) - Please choose one**

Heap is constantly changing in size.

- ▶ **True**
- ▶ False

**Question No: 16 ( Marks: 1 ) - Please choose one**

While calling function, the arguments are assigned to the parameters from

- ▶ **left to right.**
- ▶ right to left
- ▶ no specific order is followed
- ▶ none of the given options.

**Question No: 17 ( Marks: 1 ) - Please choose one**

Classes defined inside other classes are called \_\_\_\_\_ classes

- ▶ looped
- ▶ **nested**
- ▶ overloaded
- ▶ none of the given options.

**Question No: 18 ( Marks: 1 ) - Please choose one**

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI \_\_\_\_\_

- ▶ can not be replace
- ▶ None of the given options
- ▶ **Remain constant.**
- ▶ can be changed by some operation

**Question No: 19 ( Marks: 1 ) - Please choose one**

Which value is returned by the destructor of a class?

- ▶ A pointer to the class.
- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctl
- ▶ **Destructors do not return a value.**

**Question No: 20 ( Marks: 1 ) - Please choose one**

Every class contains \_\_\_\_\_.

- ▶ Constructor
- ▶ Destructor
- ▶ **Both a constructor and a destructor**
- ▶ None of the given options



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**Question No: 21 ( Marks: 1 ) - Please choose one**

A template function must have

- ▶ **One or more than one arguments**
- ▶ Only one argument
- ▶ Zero argument
- ▶ None of the given options

<http://groups.google.com/group/vuZs/>

**Question No: 22 ( Marks: 1 ) - Please choose one**

Structured Query Language is used for \_\_\_\_\_

- ▶ **Databases Management**
- ▶ Networks
- ▶ Writing Operating System
- ▶ none of the given options

**Question No: 23 ( Marks: 1 ) - Please choose one**

When a call to a user-defined function finishes, the variable defined inside the function is still in existence.

- ▶ True
- ▶ **False**

**Question No: 24 ( Marks: 1 ) - Please choose one**

The precedence of an operator can be changed through operator overloading.

- ▶ True
- ▶ **False**

**Question No: 25 ( Marks: 1 ) - Please choose one**

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,

- ▶ Write a separate class to handle each
- ▶ **Use templates**
- ▶ Use strings to store all types
- ▶ None of the given options

A *Matrix* can be composed of *ints*, *floats* or *doubles* as their elements. Instead of handling these data types separately, we can write *Matrix* class as a template class and write code once for all native data types.

Write *Matrix* class as a template class and write code once for all native data types

**Question No: 26 ( Marks: 1 ) - Please choose one**

"delete" operator is used to return memory to free store, which is allocated by the "new" operator.

- ▶ **True**
- ▶ False

**Question No: 1 ( Marks: 1 ) - Please choose one**

In if structure the block of statements is executed only,

- ▶ When the condition is false
- ▶ When it contain arithmetic operators
- ▶ When it contain logical operators
- ▶ When the condition is true

**Question No: 2 ( Marks: 1 ) - Please choose one**

Header file: **fstream.h** includes the definition of the stream classes \_\_\_\_\_.



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- ▶ ifstream, fstream, cout
- ▶ ifstream, fstream, ofstream
- ▶ fstream, cin, cout
- ▶ None of the above

**Question No: 3 ( Marks: 1 ) - Please choose one**

---

To access the data members of structure \_\_\_\_\_ is used.

- ▶ dot operator (.)
- ▶ \* operator
- ▶ & operator
- ▶ None of given.

**Question No: 4 ( Marks: 1 ) - Please choose one**

---

eof( ), bad( ), good( ), clear( ) all are manipulators.

- ▶ True
- ▶ False

**Question No: 5 ( Marks: 1 ) - Please choose one**

---

Which kind of functions can access private member variables of a class?

- ▶ Friend functions of the class





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- ▶ Private member functions of the class
- ▶ Public member functions of the class
- ▶ Friend, private and public functions

**Question No: 6 ( Marks: 1 ) - Please choose one**

---

The return type of operator function must always be void.

- ▶ True
- ▶ False

**Question No: 7 ( Marks: 1 ) - Please choose one**

---

Friend function of a class is \_\_\_\_\_ .

- ▶ Member function
- ▶ Non-member function
- ▶ Private function
- ▶ Public function

**Question No: 8 ( Marks: 1 ) - Please choose one**

---

Function implementation of friend function must be defined outside the class.



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▶ True

▶ False

**Question No: 9 ( Marks: 1 ) - Please choose one**

---

The normal source of `cin` object is,

▶ File

▶ Disk

▶ Keyboard

▶ RAM

**Question No: 10 ( Marks: 1 ) - Please choose one**

---

Which of the following is correct way to initialize a variable `x` of `int` type with value 10?

▶ `int x ; x = 10;`

▶ `int x = 10;`

▶ `int x, x = 10;`

▶ `x = 10;`

**Question No: 11 ( Marks: 1 ) - Please choose one**

---

Consider the following code segment. What will be the output of the following program?

```
int func(int) ;
int num = 10 ;
```





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```
int main(){
int num ;
num = 5 ;
cout << num ;
cout << func(num) ;
}
int func(int x){
return num ;
}
```

▶ 5, 5

▶ 10, 5

▶ 5, 10

▶ 10, 10

**Question No: 12 ( Marks: 1 ) - Please choose one**

---

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

▶ True

▶ False

**Question No: 13 ( Marks: 1 ) - Please choose one**

---

What will be the correct syntax to declare two-dimensional array of float data type?

▶ float arr{2}{2} ;

▶ float arr[2][2] ;



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▶ float arr[2,2];

▶ float[2][2] arr;

**Question No: 14 ( Marks: 1 ) - Please choose one**

---

The first parameter of operator function for << operator,

- ▶ Must be passed by value
- ▶ Must be passed by reference
- ▶ Can be passed by value or reference
- ▶ Must be object of class

**Question No: 15 ( Marks: 1 ) - Please choose one**

---

Heap is constantly changing in size.

- ▶ True
- ▶ False

**Question No: 16 ( Marks: 1 ) - Please choose one**

---

While calling function, the arguments are assigned to the parameters from \_\_\_\_\_.

- ▶ left to right.
- ▶ right to left
- ▶ no specific order is followed
- ▶ none of the given options.





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Question No: 17 ( Marks: 1 ) - Please choose one

---

Classes defined inside other classes are called \_\_\_\_\_ classes

- ▶ looped
- ▶ nested
- ▶ overloaded
- ▶ none of the given options.

Question No: 18 ( Marks: 1 ) - Please choose one

---

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- ▶ None of the given options
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- ▶ can be changed by some operation

Question No: 19 ( Marks: 1 ) - Please choose one

---

Which value is returned by the destructor of a class?

- ▶ A pointer to the class.
- ▶ An object of the class.
- ▶ A status code determining whether the class was destructed correctly



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- ▶ Destructors do not return a value.

**Question No: 20 ( Marks: 1 ) - Please choose one**

---

Every class contains \_\_\_\_\_.

- ▶ Constructor
- ▶ Destructor
- ▶ Both a constructor and a destructor
- ▶ None of the given options

**Question No: 21 ( Marks: 1 ) - Please choose one**

---

A template function must have

- ▶ One or more than one arguments
- ▶ Only one argument
- ▶ Zero arguments
- ▶ None of the given options

**Question No: 22 ( Marks: 1 ) - Please choose one**

---

Structured Query Language is used for \_\_\_\_\_

- ▶ Databases Management





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- ▶ Networks
- ▶ Writing Operating System
- ▶ none of the given options

**Question No: 23 ( Marks: 1 ) - Please choose one**

---

When a call to a user-defined function finishes, the variable defined inside the function is still in existence.

- ▶ True
- ▶ False

**Question No: 24 ( Marks: 1 ) - Please choose one**

---

The precedence of an operator can be changed through operator overloading.

- ▶ True
- ▶ False

**Question No: 25 ( Marks: 1 ) - Please choose one**

---

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , \_\_\_\_\_

- ▶ Write a separate class to handle each
- ▶ Use templates
- ▶ Use strings to store all types
- ▶ None of the given options

**Question No: 26 ( Marks: 1 ) - Please choose one**

---

"delete" operator is used to return memory to free store, which is allocated by the "new" operator.



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► True

► False

1 By default an array of characters is passed by value to a function,

1. TRUE
2. FALSE3.
- 4.

**Correct Choice : 2** **From Lectuer # 23**

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2 - 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

**Correct Choice : 4** **From Lectuer # 23**

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3 - Object code is machine code but it is not\_\_\_\_\_and \_\_\_\_\_

1. relocatable , executable
2. faster , efficient
3. compiled ,debugged
4. tested , compiled

**Correct Choice : 1** **From Lectuer # 23**

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4 - Using dynamic memory is more efficient then the static memory.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1** **From Lectuer # 24**

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5 - Using dynamic memory is more\_\_\_\_\_then the static memory.

1. Costly
2. Expansive
3. efficient
4. Difficult

**Correct Choice : 3** **From Lectuer # 24**

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6 - Before exiting the program, make sure that the allocated memory has freed.





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1. True
2. FALSE3.
- 4.

**Correct Choice : 1**

**From Lectuer # 24**

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7 - The malloc function takes \_\_\_\_\_ argument(s).

1. two
2. three
3. four
4. one

**Correct Choice : 4      From Lectuer # 24**

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8 - If NULL is returned by the calloc function, it should be handled \_\_\_\_\_  
So that program exit safely.

1. according to logic
2. with if-else statements
3. with sizeof function
4. with Void pointer

**Correct Choice : 1      From Lectuer # 24**

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9 - A preprocessor directive is identified by \_\_\_\_\_ symbol

1. #
2. \$
3. %
4. ##

**Correct Choice : 1      From Lectuer # 25**

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10 - \_\_\_\_\_ work more or less in the same way as macros

1. Friend functions
2. Inline functions
3. User defined functions
4. Built-in functions

**Correct Choice : 2      From Lectuer # 25**

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11 - 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

**Correct Choice : 4      From Lectuer # 25**

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12 - In C++ a variable can be declare anywhere in the program this will increase  
\_\_\_\_\_.





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1. writability
2. readability
3. portability



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4. efficiency

**Correct Choice : 2**                      **From Lectuer # 25**

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13 - A friend function of a class has access

1. To all data member and functions of the class
2. Only to other friend functions of the class
3. Only to private data of the class
4. Only to public data of the class

**Correct Choice : 3**                      **From Lectuer # 26**

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14 - The new operator

1. is used to declare objects or variables
2. can not create and initialize an object
3. names an object or variable
4. can allocate an appropriate amount of memory for an object or variable

**Correct Choice : 4**                      **From Lectuer # 26**

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15 - Explicitly write keyword private in the class definition

1. True
2. FALSE3.
- 4.

**Correct Choice : 1**                      **From Lectuer # 26**

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16 - The default constructor has no arguments

1. True
2. FALSE3.
- 4.

**Correct Choice : 1**                      **From Lectuer # 26**

[www.vugujranwala.com](http://www.vugujranwala.com)

17 - The data members of the class are initialized at runtime

1. True
2. FALSE3.
- 4.

**Correct Choice : 1**                      **From Lectuer # 26**

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18 - The data members of the class are initialized at creation Time

1. True
2. FALSE3.





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4.

**Correct Choice : 2**      **From Lectuer # 26**

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19 - The function call to a default constructor

1. looks like any function call, except there is no return value
2. never takes any arguments
3. creates but cannot initialize an object
4. is made automatically when an object is created

**Correct Choice : 4**      **From Lectuer # 26**

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20 - 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

**Correct Choice : 3**      **From Lectuer # 26**

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21 - The constructor contains \_\_\_\_\_.

1. return type
2. no return type
3. objects
4. classes

**Correct Choice : 2**      **From Lectuer # 26**

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22 - We cannot use \_\_\_\_\_ pointer for storing and reading data from it.

1. NULL
2. integer
3. double
4. zero

**Correct Choice : 1**      **From Lectuer # 26**

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23 - Member functions of the class \_\_\_\_\_ main program

1. are not accessible
2. are accessible from
3. are defined within the
4. are private to

**Correct Choice : 3**      **From Lectuer # 26**

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24 - There is a class Student, Which one of the following is a valid destructor for this class.



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1. Student();
2. Student(int);
3. ~ Student();



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4. ~ Student(int);

**Correct Choice : 3** **From Lectuer # 27**

[www.vugujanwala.com](http://www.vugujanwala.com)

25 - The function call to a default constructor

1. looks like any function call, except there is no return value
2. is made automatically when an object is created
3. creates but cannot initialize an object
4. never takes any arguments

**Correct Choice : 2** **From Lectuer # 27**

[www.vugujanwala.com](http://www.vugujanwala.com)

26 - There is a class Student, Which one of the following is a valid destructor for this class.

1. Student();
2. ~ Student();
3. ~ Student(int);
4. int~ Student();

**Correct Choice : 2** **From Lectuer # 27**

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27 - The reserved words public and private comes under the category

1. structures
2. strings
3. accessibility modifiers
4. types of functions

**Correct Choice : 1** **From Lectuer # 27**

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28 - The new operator

1. is used to declare objects or variables
2. can not create and initialize an object
3. names an object or variable
4. can allocate an appropriate amount of memory for an object or variable

**Correct Choice : 4** **From Lectuer # 28**

[www.vugujanwala.com](http://www.vugujanwala.com)

29 - Which of the following operators can not be overloaded?

1. new
2. delete
3. +=
4. sizeof

**Correct Choice : 2** **From Lectuer # 28**

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30 - Analyze the following code  

```
class myclass {
private:
float x,y;
public:
void myclass(float a, float b){
x=a;
y=b;
}
void
```



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display()<br>{<br>cout<<endl<<x<<endl<<y;<br>}<br>};<br>What is wrong with the above code?<br>





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1. The member functions should be private
2. constructor must not have a return type
3. The constructor should have no body
4. There is no error in the given code

**Correct Choice : 2 From Lectuer # 28**

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31 - this is a pointer which always points to the current object.

1. TRUE
2. FALSE3.
- 4.

**Correct Choice : 1 From Lectuer # 28**

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32 - Which of the following is the correct C++ syntax to allocate space dynamically for anarray of 10 int?

1. new int(10) ;
2. new int[10] ;
3. int new(10) ;
4. int new[10];

**Correct Choice : 4 From Lectuer # 28**

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33 - The function free() returns back the allocated memory got thorough calloc and mallocto  
—.

1. stack
2. heap
3. stack and heap
4. None of the given options

**Correct Choice : 2 From Lectuer # 28**

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34 - Whenever new operator is used, no number of bytes or sizeof operator is required.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1 From Lectuer # 28**

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35 - If the memory in the free store is not sufficient enough to fulfill the request, malloc() function returns NO pointer.

1. True
2. FALSE3.
- 4.



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**Correct Choice : 2** **From Lectuer # 28**

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36 - The new operator

1. can allocate an appropriate amount of memory for an object or variable
2. can not create and initialize an object
3. is used to declare objects or variables
4. returns a pointer to an object or variable

**Correct Choice : 4** **From Lectuer # 28**

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37 - 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. malloc functions returns NULL pointer
4. malloc function returns free space

**Correct Choice : 3** **From Lectuer # 28**

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38 - The new operator automatically determines the size of memory required to store that object , so it does not need \_\_\_\_\_.

1. free operator
2. dot operator
3. sizeof operator
4. size off operator

**Correct Choice : 3** **From Lectuer # 28**

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39 - In C language, the region of memory allocated at runtime is called \_\_\_\_\_.

1. stack
2. heap
3. free store
4. available memory

**Correct Choice : 2** **From Lectuer # 28**

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40 - A function declaration has the same relationship to a function definition that

1. a class definition has to an object definition
2. an object declaration has to an object
3. a variable has to a variable declaration
4. a variable declaration has to the variable itself

**Correct Choice : 3** **From Lectuer # 29**

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41 - A friend function

1. must be having a prototype with no arguments



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2. must be invoked by the class that declares it a friend
3. must be invoked by an object of the class that declares it a friend
4. can access the private data of the class that declares it a friend

**Correct Choice : 4      From Lectuer # 29**

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**42** - The reserved words public and private comes under the category

1. structures
2. strings
3. accessibility modifiers
4. types of functions

**Correct Choice : 3      From Lectuer # 29**

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**43** - The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_\_\_\_\_

1. inside, inside the class
2. inside, outside the class
3. outside, inside the class
4. outside, outside the class

**Correct Choice : 2      From Lectuer # 29**

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**44** - A friend function

1. must be having a prototype with no arguments
2. can access the private data of the class that declares it a friend
3. cannot access the data members of a class
4. must be invoked by the class that declares it a friend

**Correct Choice : 2      From Lectuer # 29**

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**45** - Functions declared with the \_\_\_\_\_ specifier in a class member list are called friend functions of that class.

1. protected
2. private
3. public
4. friend

**Correct Choice : 4      From Lectuer # 29**

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**46** - The concept of friend function negates the concept of \_\_\_\_\_.

1. inheritance
2. polymorphism
3. persistence
4. encapsulation



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Correct Choice : 4      From Lectuer # 29

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47 - The friend function of a class can have access\_\_\_\_\_.



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1. to the public data members only
2. to the private data members
3. to the protected data members
4. to the main program

**Correct Choice : 2** **From Lectuer # 29**

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48 - 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

**Correct Choice : 2** **From Lectuer # 29**

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49 - In functions that return reference, use\_\_\_\_\_variables.

1. Local
2. Global
3. Global or static
4. None of the given option

**Correct Choice : 3** **From Lectuer # 30**

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50 - Operator Overloading is quite similar to Function Overloading.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1** **From Lectuer # 30**

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51 - There are two types of operators to overload: unary and binary.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1** **From Lectuer # 30**

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52 - The declarator of Minus(-) member operator function is

1. Class-Name operator - (Class-Name rhs)
2. operator Class-Name - ( )
3. operator Class-Name - ( rhs)
4. Class-Name operator - ( )

**Correct Choice :** **From Lectuer # 30**

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53 - Operator functions written as non-members but friends of the class, get both the





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operands as their arguments.



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1. True
2. FALSE3.
- 4.

**Correct Choice : 1      From Lectuer # 30**

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**54** - We cannot do arithmetic with references like pointers.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1      From Lectuer # 30**

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**55** - In functions that return reference, use global or static variables.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1      From Lectuer # 30**

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**56** - In functions that return reference, use only static variables.

1. True
2. FALSE3.
- 4.

**Correct Choice : 2      From Lectuer # 30**

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**57** - The reference data types are used as ordinary variables without any dereference operator.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1      From Lectuer # 30**

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**58** - 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();

**Correct Choice : 1      From Lectuer # 30**

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59 - A reference cannot be \_\_\_\_\_.

1. 1
2. zero
3. NULL
4. Integer

**Correct Choice : 3** **From Lectuer # 30**

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60 - You cannot overload the \_\_\_\_\_ operator

1. ? :
2. \*
3. /
4. ++

**Correct Choice : 2** **From Lectuer # 30**

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61 - We can \_\_\_\_\_ references.

1. increment
2. decrement
3. reassign
4. none of the given

**Correct Choice : 4** **From Lectuer # 30**

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62 - A reference cannot be NULL it has to point a data type.

1. TRUE
2. FALSE3.
- 4.

**Correct Choice : 1** **From Lectuer # 30**

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63 - We cannot increment \_\_\_\_\_.

1. pointers
2. arrays
3. references
4. variables

**Correct Choice : 3** **From Lectuer # 30**

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65 - The declarator of Plus (+) member operator function is

1. Class-Name operator + (Class-Name rhs)



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2. operator Class-Name + ( )
3. operator Class-Name + ( rhs)
4. Class-Name operator + ( )



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**Correct Choice : 1 From Lectuer # 31**

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66 - We can create a new operator through operator overloading.

1. TRUE
2. FALSE3.
- 4.

**Correct Choice : 2 From Lectuer # 31**

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67 - In overloading the assignment (=) operator, which object will call the operator function?

1. Right object of the assignment operator
2. Left object of the assignment operator
3. Both objects will call the assignment operator
4. No object will call the assignment operator

**Correct Choice : 3 From Lectuer # 31**

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68 - Which statement about operator overloading is false?

1. New operators can never be created
2. Certain overloaded operators can change the number of arguments they take.
3. The precedence of an operator cannot be changed by overloading.
4. Overloading cannot change how an operator works on built-in types.

**Correct Choice : 2 From Lectuer # 31**

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69 - Initializing the data members in the definition of the class is \_\_\_\_\_

1. syntax error
2. logical error
3. not an error
4. none of the given options

**Correct Choice : 2 From Lectuer # 31**

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70 - Which of the following operators can not be overloaded?

1. new
2. delete
3. +=
4. sizeof

**Correct Choice : 3 From Lectuer # 31**

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71 - For binary member operators, operands on the \_\_\_\_\_ drives (calls) the operation.

1. Left



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2. Right
3. Both left and right



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4. None of the given options.

**Correct Choice : 1** **From Lectuer # 31**

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72 - \_\_\_\_\_ 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 options

**Correct Choice : 3** **From Lectuer # 31**

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73 - When an array of object is created dynamically then there is no way to provide parameterized constructors for array of objects.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1** **From Lectuer # 32**

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74 - If we define an identifier with the statement #define PI 3.1415926 then during the execution of the program the value of PI \_\_\_\_\_.

1. can not be replaced
2. None of the given options
3. Remain constant.
4. can be changed by some operation

**Correct Choice : 3** **From Lectuer # 34**

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75 - The default constructor is defined by the C++ compiler automatically for every clas that has no default constructor (parameterless constructor) defined already.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1** **From Lectuer # 36**

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76 - The default constructor (parameterless constructor) is called for each element in the array allocated with new.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1** **From Lectuer # 36**

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- The new operator returns a Type \*, accepts a parameter of type size\_t.

1. True
2. FALSE3.
- 4.

**Correct Choice : 2 From Lectuer # 36**

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78 - The new operator returns a void \*, accepts a parameter of type size\_t.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1 From Lectuer # 36**

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79 - The delete operator returns nothing (void) and accepts a pointer of void \* to the memory block.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1 From Lectuer # 36**

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80 - The delete operator returns nothing (void) and accepts a pointer of type \* to the memory block.

1. True
2. FALSE3.
- 4.

**Correct Choice : 2 From Lectuer # 36**

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81 - By overloading new and delete operators, only allocation and deallocation part can be overridden.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1 From Lectuer # 36**

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82 - new and delete can overload in c++

1. True
2. FALSE





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3.

4.

**Correct Choice : 2** **From Lectuer # 36**

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83 - By overloading the array operator ( [] ), one can implement mechanism to check for array bound.

1. True

2. FALSE3.

4.

**Correct Choice : 1** **From Lectuer # 36**

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84 - eof( ), bad( ), good( ), clear( ) all are manipulators.

1. true

2. false

3.

4.

**Correct Choice : 1** **From Lectuer # 36**

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85 - Stream insertion ( << ) and extraction operators ( >> ) are always implemented as \_\_\_\_\_ functions.

1. Member

2. non-member

3. Inside

4. Out Side

**Correct Choice : 2** **From Lectuer # 37**

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86 - For operator >>, the second parameter must also be passed by reference.

1. True

2. FALSE3.

4.

**Correct Choice : 1** **From Lectuer # 37**

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87 - When an operator function is define as member function for a Unary operator then the number of argument it take is/are,

1. Zero

2. One

3. Two

4. N arguments

**Correct Choice : 2** **From Lectuer # 37**



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**88** - The second parameter of operator functions for > are objects of the class for which we





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are overloading these operators

1. true
2. false
- 3.
- 4.

**Correct Choice : 1 From Lectuer # 37**

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**89** - Static member functions

1. must be declared inside the class definition, but defined outside it
2. must be declared private
3. have multiple copies for the entire class
4. can access only static data

**Correct Choice : 4 From Lectuer # 38**

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**90** - A copy constructor

1. takes no arguments
2. copies the data of any two constructors in that class
3. creates an object initialized with the same data as an existing object
4. creates a new object that later may be assigned the data of an existing object

**Correct Choice : 3 From Lectuer # 39**

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**91** - A copy constructor

1. creates an object initialized with the same data as an existing object
2. takes an arbitrary number of arguments
3. copies the data of any two constructors in that class
4. takes no arguments

**Correct Choice : 1 From Lectuer # 39**

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**92** - When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

1. true
2. false
- 3.
- 4.

**Correct Choice : 1 From Lectuer # 39**

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**93** - A class can contain instances of other classes as its data members.

1. True
2. FALSE3.



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4.





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**Correct Choice : 1** **From Lectuer # 40**

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94 - The inner data members of the object are constructed and then the object itself.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1** **From Lectuer # 40**

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95 - The order of destruction of an object is equal to this construction order, where the outer object is destroyed first before the inner data members.

1. True
2. FALSE3.
- 4.

**Correct Choice : 2** **From Lectuer # 40**

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96 - Initializer list is used to initialize the inner objects at the construction time.

1. True
2. FALSE3.
- 4.

**Correct Choice : 1** **From Lectuer # 40**

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97 - In C++, we can have structures or classes defined inside classes. Classes defined within other classes are called \_\_\_\_\_ classes.

1. nested
2. Child
3. Parent
4. Branch

**Correct Choice : 1** **From Lectuer # 40**

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98 - Classes defined inside other classes are called \_\_\_\_\_ classes

1. ? looped
2. ? nested
3. ? overloaded
4. ? none of the given options.

**Correct Choice : 2** **From Lectuer # 40**

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99 - Static member functions

1. must be declared inside the class definition, but defined outside it
2. must be declared private



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3. have multiple copies for the entire class
4. can access only static data

**Correct Choice : 4 From Lectuer # 41**

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**100** - The template functions do NOT promote the code reuse

1. TRUE
2. FALSE3.
- 4.

**Correct Choice : 2 From Lectuer # 41**

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**101** - In the member initializer list, the data members are initialized,

1. From left to right
2. From right to left
3. In the order in which they are defined within class
4. None of the given options

**Correct Choice : 3 From Lectuer # 41**

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**102** - It is possible to define a class within another class.

1. TRUE
2. FALSE3.
- 4.

**Correct Choice : 1 From Lectuer # 41**

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**103** - With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

1. true
2. false
- 3.
- 4.

**Correct Choice : 2 From Lectuer # 41**

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**104** - A template function must have

1. ? One or more than one arguments
2. ? Only one argument
3. ? Zero arguments
4. ? None of the given options

**Correct Choice : 1 From Lectuer # 41**

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**105** - A template function must have only generic data types.





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1. true



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2. false
- 3.
- 4.

**Correct Choice : 1** **From Lectuer # 41**

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106 - When ever dynamic memory allocation is made in C/C++, it is freed \_\_\_\_\_.

1. Explicitly
2. Implicitly
3. Both explicitly and implicitly
4. None of the given options

**Correct Choice : 1** **From Lectuer # 42**

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107 - User-defined manipulators are allowed in c++.

1. TRUE
2. FALSE3.
- 4.

**Correct Choice : 1** **From Lectuer # 42**

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108 - It is a way of reusing the code when we contain objects of our already written classes into a new class,

1. TRUE
2. False
- 3.
- 4.

**Correct Choice : 1** **From Lectuer # 42**

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109 - When we write a class template the first line must be:

1. `template < class T >`, Here T can be replaced with any name but it is preferable.
2. `template < class data_type >`
3. `template < class class_type >`
4. `class template< class_name >`

**Correct Choice : 1** **From Lectuer # 42**

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110 - Template class can not have static variables.

1. true
2. false
- 3.
- 4.

**Correct Choice : 2** **From Lectuer # 42**

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111 - A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle





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this, \_\_\_\_\_



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1. ? Write a separate class to handle each
2. ? Use templates
3. ? Use strings to store all types
4. ? None of the given options

**Correct Choice : 2      From Lectuer # 43**

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**112** - Structured Query Language is used for \_\_\_\_\_

1. Databases Management
2. Networks
3. Writing Operating System
4. none of the given options

**Correct Choice : 1      From Lectuer # 45**

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**113** - Function implementation of friend function must be defined outside the class.

1. true
2. f
- a
- l
- s
- e
- 3
- .
- 4.

**Correct Choice : 1      From Lectuer # 45**

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**114** - Structured Query Language is used for \_\_\_\_\_

1. ? Databases Management
2. ? Networks
3. ? Writing Operating System
4. ? none of the given options

**Correct Choice : 1      From Lectuer # 45**

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1. ----- variables are those that are defined outside of main. **Global**
2. It is possible to return an object from function using this pointer. **True**
3. Within the statement `obj1=obj2;` `obj1` will call the assignment operator function and `obj2` will be passed as an argument to function. **True**
4. When the compiler overloads the assignment (`=`) operator by default then.  
**Compiler does member wise assignment**
5. Overloaded assignment operator must be. **Member function of class**
6. Let suppose `int a, b, c, d, e;` `a = b = c = d = e = 42;` this can be interpreted by the compiler as: **`a = (b = (c = (d = (e = 42))))`**
7. In statement `a+b+c` at first. `a+b` is executed first / all executed at the same time / `b+c` is executed first / none of the given
8. Suppose `int i = 10;` then what is the output of `cout<<oct<<i;` **12**
9. ----- operators are the ones that require two operands on both sides of the operator. **Binary**
10. `ostream` is a ---- operator. `Dependent / member / standalone / none`
11. ----- must be included to use stream manipulator in your code. **iomanip**
12. The `endl` and `flush` are -----. **Manipulator**
13. When a variable is defined as `static` in a class then -----.  
**Only one copy is created for all objects of this class.**
14. When operator function is implemented as member function then return type of function. **Must be user defined data type** / Can be any data type
15. Automatic variables are created on -----.  
**Stack**
16. `Dec, hex, oct` are all. `Parameterized manipulators / non-Parameterized manipulators`
17. Which of the following syntax is best used to delete an array of 5 objects named 'string' allocated using `new` operator. **`Delete[]string / delete string[5]`**
18. What is the function of the following statement to delete an array of 5 objects named 'arr' allocated using `new` operator? `Delete arr;` **Delete all the objects of the array** / Delete only one object of the array / don't delete any object / results into syntax error
19. What will be the output of following statement?  
`Cout<<setf("0") <<setw(7) <<128; 0000128`
20. The first parameter of operator function for `<<operator` ----.  
**Must be passed by reference**



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21. We have a program that writes the output data (number) 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. **Buffer**
22. The second parameter of operator function for >> must always be passed by .  
by reference / function takes no argument / by value
23. The operator function for << (stream insertion) >> and stream extraction must be.  
Member function of class / non-member function of class
24. Consider the following code, the printed value will be converted into: `int n = 10; cout<<oct<<n;` **Base8**
25. What will be the output of the following code segment?: `int n = 8; cout<<oct<<n;` **8 / 10 / 1000 / 11**
26. ----- variables are defined in the main. **Local**
27. The stream insertion and extraction operators are not already overloaded for ----.  
**Both built-in and user-defined types**
28. The get member function, when passed no arguments, inputs an entire stream and returns it as the value of the function call. **True** / false
29. Which of the following concept is not associated with stream?. `Source / template / destination / state.` **destination**
30. Let suppose `a = b = c` in such situation, it is necessary to return a reference of an object from assignment operator function. **True** / false
31. When we use `cin` stream to read some number from the keyboard and store it in the integer variable, then what will happen? **Some error will occur and cin stream will detect this error**
32. 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. Its binary representation will be ignored and the character will be stored / its binary representation will be ignored and the value will be stored / its ASCII code will be stored inside the computer / **some error will occur and cin stream will detect this error**
33. The read and write member functions input or output some number of bytes to or from a character array in memory. **True** / false
34. What is meant by the following statement?  
`String str[5] = {string ("programming"), string("CS201")};` **parameterized constructor will be called for all objects of array**
35. Which of the following is the correct definition of stream? **It is an ordered sequence of bytes**
36. ---- operators are the ones that require only one operator to work. **Unary**



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37. Which of the following functionality can be achieved through overloading? We can change the associativity of some operators / **new operators cannot be defined through operator overloading.**
38. Deleting an array of objects without specifying[] brackets may lead to memory leak. **True**
39. Stream operators are heavily overloaded means, they allow to handle int and character data type only. **False (all data types)**
40. Static variables which is defined in a function is initialized---. **Only once during its life time.**
41. Which of the following is destination of cout stream. **Printer** / data type
42. Which of the following is normally a destination for cin stream. **Keyboard** / printer / variable / mouse (cin →keyboard, cout→printer)
43. Which of the following is normally a source for cin stream? **keyboard**
44. When new operator is overloaded at global level then corresponding built-in new operator is also visible to whole of the program. **True / false**
45. What is the sequence of event (s) when deallocating memory of an object using delete operator? **Destructor is called first before deallocating memory**
46. Consider the following code segment. Which of the following will be called while executing code at line2?  
 String s1 , s2; s1 = s2;      copy constructor / default constructor / assignment operator / parameterized constructor
47. If operator function is non-member function then object on left side of operator cannot be. **Object of operator class / object of different class / built-in data type / object of member function**
48. 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?**Sohail Aslam**
49. Which one of the following is the declaration of overloaded pre-increment operator implemented as member function? **Class-name operator ++();**
50. The stream insertion operator is >> and the stream extraction operator is <<. **False**
51. Care must be taken about the correct ----- of operator while overloading.  
 Semantic / complexity / both semantic and complexity / none of the given options
52. When we used eof(end of file) with the file reading than which of the following is a true statement? **This is the way to check type of stream**



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53. What is the difference between cout and cerr? **Cout is buffered output and cerr is unbuffered output**
54. C++ offers type-safe I/O. the <<and >> operators are overloaded to accept data items of specific type. **True** / false
55. C++ provides member functions, which control the formatting to be performed during stream I/O operations. **True**
56. Static data members of a class can be. **public and private**
57. We can delete an array of objects without specifying [] brackets if a class is not doing dynamic memory allocation internally. True / false
58. What functionality the following program is performing?  

```
#include <iostream.h>
Int main() {
Const int SIZE = 80; char buffer[SIZE] =80;
read and write member functions of cin and cout objects are used respectively to
read a sentence from the key board and then print it on the screen / read and put
member functions of cin and cout objects are used respectively to read a sentence
from the key board and then print it on the screen / get and put member functions
of cin and cout objects are used respectively to read a sentence from the key
board and then print it on the screen / read and write member functions of cin
and cout objects are used respectively to read a word from the key board and
then print it on the screen
```
59. Overloaded new operator function takes parameters of type size\_t and returns.  
**Void(nothing)**
60. When an operator is defined as member function for a unary operator then the number of argument it take is / are: **zero** / one / two / n arguments.
61. When an operator is defined as member function for a binary plus(+) operator then the number of argument it take is / are: zero / **one** / two / n arguments.
62. --- variables are used to maintain state. Local / **static** / global / dynamic
63. A variable which is defined inside a function is called. Global variable / functional var / none of the given / automatic variable
64. The only operator that the compiler overloads for user defined data type by default is. Plus (+) operator / minus (-) operator / **assignment (=) operator** / equal (==) operator
65. The statement cin.get(); is used to . read a character from the keyboard
66. What is the function of the following statement to delete an array
67. The ws manipulator can be used with --- stream(s). output / **input** / input / output / none
- ```
Cout<<i<<" ";
Cout<<d<<" ";
Cout<<f<<" ";
```



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68. Above statements can be written within statement of one line as. `Cout<<j<<" "`
`<<d<<" "<<f;`
69. When an array of object is created dynamically then there is no way to provide parameterized constructors for array of objects. **True**
70. If text is a pointer of type String what will be the functionality of the following statement?
`Text = new String [5];`. Creates array of 5 objects dynamically
71. Which of the following is true about stream.
- It is sequence of bytes
 - It is an ordered sequence
 - All bytes can go through the stream.
 - Bytes that enter first leave last. **A&B** (stream is an ordered sequence of bytes)
72. For binary member operations, operands on the --- drives (calls) the operation.
Right
73. What is the purpose of endl stream manipulator. **Insert a new line and flush the stream**
74. With user data type variables (objects) self assignment can produce. **Logical error**
75. Overloaded member operator function is always called by . class / object / compiler / primitive data type
76. The return type of the operator function for << operator is -----.
Reference of ostream class (ostream&)
77. Endl is a parameter-less ----- manipulator that inserts the new line besides flushing the buffer. **Both**
78. Operator overloading is to allow the same operator to be bound to more than one implementation, depending on the type of the ----- . **Operands**
79. in overloading the in overloading the assignment (=) operator, which object will call the operations. **Left object of the assignment operator**

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(Lecture#31-38)

Lecture No. 31

Operator Overloading is quite similar to Function Overloading. There are two types of operators to overload: **unary and binary**.

Unary operators are the ones that require **only one operator** to work. Unary operators are applied to the **left of the operand**. For example, **^, &, ~ and !**.

Binary operators require **two operands** on both sides of the operator. **+, -, *, /, %, =, < and >** are examples of binary operators.

A unary operator takes only **one operand & one argument** (++,--), while binary operator takes **two operands & two arguments**.

C++ built-in operators work for **built-in (primitive) data types** but for user defined data types, user has to write his/her own operators.

There are some **restrictions** while performing Operator Overloading. For example, only **existing C++ operators** are overloaded **without creating a new** one in the language.

Also, it should not impact the type, **semantics (behavior)**, **arity** (number of operands required), **precedence** (high/low precedence) and **associativity** (left/right) of the operator.

For **binary member** operators, operands on the **left drives** (calls) the





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operation. Operator functions written as **non-members** but friends of the class, get both the operands as their arguments.

Operators can be written as **non-members** and even **without making them friends**. But this is tedious and **less efficient way**, therefore, it is not recommended.



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Lecture No 33:

Both C and C++ have a set of rules for converting one type to another. These rules are used in the following situations:

- ❖ When assigning a value. For example, if you assign an integer to a variable of type long, the compiler converts the integer to a long.
- ❖ When performing an arithmetic operation. For example, if you add an integer and a floating-point value, the compiler converts the integer to a float before it performs the addition.
- ❖ When passing an argument to a function; for example, if you pass an integer to a function that expects a long.
- ❖ When returning a value from a function; for example, if you return a float from a function that has double as its return type.

In all of these situations, the compiler performs the conversion implicitly. The conversion explicit is possible by using a cast expression.

Can we do conversion with objects of our own classes?

The answer is yes. If we go to the basic definition of a class it is nothing but a user defined data type. As class is a user defined data type, we can also define conversion on it.

Lecture No. 34:

Array of Object: A class is a user-defined data type. Objects are instances of classes the way *int* variables are instances of *ints*. The declaration of arrays of user-defined data types is identical to the array of primitive data types.

New is called before the constructor, and that *delete* is called after the destructor.





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A global array called *pool* that can store all the *Name* objects expected.

Copying a File in the Reverse Order means the last byte of the input file will be the first byte of the output file, second last byte of the input file will be the second byte of the output file until the first byte of the input file becomes the last byte of the output file.



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- ❖ The *default constructor* is defined by the C++ compiler **automatically for every class** that has no default constructor (parameterless constructor) defined already.
- ❖ The default constructor (parameterless constructor) is called for each element in the array allocated with *new*.
- ❖ The ***new operator*** returns a *void **, accepts a parameter of type *size_t*.
- ❖ The ***delete operator*** returns nothing (*void*) and accepts a pointer of *void ** to the memory block.
- ❖ With *new* operator function, a **block of memory** is allocated first and then **constructor** is called. (Difference b/w *new* & *delete* operator)
- ❖ With *delete* operator, **destructor** of the object is called first and then memory block is **deallocated**.
- ❖ By overloading *new* and *delete* operators, only **allocation and deallocation** part can be overridden.
- ❖ The same pointer that is returned by the *new* operator, is passed as an argument to the *delete* operator. These rules apply to both, if operators (*new* and *delete*) are overloaded as member or **non-member operators** (as global operators).
- ❖ By overloading the **array operator ([])**, one can implement mechanism to check for array bound.

Lecture No. 35:

A **C++ stream** is a flow of data into or out of a program, such as the data written to ***cout*** or read from ***cin***. *cin* is an example of an **istream**. ***ostream*** is a **general purpose** output stream. Streams are nothing but an **ordered sequence of bytes**. They **allow data to move** from one part of the computer to another which may



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be the screen or key board from and to, or from memory or files on disc and so on.

Byte stream is used to connect the source and the destination.

“Every stream has an associated source and a destination”



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Input/output costs and the I/O devices (keyboard, monitor and disc etc) are slower as compared to the speed of the microprocessor and the memory being used. To overcome this speed difference, we use the mechanism, called buffered input/output.

Predefined Stream Objects:

Object Meaning

- cin Standard input
- cout Standard output
- cerr Standard error with unbuffered output.
- clog Standard error with buffered output
- caux Auxiliary (DOS only)
- cprn Printer(DOS only)

All these functions (getline, get, read, unget and peek) are implemented as member functions of the input class.

Lecture No. 36:

The *manipulators* are like something that can be inserted into stream, effecting a change in the behavior.

Non parameterized Manipulators do not take to control the formatting of input/output where as *parameterized manipulators* take argument for formatting.

Lecture No.37:

Extraction operator's (>>) Insertion operator (<<)

- If we overload insertion (<<) and extraction (>>) operators then the user of our class, does not need to know the specific names of the functions to input and display our objects
- *Stream insertion (<<) and extraction operators (>>) are always implemented as non-member functions.*





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- Operator `<<` returns a value of type `ostream` & and operator `>>` returns a value of type `istream` & to support cascaded operations.



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- The first parameter to operator << is an ostream & object. cout is an example of an *ostream object*. Similarly first parameter to operator >> is an *istream & object*. cin is an example of an istream object. These *first parameters* are always passed by reference. The compiler won't allow you to do otherwise.
- For operator >>, the second parameter must also be passed by reference.
- The second parameter to operator << is an object of the class that we are overloading the operator for. Similar is the case for operator >>.

Lecture No. 38:

Right-hand side is normally a stream insertion operator.

Static-Keywords:

It refers to something that is stationary, stopped and not moveable. Static as the word implies are variables which exist for a certain amount of time, much longer than that by ordinary automatic variables.

Static data will be created once and initialized once for that class. Static data members of a class can be public or private.

Most Important Useful Operators, functions in c++:





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C++ Strings

Operator	Meaning
=	Assignment
+	Concatenation
+=	Concatenation assignment
==	Equality
!=	Inequality
<	Less than
<=	Less than or equal
>	Greater than
>=	Greater than or equal
>>	Reads
<<	Prints



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HEADER FILES	TYPES (Full Forms)
iostream.h	Include all input and output streams
conio.h	All console input and output functions
math.h	Include all Mathematical functions
stdlib.h	Include all standard library functions
string.h	All string manipulation functions
ctype.h	All character manipulating function
iomanip.h	Include all input and output manipulators
fctype.h	Include all file type functions

Precedence level goes down the table		
Operator name	Associativity	Operators
Scope resolution (included in C++))	left to right	::
Primary	left to right	() [] . -> dynamic_cast typeid
Unary	right to left	++ -- + - ! ~ & * (type_name) sizeof new delete
Pointer to Member(C++)	left to right	*. ->
Multiplicative	left to right	* / %
Additive	left to right	+ -
Bitwise Shift	left to right	<< >>
Relational	left to right	< > <= >=
Equality	left to right	== !=
Bitwise AND	left to right	&
Bitwise Exclusive OR	left to right	^
Bitwise Inclusive OR	left to right	
Logical AND	left to right	&&
Logical OR	left to right	
Conditional	right to left	? :
Assignment	right to left	= += -= *= /= <<= >>= %= &= ^= =
Comma	right to left	,



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strlen - Finds out the length of a string
strlwr - It converts a string to lowercase
strupr - It converts a string to uppercase
strcat - It appends one string at the end of another
strncat - It appends first n characters of a string at the end of another.
strcpy - Use it for Copying a string into another
strncpy - It copies first n characters of one string into another
strcmp - It compares two strings
strncmp - It compares first n characters of two strings
strcmpi - It compares two strings without regard to case ("i" denotes that this function ignores case)
stricmp - It compares two strings without regard to case (identical to strcmpi)
strnicmp - It compares first n characters of two strings, Its not case sensitive
strdup - Used for Duplicating a string
strchr - Finds out first occurrence of a given character in a string
strrchr - Finds out last occurrence of a given character in a string
strstr - Finds first occurrence of a given string in another string
strset - It sets all characters of string to a given character
strnset - It sets first n characters of a string to a given character
strrev - It Reverses a string

CS201 Notes for Final Term (Lecture#39-45)

Lecture No. 39:



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Pointers: Pointer is a special *type of variable* that contains *a memory address*. **It is not a variable that contains a value**, rather an address of the memory that is contained inside a pointer variable.

The & operator is used to *get the address of a variable or an object*. The & sign is also used as a *short hand for a reference*.

Reference: A reference can be considered as *a special type of pointer* as it also contains memory address.

Difference: *Pointers may point to nothing while references always have to point to something*. The references used when we are implementing the call by reference & we can implement the call by reference *without using the * operator*.

Call by Value: We call a function and pass an argument, an object or variable to the function. *Original data remains at its place and a temporary copy of it is made and passed to the function*. Whatever the function does with this copy, the original value, in the calling function, remains intact. This is a call by value.

Call by Reference: If we want a function to change something in the original object variable or whatever, *then that variable or object by reference would be passed*. To do this, *we don't make temporary copy of that object or variable*. Rather, the *address of the variable is sent*. When the function manipulates it, the original object will be manipulated, effecting change in its values.

Which one is Efficient?

The use of *call by reference* is also important for the sake of efficiency. *If we have a large object, sending of its copy will be something insufficient*. It will occupy a large space on the stack. Here, we can use call by reference instead of call by value





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only for efficiency while we need not to change the original object. For this, we use a keyword *const* that means that **a const (constant) reference** is being passed. The function can use its values but cannot change it.

In **static memory allocation**, whenever we declare an array, we have to **mention its size**. It is necessary, as otherwise no memory will be allocated.

We do initialization

as

```
int i = 0;
```

OR

```
int i;
```

```
i = 0;
```

The *default assignment* of C will carry out. (If we have not defined the overloaded operator for Assignment). The default assignment is a **member-to-member assignment**.

A **copy constructor** is a special constructor for creating a new object as a copy of an existing object. Constructor that will create a new object with a full copy of the other object. This is also known as **deep copy** as opposed to shallow copy.

Rules for Using Dynamic Memory Allocation:

- 1) First, we must **define a constructor** for it. Otherwise, we will not be able to carry out dynamic memory allocation.
- 2) Secondly, we must **write an assignment operator** for that class. This assignment operator should first check the self-assignment and then make a deep copy.
- 3) Thirdly, as we are doing dynamic memory allocation in the constructor, it is necessary to **provide a destructor**. This destructor should free the allocated memory.



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`Matrix m2 = m1 ;` It is not an assignment operator. It is a copy constructor.

Lecture No. 40:

A class is a user defined data type and it can be used inside other classes in the same way as native data types are used. Thus we can create classes that contain objects of other classes as data members.

Construction of an object is that the contained data members of the object are constructed before the object itself.



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The order of the execution of initializes is the same as the order of declarations of objects inside the outer class.

The default scope for members of structures is *public* whereas the default visibility for class members is *private*.

A class can contain instances of other classes as its data members.

- It is a way of reusing the code when we contain objects of our already written classes into a new class.

The order of destruction of an object is reverse to this construction order, where the outer object is destroyed first before the inner data members.

- Initializes list is used to initialize the inner objects at the construction time. Classes defined within other classes are called nested classes.

Lecture No.41:

A **template** is a sketch to draw some shape or figure. Template is allowing us the reuse of a certain shape/code.

For normal code, you would use a class template when you want to create a class that is parameterized by a type, and a function template when you want to create a function that can operate on many different types.

Macro is a code substitution while *#define* is a value substitution.

Lecture No. 42:

Static variable members are used to define ordinary classes. The static variable has a single copy for the whole class. So there are not separate copies of the static data variable for each object like ordinary data



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members.

Advantages and Disadvantages of Templates:

Advantages:

- ❖ Templates are easier to write than writing several versions of your similar code for different types
- ❖ Templates can be easier to understand, since they can provide a straightforward way of abstracting type information.





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- ❖ Templates are type-safe. This is because the types that templates act upon are known at compile time, so the compiler can perform type checking before errors occur.
- ❖ Templates help in utilizing compiler optimizations to the extreme.

Disadvantages:

If misused of templates then:

- ❖ Templates can make code difficult to read and follow depending upon coding style.
- ❖ They can present seriously confusing syntactical problems esp. when the code is large and spread over several header and source files.
- ❖ Then, there are times, when templates can "excellently" produce nearly meaningless compiler errors thus requiring extra care to enforce syntactical and other design constraints. A common mistake is the angle bracket problem.

STL is a part of the official standard of C++. It is called STL i.e. Standard Template Library. As a library, it is a tested code base. STL is a lot of important code, pre-developed for us. It is available as a library.

Lecture No. 43:

A matrix is nothing but a two-dimensional array of numbers. It is normally represented in rows and columns.

Order of the matrix is:

no. of rows * no. of columns.

Operations Performed on matrices are:

- A matrix is added to another matrix.
- A scalar value (an ordinary number) is added to a matrix.
- A matrix is subtracted from another matrix.



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- *A scalar number is subtracted from a matrix.*
- *A matrix is multiplied with another matrix.*
- *A scalar number is multiplied with a matrix.*
- *A matrix is divided by a scalar.*
- *A matrix is transposed.*

(Also Practice its examples from handouts L#43)



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4:

There are two input functions both named as *input*. One is



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used to get the value from the keyboard while the other to get the values from some file. The *input* function which will get the input from the keyboard, takes an argument of type *istream*.

The functions *getRows()* and *getCols()* are relatively simple. They do not change anything in the object but only read from the object.

The **transpose** of a matrix will interchange rows into columns.

Lecture No. 45:

Arrays

An array is a type of data structure. We use an array to store multiple values of the same data type.

The **variable** is a name for a value. It is like a label on a box in the memory, which contains a value. We can use this label to manipulate the value, instead of using the address of the memory that contains the value.

A **pointer** is an address of a location in the memory.

Loops and Decisions:

The loops and decisions are 'bread and butter' for a programmer. While talking about decisions, we read that in C and C++ languages, there is a simple *if* statement. There is also '*if-else* statement'. We can write a big structure by using the nested *if-else* statements.

Rules for Programming:

We need simply three constructs to solve any problem.

- 1) **Things should be executed sequentially.** That means the statements are executed in a sequence i.e. the second statement follows the first and so on.
- 2) **We need to have a decision.** The decision means if something is true, the program executes it. Otherwise, it tries doing something else. So there is simple decision or *if-else* decision.





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- 3) The third construct is loop, which is a repetition structure that performs the same task repeatedly with different values.

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