



CS201 Final Term MCQ s By Sparrows

Introduction to programming /c++ (Virtual University of Pakistan)



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CS201 by Sparrow

Final Term

Fall 2021-2022

1. All A template function must have at least _____ generic data type
 - A. Zero
 - B. One**
 - C. Two
 - D. Three
2. Which one of the following is the declaration of overloaded pre-increment operator implemented as member function?
 - A. Class-name operator + ();
 - B. Class-name operator + (int);
 - C. Class-name operator ++ ();**
 - D. Class-name operator ++ (int);
3. Class is a user defined _____.
 - A. Data type**
 - B. Memory referee
 - C. Value
 - D. None of the given options
4. How many bytes will the pointer intPtr of type int move in the following statement?
intPtr += 3 ;
 - A. Bytes
 - B. 6 bytes
 - C. 12 bytes**
 - D. 24 bytes

5. A Pointer is a special variable that contain

- A. Data values
- B. Memory Address**
- C. Both data and values
- D. None of the given option

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

- A. `new int(10) ;`
- B. `new int[10] ;`**
- C. `int new(10) ;`
- D. `int new[10];`

7. Reference Value Type Data The code is written to _____ the program.

- A. Implement**
- B. Design
- C. Analysis
- D. None of the given options

8. Operator overloading can be performed through _____.

- A. Classes
- B. Function**
- C. Operators
- D. Reference

9. 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

10. Which of the following function is used to increase the size of already allocated

memory chunk?

- A. Malloc
- B. Calloc
- C. realloc**
- D. free

11. Which of the following is NOT a preprocessor directive?

- A. #error
- B. #define
- C. #line
- D. #undef**

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

- A. iostream.h**
- B. fstream.h
- C. istream.h
- D. ostream.h

13. Overloaded delete operator function takes the same parameter as an argument returned by new operator function.

- A. True**
- B. False

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

- A. Only once during its life time**
- B. Compile time of the program
- C. None of the above

15. When memory for a program is allocated at run time then it is called

- A. static memory allocation
- B. dynamic memory allocation**

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

- A. True**
- B. False

17. Computer can understand only machine language code.

- A. True
- B. False

18. C is widely known as development language of _____ operating system.

- A. Linux
- B. Windows
- C. Unix
- D. Mac OS

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

- A. True
- B. False

20. What will be the value of 'a' and 'b' after executing the following statements?

a = 3; b = a++;

- A. 3,4
- B. 4,4
- C. 3,3
- D. 4,3

21. 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 ;  
}
```

- A. 6,8,6
- B. 6,6,8
- C. 6,8,8
- D. 6,6,6

22. Is used to trace the logic of the program and correct the logical errors.

- A. Compiler
- B. Editor
- C. Linker
- D. Debugger**

23. New and delete are ___ whereas malloc and free are ____.

- A. Functions, operators
- B. Classes, operators
- C. Operators, functions**
- D. Operators, classes

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

- A. Non-member functions
- B. Friend functions**
- C. Any function outside class
- D. None of the given options

25. Which situation would require the use of a 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.

26. The stream insertion and stream extraction operators are already overloaded for ____.

- A. User-defined data types
- B. Built-in data types**
- C. User-defined and built-in data types

D. None of the given options

27. $I += 2$ is equivalent to.

A. $I = I + 2$

B. $I = 2$

C. $2 = I + i$

28. If we define an identifier with the statement `#define PI 3.1415926` then during the execution of the program the value of PI _____.

A. cannot be replaced

B. None of the given options

C. Remain constant.

D. can be changed by some operation

29. Assignment operator is _____ associative.

A. Right

B. Left

C. Binary

D. Unary

30. 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 options

31. 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 options.

32. Which of the following function do NOT initialize the chunk of memory to all zero?

- A. calloc() function
- B. Both malloc() and calloc()
- C. None of the above
- D. malloc() function**

33. The function free () returns back the allocated memory got thorough calloc and malloc to ____.

- A. Stack
- B. Heap**
- C. stack and heap
- D. None of the given options

34. Width () is member function of ____.

- A. cin object
- B. cout object
- C. Both cin and cout object**
- D. None of the given option

35. Please choose one Template is not type safe.

- A. true
- B. false**

36. A Matrix can be composed of int, float or double 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 options

37. In if structure the block of statements is executed only,

- A. When the condition is false
- B. When it contain arithmetic operators
- C. When it contain logical operators
- D. When the condition is true**

38. Header file: `fstream.h` includes the definition of the stream classes' ____.

- A. `ifstream`, `fstream`, `cout`
- B. `ifstream`, `fstream`, `ofstream`**
- C. `fstream`, `cin`, `cout`
- D. None of the above

39. To access the data members of structure ____ is used.

- A. dot operator (.)**
- B. operator
- C. # Operator
- D. None of given.

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

- A. True**
- B. False

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

- A. Friend functions of the class**
- B. Private member functions of the class
- C. Public member functions of the class
- D. Friend, private and public functions

42. The return type of operator function must always be void.

- A. True
- B. False**

43. Constructor is a special type of function

- A. Return a pointer
- B. No return type**
- C. Return null

44. Friend function of a class is _____.

- A. Member function
- B. Non-member function**
- C. Private function
- D. Public function

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

- A. True
- B. False**

46. the normal source of cin object is,

- A. File
- B. Disk
- C. Keyboard**
- D. RAM

47. 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;

48. 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 ;  
}
```

- A. 5, 5
- B. 10, 5
- C. 5, 10**
- D. 10, 10

49. friend function of a class can have access

- A. private data members**
- B. public data members
- C. static data members

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

- A. True**
- B. False

51. Ternary operator is shown

- A. ?;
- B. ::
- C. #

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

- A. float arr{2}{2} ;
- B. float arr[2][2] ;**
- C. float arr[2,2] ;
- D. float[2][2] arr ;

53. The first parameter of operator function for << operator,

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

D. Must be object of class

54. Heap is constantly changing in size.

A. True

B. False

55. While calling function, the arguments are assigned to the parameters from ____.

A. left to right.

B. right to left

C. no specific order is followed

D. None of the given options.

56. Classes defined inside other classes are called ____ classes

A. Looped

B. nested

C. overloaded

D. None of the given options.

57. 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 correctly

D. Destructors do not return a value.

58. A template function must have

A. One or more than one arguments

B. Only one argument

C. Zero arguments

D. None of the given options

59. Delete the allocated memory space

- A. Delete()
- B. Free()

60. Structured Query Language is used for ____.

- A. Databases Management
- B. Networks
- C. Writing Operating System
- D. none of the given options

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

- A. True
- B. False

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

- A. True
- B. False

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

- A. True
- B. False

64. Pointer is a variable which store,

- A. Data
- B. Memory Address
- C. Data Type
- D. Values

65. All preprocessor directives are started with the symbol ____.

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

66. 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

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

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

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

- A. True**
- B. False

69. To include code from the library in the program, such as `iostream`, a directive would be called up using this command.

- A. `#include "iostream.h"`
- B. `include <iostream.h>`
- C. `include <iostream.h>`
- D. `#include <iostream.h>`**

70. The number 544.53 must be stored in ____ data type.

- A. int
- B. short
- C. float**
- D. char

71. A template function can have different type of arguments.

A. True

B. False

72. 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;  
}
```

A. any number other than 1 or 2

B. only 0

C. only 1

D. only 2

73. Template class cannot have static variables.

A. True

B. False

74. Which of the following is used with bit manipulation?

A. Signed integer

B. Un-signed integer

C. Signed double

D. Un-signed double

75. Structure is a collection of _____ under a single name.

A. Only Functions

B. Only Variables

C. Both Functions and Variables

D. None of the given options

76. Unary operator implemented as member function takes ____ arguments whereas non-member function takes arguments.

- A. One, zero
- B. Zero, one**
- C. One, two
- D. Two, one

77. The first parameter of overloaded stream insertion operator is ____ where second parameter is _____

- A. input stream, object of class
- B. object of class, output stream
- C. output stream, object of class**
- D. object of class, input stream

78. We can also do conditional compilation with preprocessor directives.

- A. True**
- B. False

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

- A. True**
- B. False

80. If text is a pointer of class String then what is meant by the following statement?
`text = new String [5];`

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

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

- A. class for which we overload operator**
- B. reference of ostream class (ostream&)
- C. reference of istream class (istream&)

82. The code is written to ____ the program.

- A. **implement**
- B. design
- C. analysis
- D. None of the given options.

83. Memory allocated at run time is a system resource and it is the responsibility of ____ to de-allocate thememory.

- A. System
- B. **Programmer**
- C. User of program
- D. None of given options

84. Templates are not type safe.

- A. True
- B. **False**

85. *.doc is ____ by type.

- A. Sequential File
- B. **Random Access File**
- C. Data File
- D. Record File

86. What does (*this) represents?

- 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 the data member

87. The statement cin.get (); is used to,

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

D. Read a character from file

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

- A. True
- B. False

89. Overloaded new operator function takes parameter of type *size_t* and returns

- A. void (nothing)
- B. void pointer
- C. object pointer
- D. int pointer

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

- A. True
- B. False

91. C++ is a case-sensitive language

- A. True
- B. False

92. A template function must have only generic data types.

- A. True
- B. False

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

- A. `*ptr = arr ;`
- B. `ptr = arr ;`
- C. `*ptr = arr[5] ;`
- D. `ptr = arr[5] ;`

94. What will be the correct syntax to access the value of fourth element of an array using pointer ptr?

- A. ptr[3]
- B. (ptr+3)
- C. *(ptr+3)
- D. Both 1 and 3**

95. If most significant bit of un-signed number is 1 then it represents a positive number.

- A. True
- B. False**

96. 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 ____.

- A. Address of variable, reference variable
- B. Reference variable, value of variable
- C. Reference variable, address of variable**
- D. Address of variable, value of variable

97. It is possible to define a class within another class.

- A. True**
- B. False

98. new operator is used to allocate memory from the free store during

- A. Compile Time
- B. Run Time**
- C. Link Time
- D. None of the given options

99. Every class contains ____.

- A. Constructor

- B. Destructor
- C. Both a constructor and a destructor**
- D. None of the given options

100. What purpose do classes serve?

- A. Data encapsulation
- B. Providing a convenient way of modeling real-world objects
- C. Simplifying code reuse
- D. All of the given options**

101. With New keyword, data types and class members are initialized with meaningful values instead of garbage.

- A. True**
- B. False

102. New and Delete are also used with _____ and data types as well.

- A. Class, Objects**
- B. Structures, Pointers
- C. Both Class and structures
- D. None of above

103. If it is required to copy an array to another array then,

- A. Both arrays must be of the same size and data type**
- B. Both arrays may be of different size
- C. Both arrays may be of different data type
- D. Both arrays may be of different size and type

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

- A. True**
- B. False

105. When new operator is overloaded at global level then corresponding built-in

new operator will not be visible to whole of the program.

- A. True**
- B. False

106. If there is more than one statement in the block of for loop, which of the following must be placed at the beginning and the ending of the loop block?

- A. parentheses ()
- B. braces { }**
- C. brackets []
- D. arrows < >

107. The return type of a function that do not return any value must be ____.

- A. float
- B. int
- C. void**
- D. Double

108. Constructor has _____.

- A. same name as of class**
- B. different name as of class
- C. No Name

109. UNIX has been developed in ____ language.

- A. JAVA
- B. B
- C. C**
- D. FORTRAN

110. When break statement is encountered in switch statement, it

- A. Stops the entire program
- B. Stops the execution of current statement**

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

- A. Friend function must be declared after public keyword.
- B. Friend function must be declared after private keyword.
- C. Friend function must be declared at the top within class definition.

- D. It can be declared anywhere in class as these are not affected by the public and private keywords.**
112. The operator function overloaded for an Assignment operator (=) must be
- A. Non-member function of class
 - B. Member function of class**
 - C. Friend function of class
 - D. None of the given options
113. The endl and flush are _____.
- A. Functions
 - B. Operators
 - C. Manipulators**
 - D. Objects
114. The friend keyword provides access
- A. in one direction only**
 - B. multi direction
115. The operator used for casting, in C, is standard _____ operator.
- A. None of the given options.
 - B. cast**
 - C. cost
 - D. const
116. Constructors cannot be overloaded like ordinary functions.
- A. True
 - B. False**
117. Destructor is used to _____.
- A. Allocate memory
 - B. Deallocate memory**
118. When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are.

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

119. We cannot define a variable of user-defined data type in the class.

- A. True
- B. False**

120. There are ____ ways to use #include

- A. One
- B. Two**
- C. three

121. A pointer variable can be,

- A. Decrement
- B. Increment
- C. Multiplied
- D. Both Incremented and Decrement**

122. NULL value has been defined in ____ and ____ header files.

- A. strings.h and iostream.h
- B. ctype.h and conio.c
- C. conio.c and conio.h
- D. stdlib.h and stddef.h**

123. "setprecision" manipulator will set

- A. The number of digits after the decimal point**
- B. The number of digits before the decimal point
- C. The number of digits in a number
- D. None of the given options

124. Which of the following option will be true, if we overload "-=" operator?

- A. only - operator needs to be overloaded

- B. Minus (-) and = operators need to be overloaded
- C. the -= operator need to be overloaded explicitly**
- D. the - and = operators need to be overloaded implicitly

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

- A. By data
- B. By reference**
- C. By value
- D. By data type

126. Array is a data structure which store

- A. Memory addresses
- B. Variables
- C. Data Type**
- D. Data

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

- A. True**
- B. False

128. When we define an array of objects then,

- A. Destructor will call once for whole array
- B. Destructor will call for each object of the array**
- C. Destructor will never call
- D. Depends on the size of array

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

- A. Only block of memory is allocated for objects
- B. Only constructor is called for objects
- C. Memory is allocated first before calling constructor**
- D. Constructor is called first before allocating memory

130. All the preprocessor directives start with the ____ sign.
A. .h
B. #
131. Default mechanism of function calling in case of array is ____ and in case of variable is ____.
A. Call by value, call by reference
B. Call by reference, call by reference
C. Call by reference, call by value
D. Call by value, call by value
132. What does STL stand for?
A. Source template library
B. Standard template library
C. Stream template library
D. Standard temporary library
133. In functions, that returns reference use ____ .
A. global or local variables
B. global or static variables
C. ordinary variables
134. Skill(s) that is/are needed by programmer's ____ .
A. Paying attention to detail
B. Think about the reusability
C. Think about user interface
D. All of the given options
135. For which array, the size of the array should be one more than the number of elements in an array?
A. int
B. double
C. float
D. char
136. Friend functions are ____ of a class.

- A. Member functions
- B. Public member functions
- C. Private member functions
- D. Non-member functions**

137. Stands for ____.

- A. header file**
- B. head file
- C. handle file

138. Which of the following is the correct way to declare a variable x of integer type?

- A. x int ;
- B. integer x ;
- C. int x;**

139. The prototype of friend functions must be written ____ the class and its definition must be written ____.

- A. inside, inside the class
- B. inside, outside the class**
- C. outside, inside the class
- D. outside, outside the class

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

- A. Left object of the assignment operator
- B. Right object of the assignment operator**
- C. Both objects will call the operator function
- D. No object will call the operator function

141. For cin, the source is normally ____ and destination can be ____.

- A. File, native data type
- B. Disk, user-define type
- C. Keyboard, variable**

142. We cannot increment _____.
A. Pointers
B. Arrays
C. references
143. The programs, in which we allocate static memory, run essentially on _____.
A. Heap
B. None of the given options
C. Stack
144. A pointer is _____.
A. the address of a variable
B. An indication of the variable to be accessed next.
145. Assignment operator is used to initialize a newly declared object from existing object.
A. True
B. False
146. Allows us to separate the interface from the implementation of the class.
A. Inheritance
B. Encapsulation
147. In the member initializer list, the data members are initialized,
A. From left to right
B. From right to left
C. In the order in which they are defined within class
D. None of the given options
148. New operator allocates memory from free store and return _____.
A. A pointer
B. A reference
C. An integer
D. A float

149. If we write a statement like $s2 = s1$; _____ will be the calling object and _____ will be passed to the = operator as an argument.
- A. s1, s1
 - B. s1, s2
 - C. s2, s1
150. "New" and "delete" keywords are _____ in C++ language.
- A. Built-in- Function
 - B. Operators
 - C. Memory Allocation Function
 - D. None of the given options
151. && is _____ operator.
- A. An arithmetic
 - B. Logical
 - C. Relational
 - D. Unary
152. Function must be declared before its usage.
- A. Prototype
 - B. New type
153. Which of the following function(s) is/are included in ctype.h header file?
- A. isdigit(int c)
 - B. isxdigit(int c)
 - C. tolower(int c)
 - D. All of the above
154. The concept of friend function negates the concept of _____.
- A. Inheritance
 - B. Polymorphism
 - C. Persistence
 - D. encapsulation
155. Disks are _____ devices having access time of _____ milliseconds.

- A. Electro-physical, 6
- B. Electro-Mechanical, 4
- C. Electro-physical, 5
- D. Electro-Mechanical, 7**

156. When we use manipulators in our program then which header file should be included?

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

157. We can do arithmetic with references like pointers.

- A. True
- B. False**

158. Our program is combined with the object code of the library functions.

- A. object code**
- B. data type

159. Which character is inserted at the end of string to indicate the end of string?

- A. new line
- B. tab
- C. null**
- D. carriage return

160. The object ____ may be used both for file input and file output

- A. fstream,**
- B. ifstream,
- C. ofstream,
- D. None of the given options.

161. Performs this task while the compiler includes the name

and arguments.

A. Linker

B. Value

162. Which of the following function calling mechanism is true for the function prototype given below? float func(float &);

A. Call by value

B. Call by reference using pointer

C. Call by reference using reference variable

D. None of the given options

163. For checking the ____ of the functions, the compiler needs to know the definition of the function or at least the prototype of the function.

A. Validity

B. Link

164. A universal constant and has a value

A. Null

B. PI, 3.14

165. What should be the return type of the constructor?

A. void pointer

B. int

C. same as object type

D. constructors do not return any thing

166. The functions used for dynamic memory allocation return pointer of type ____.

A. int

B. float

C. void

D. double

167. There are mainly ____ types of software

- A. Two
- B. Three
- C. Four
- D. Five

168. Seekg () and write () are functionally ____.

- A. Different
- B. Identical
- C. Two names of same function
- D. None of the above

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

- A. According to data type
- B. 1 byte exactly
- C. 1 bit exactly
- D. A pointer variable cannot be incremented

170. In functions that return reference, use ____ variables.

- A. Local
- B. Global
- C. Global or static
- D. None of the given option

171. The declarator of Plus (+) member operator function is

- A. Class-Name operator + (Class-Name rhs)
- B. operator Class-Name + ()
- C. operator Class-Name + (rhs)
- D. Class-Name operator + ()

172. What is the functionality of the following syntax to delete an array of 5

objects named *arr* allocated using `new` operator? `delete arr ;`

- A. Deletes all the objects of array
- B. Deletes one object of array**
- C. Do not delete any object
- D. Results into syntax error

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

- A. True
- B. False**

174. If we do not mention any *return_value_type* with a function, it will return a _____ value.

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

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

- A. 0
- B. 99
- C. 100**
- D. 101

176. Reusing the variables in program helps to save the memory

- A. True**
- B. False

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

- A. The `new` operator determines the size of an object
- B. Allocates memory to object and returns pointer of valid type

- C. Creates an object and calls the constructor to initialize the object
- D. All of the given option**

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

- A. Object of operator class
- B. Object of different class
- C. All of the given options**
- D. Built-in data type

179. 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;`

- A. Member function**
- B. Non-member function
- C. Friend function
- D. None of the given options

180. The static data members of a class are initialized _____.

- A. at file scope**
- B. within class definition
- C. within member function
- D. within main function

181. We can also define a user-defines manipulators.

- A. True**
- B. False

182. Automatic variable are created on _____.

- A. Heap
- B. Free store

- C. static storage
D. stack
183. 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
184. If the return type of a function is void then it means that it will,
- A. Return any type of data
B. Return some specific type of data
C. Return no data
D. Return just character data
185. Which of the following is a valid class declaration?
- A. class A { int x; };**
B. class B { }
C. public class A { }
D. object A { int x; };
186. A stream is an ordered sequence of bytes.
- A. True**
B. False
187. An address is a _____, while a pointer is a _____.
- A. constant, variable
B. variable, constant
188. We can delete an array of objects without specifying [] brackets if a class is not doing dynamic memory allocation internally.
- A. **True**
B. False

189. In a group of nested loops, which loop is executed the most number of times?
- A. the outermost loop
 - B. the innermost loop**
 - C. all loops are executed the same number of times
 - D. cannot be determined without knowing the size of the loops
190. The reference data types are used as ____ variables without any ____ operator ____.
- A. static , deference
 - B. local , &**
191. There is a pointer variable named *ptr* of type *int* then address of which type of variable the *ptr* will store in it?
- A. variable of type *char*
 - B. variable of type *short*
 - C. variable of type *int***
 - D. variable of type *double*
192. The member functions of a class occupy ____ region in memory for ____ object(s) of class.
- A. separate, each
 - B. common, all**
 - C. different, each
 - D. different, all
193. The input/output streams; *cin* and *cout* are ____.
- A. Operators
 - B. Functions**
 - C. Objects
 - D. Structures

194. Dec, hex, oct are all ____.
- A. Member functions
 - B. Objects of input/output streams
 - C. Parameterized manipulators
 - D. Non-parameterized manipulators**
195. What will be the output of the following statement? `cout << setbase(16) << 52;`
- A. 74
 - B. 52
 - C. 34**
 - D. 64
196. With user-defined data type variables (Objects), self-assignment can produce ____.
- A. Syntax error
 - B. Logical error**
 - C. Link error
 - D. None of the given options
197. Where we can include a header file in the program?
- A. anywhere**
 - B. in start
 - C. at the end
 - D. None of the given options.
198. If class A is a friend of class B, and class B is a friend of class C. If class A wants class C to be a friend,
- A. it has to declare, class C as a friend**
 - B. it has to declare, class B as a friend
199. Do not indent the code properly it will ____.
- A. Be a syntax error
 - B. Be a logical error

C. Not an error at all

200. For which array, the size of the array should be one more than the number of elements in an array?
- A. Int
 - B. Double
 - C. Float
 - D. Char**
201. new and delete are ____ whereas malloc and free are
- A. Functions, operators
 - B. Classes, operators
 - C. Operators, functions**
 - D. Operators, classes
202. The prototype of friend functions must be written ____ the class and its definition must be written ____.
- A. inside, inside the class
 - B. inside, outside the class**
 - C. outside, inside the class
 - D. outside, outside the class
203. If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?
- A. $\text{obj3} = \text{obj1} + \text{obj2}$;
 - B. obj2 will be passed as an argument to + operator whereas obj1 will drive the + operator**
 - C. obj1 will drive the + operator whereas obj2 will be passed as
204. dereferencing operator is represented by
- A. ***
 - B. +
205. In C/C++ the string constant is enclosed corrected r red one
- A. In curly braces**

- B. In small braces
 - C. In single quotes
 - D. In double quotes
206. If we want to use stream insertion and extraction operators with _____ then we have to overload these operators.
- A. int, float, double
 - B. **objects of class**
207. _____ transfers the executable code from main memory to hard disk.
- A. **Loader**
 - B. Debugger
208. For cin, the source is normally a _____ and destination can be _____.
- A. File, native data type
 - B. Disk, user-define type
 - C. **Keyboard, variable**
 - D. File, user-define type
209. Individual characters in a string stored in an array can be accessed directly using array _____.
- A. superscript
 - B. script
 - C. **subscript**
210. A variable which is defined inside a function is called _____.
- A. **Automatic variable**
 - B. Global variable
 - C. Functional variable
211. The region of memory, available for allocation at run time in C language is called memory whereas in C++ language is called as _____.
- A. Heap, Stack
 - B. Stack, Free Store
 - C. Heap, Free Store
 - D. **None of above**

212. Analysis is the _____ step in designing a program.
A. Last
B. Middle
C. First
213. The parameter passed to isdigit() function is _____ variable.
A. Character
B. Boolean
C. Integer
214. To avoid dangling reference, don't return _____.
A. the reference of a local variable from the function
B. the reference of a global variable from the function
215. ostream class is _____ and not under our control.
A. user-defined
B. built-in
216. _____ variables are defined in the main.
A. Global
B. Dynamic
C. Local
217. ostream is a _____ operator.
A. dependent
B. member
C. standalone
218. Overloaded assignment operator must be _____.
A. Member function of class
B. Non-member function of class
219. The default visibility for the data members of the class is _____.
A. private
B. protected

220. **Constructor is a special function, called whenever we**
- A. create a function
 - B. instantiate an object of a class**
 - C. destroy an object
221. **The name of the destructor is the same as that of a class proceeding with a _____.**
- A. &sign
 - B. # sign
 - C. @ sign
 - D. ~ sign**

Contact for Help.

We have checked all the Answers if you find any mistake let us know.

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Remember in Prayers.

Best Of Luck.