

CS-201 Quiz File
Knowledge For Us
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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.

Answer: Dot (.)

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 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:

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.

Answer: Private

29. In a class we can have____constructor(s).

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, _____.

Answer: it has to declare, class C as a friend.

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 the class only.

48. The reference data types are used as____variables without any____operator.

Answer: Ordinary, deference

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

58. Care must be taken about the correct_____of operator while overloading.

Answer: both semantic and complexity

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 ___.

Answer: The operator return 0.

68. Symbolic constant PI can be defined as:

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 declaration.

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

Answer: Assignment (=) operator.

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 collect the output data and write it on the disc in one write in the above situation the area where we 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 new operator will also be visible to whole of the program.

Answer: False.

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_____.

Answer: Heap.

97. Destructor_____.

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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