



A union is a user-defined data type that contains only _____ from its list of members at a time.

I

Answer

one object

two objects

three objects

four objects

An object of _____ class can be created for saving the current position of any opened file before reading from the file.



Answer

- Filepos
- Streampos
- Stream
- Filestream



Question No : 3 of 50

Marks: 1 (Time 1 Min)



Summary

Which of the following is not a value of base field in set flag function ?



Answer

oct

bin

dec

hex



Question No : 4 of 50

55

Marks: 1 (Time 1 Min)



Summary

The setbase manipulator takes a value of _____ type to set the base of a number.



Answer

integer

float

double

char

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Question No : 5 of 50

55

Marks: 1 (Time 1 Min)



St

The static data members of a class can be accessed by _____.

- 01
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- 11
- 16
- 21
- 26
- 31
- 36
- 41
- 46

Answer



only class



only objects



both class and objects

Answer

- only class
- only objects
- both class and objects
- function out side the class



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new operator allocates memory from free store and returns _____.

**Answer** A pointer A reference An integer A float

The default copy constructor provides _____ assignment.

**Answer**

- memory wise
- function wise
- member wise
- variable wise

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What does STL stand for?



Answer

Source template library

Standard template library

Stream template library

01 02

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46 47

Answer

Source template library



Standard template library

Stream template library

Standard temporary library



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Attempted

Flagged

Question No : 9 of 50

55

Marks: 1 (Time 1 Min)



Summ

By using objects as class members, _____ is achieved.



Answer

- Accessibility
- Reliability
- Reusability
- Usability

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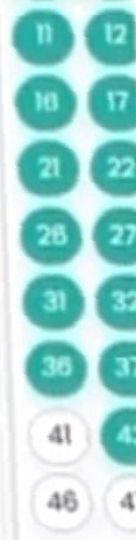
Answer

Accessibility

Reliability

Reusability

Usability



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

**Answer**

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



Question No : 11 of 50

Marks: 1 (Time 1 Min)

Summ

The normal source of cin object is _____



Answer

- File
- Disk
- Keyboard
- RAM



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



Answer

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



Which of the following statement is TRUE for operator function?

Answer

- Operator function must always be a member function
- Operator function must always be a non-member function
- Operator function may be a member or non-member function



Which of the following statement is TRUE for operator function?



Answer

- Operator function must always be a member function
- Operator function must always be a non-member function
- Operator function may be a member or non-member function
- Operator function must always be a Friend function





*this is a pointer that always points to:

**Answer**

- Current function of the class
- Current pointer of the class
- Current object of the class
- A Value of data member

Question No : 15 of 50

Marks: 1 (Time 1 Min)



Summary

The correct syntax of function prototype for overloading new operator is _____.



Answer

- void* new operator(size_t size);
- void* new(size_t size);
- operator new(size_t size);
- void* operator new(size_t size);

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Question No : 16 of 50

Marks: 1 (Time 1 Min)

Summary

Static allocation is _____ efficient than the dynamic allocation.



Answer

- More
- Equally
- It depends on the situation
- Less



If we do not define the overloaded assignment operator in a class, the ----- will be done for member data.

**Answer**

- Memory allocation
- Deep copy
- Default destruction
- Shallow copy



How many number of arguments can be taken by the operator << and >>?

Answer

- One
- Three
- No arguments
- Two





What will be the output of the following code?

```
string myString = "hello";  
myString[1] = 'p';  
cout << myString;
```

Answer

 ollph ollep pello hpilo

Question No : 20 of 50

Marks: 1 (Time 1 Min)

Summary

You can allocate memory at run time within the heap for the variable of a given type using a special operator in C++ which returns the address of the space allocated. This operator is called _____ operator.

Answer

New

Delete

Copy

Deep





In how many ways templates concept can be used?

Answer

1

2

3

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

Answer

- function
- constructor
- program
- destructor



How many elements are in an array matrix (`int matrix[4][4]`)?

Answer

8

16

10

4



Question No : 24 of 50

Marks: 1 (Time 1Min)



Summary

The default visibility for class members is _____.

Answer

private

public

protected

none



Question No : 25 of 50

Marks: 1 (Time 1 Min)



Summary

The data members of the class are _____ at runtime.

Answer

reallocated

Deleted

Initialized

Declared





For explicitly calling a destructor, which symbol is used with the class name?

Answer



@



!



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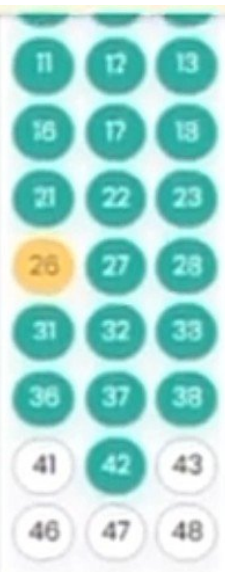
36 37 38

41 42 43

46 47 48

Answer

- @
- !
- ^
- ~



Question No : 27 of 50

Marks: 1 (Time 1 Min)

Summary

Which data structure is used for dynamically allocated memory?

Answer

- Tree
- Heap
- Queue



The function of a class gets complete access to the data members and functions of the other class by using _____.

Answer

- utility functions
- constructor
- friend class
- friend function





String class has data member buffer, it is a _____ and is written as *buf.

Answer

pointer to character

pointer to buffer

pointer to string

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By overloading the array operator (`[]`), one can implement.

Answer

Mechanism to check for array bound

Mechanism to check for array size

Mechanism to add two identical arrays

Mechanism to overload two identical arrays

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41 42 43

46 47 48



Which parameter is legal for non-type template?

Answer

pointer to member

object

class

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46 47

How many bits of memory needed for internal representation of class?

Answer

- 1
- 2
- 3
- No memory needed



Question No : 33 of 50

Marks: 1 (Time 1 Min)



Summa

A data type followed by & sign is a _____.

Answer Memory address Bitwise AND Reference

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Which one of the following is correct definition of macro to calculate the area of circle?

Answer

- `#define CIRCLEAREA(X)(PI) X X X`
- `#define CIRCLEAREA(Y)(PI) X X`
- `#define CIRCLEAREA(X) (PI (X) (X))`

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- `#define CIRCLEAREA(Y)(PI) X X`
- `#define CIRCLEAREA(X) (PI (X) (X))`
- `#define CIRCLEAREA(R)(2PI) R * R`

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Question No : 35 of 50 Marks: 1 (Time 1 Min) !

The operator << is called _____.

Answer

- Left shift operator
- Bitwise AND operator
- Exclusive OR operator

Answer

- Left shift operator
- Bitwise AND operator
- Exclusive OR operator
- Right shift operator

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Initializing the data members in the definition of the class shows _____.

Answer

Run time error

Logical error

Warning message

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_____ header file contains the operator overloading declarations for stream insertion (<<) and extraction (>>) operators for native data types.

Answer

- conio.h
- stdlib.h**
- iomanip
- iostream



Question No : 38 of 50

51

Marks: 1 (Time 1 Min)



Summary

During the manipulation of the data member with pointers, we use the _____ symbol.

Answer

arrow

dot

plus

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A Matrix can have various data types as an elements, the best solution is to implement a _____?

Answer



Template class



Conditional operator



Recursive function



Heap

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If the order of Matrix X is 3×2 and Matrix Y is 2×3 . After addition, the order of Matrix $X+Y$ will be _____.

Answer 3×3 2×3 3×2 Addition is not possible

Write a program using getline() member function to input a string up to delimiter character comma (,) and then display the string on the screen.

Answer

Rich text editor toolbar with icons for bold, italic, underline, strikethrough, bulleted list, numbered list, indent, outdent, link, unlink, table, and other formatting options. Labels include Styles, Format, Font, and Size.

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31	32	33
36	37	38
41	42	43
46	47	48

Question No : 42 of 50

Marks: 3 (Time 8 Min)

Write the general syntax to design *user-defined* manipulator.

Answer

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Blank Data

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Question No : 43 of 50

Marks: 3 (Time 6 Min)

Summ

Suppose you want to swap two unsigned numbers **a** and **b** without using any third variable. You need to write down the two missing statements for this purpose.

`a = a ^ b;`

_____ ;

_____ ;

Answer



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Finish Exam

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« First

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< Previous

Next >

Next Question

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51

Question No : 44 of 50

Marks: 3 (Time 6 Min)

Summary

Why a destructor is called? Write destructor for the following class.

```
Class sample{
```

```
};
```

Answer

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Question No : 45 of 50

Marks: 3 (Time 6 Min)



Summary

What is the output of the following program?

```
#include <iostream>
#include <string>
using namespace std;
template <typename T>
void MyFunction(const T&x)
{
    static int count = 2;
```

Answer

← → | **B** *I* U | *T* | :: | | | | | | | | Styles | Format | Font | Size

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Question No : 46 of 50

Marks: 3 (Time 6 Min)

Suppose you have to write a program in which you want to store the ages of 10 students using an array.

Which one of the following will be more appropriate way to use the memory in the above mentioned scenario?

- (i) Declaring array using static allocation
- (ii) Declaring the array dynamically

Answer

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Perform the following tasks:

a. Write the code for a structure called "Inventory" having the following elements:

A character type pointer named as "partName"

An integer type variable named as "partNumber"

An integer type variable named as "stock"

A character type pointer named as "manufacturer"

Answer

← → | **B** *I* U | | | | | Styles - | Format - | Font - | Size - |

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A character type pointer named as "partName"

An integer type variable named as "partNumber"

An integer type variable named as "stock"

A character type pointer named as "manufacturer"

Answer

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31 32 33

36 37 38

41 42 43

46 47 48

What will be output of the following code segment?

```
class example{  
    private:  
        int num;  
    public:
```

Answer

← → | **B** *I* U | | | | | | | Styles • Format • Font • Size • | |



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Question No : 49 of 50

Marks: 5 (Time 10 Min)



Write any five predefined Stream objects and also describe their meaning.

Answer

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Question No : 50 of 50

50

Marks: 6 (Time 10 Min)

Summ

Write a user-defined function "CalcTranspose()" in C/C++ to calculate transpose of 3X3 integer array "myArray" and display the resultant matrix.

Note: You do not need to initialize the array with any values. Just write the code to calculate the transpose of 3X3 integer array.

Answer

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