

Cs-201 Important Mid Term
Mcq's Solution 100% Correct :
Solve By Vu-Topper RM!!

وَعَزَّزْنَا مِنْ تَشَاءِ وَتَذَلُّ مِنْ تَشَاءِ



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Question No:1

(Marks:1)

Vu-Topper RM

What will be the size of the array declared as
int array[1000];
999

1001

Question No:2

(Marks:1)

Vu-Topper RM

Suppose that an integer type contains a memory address 0x22f220. What will be the new memory address if we increment this pointer by one?

0x22f223

0x22f224

Question No:3

(Marks:1)

Vu-Topper RM

We use _____ to open a file or stream for extraction.

in

out

Question No:4

(Marks:1)

Vu-Topper RM

Whenever some number is added in an array name, it will jump as many _____ as the added number.

rows

value

Question No:5

(Marks:1)

Vu-Topper RM

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};

Question No:6

(Marks:1)

Vu-Topper RM

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

Streampos

Question No:7

(Marks:1)

Vu-Topper RM

What will be the size of the following character array?

char name[]="Adeel";

6

Question No:8

(Marks:1)

Vu-Topper RM

We can say that a pointer is a variable that hold the _____ address.

memory

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Question No:9 (Marks:1) **Vu-Topper RM**
By default, the starting index of an array in C++ is _____.
2
0

Question No:10 (Marks:1) **Vu-Topper RM**
A character is stored in the memory in _____.
1 byte

Question No:11 (Marks:1) **Vu-Topper RM**
dereferencing operator is represented by _____.
*
+

Question No:12 (Marks:1) **Vu-Topper RM**
In the case of pointer to pointer or _____, the first pointer contains the address of the second pointer, which contains the address of the variable, which contains the desired value.
double dereference (page 175)
Single dereference

Question No:13 (Marks:1) **Vu-Topper RM**
In _____, we try to have a precise problem statement
Analysis
Design

Question No:14 (Marks:1) **Vu-Topper RM**
suppose we have int y[10]; To access the 4th element of the array we write_____
y[4];
y[3];

Question No:15 (Marks:1) **Vu-Topper RM**
From the following; which one is the range of Random number generator function rand()?
0 – 32767
1 – 32767

Question No:16 (Marks:1) **Vu-Topper RM**
The string in the array is terminated by a_____
null
one

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Question No:17 (Marks:1) **Vu-Topper RM**
In C/C++; by default arguments are passed by _____ to a function.
Reference
Value

Question No:18 (Marks:1) **Vu-Topper RM**
_____ Keyword is used to return some value from a function.
break
return

Question No:19 (Marks:1) **Vu-Topper RM**
Which of the function call is call by value for the following function prototype?
float add(int);
add(&x);
add(x);

Question No:20 (Marks:1) **Vu-Topper RM**
The increment of a pointer depends on its _____.
variable
data type

Question No:21 (Marks:1) **Vu-Topper RM**
The ASCII code of null character is _____.
000
010

Question No:22 (Marks:1) **Vu-Topper RM**
Pointers are a special type of _____ in which a memory address is stored
variables
Location

Question No:23 (Marks:1) **Vu-Topper RM**
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

Question No:24 (Marks:1) **Vu-Topper RM**
Pointers store the _____.
value of a variable
memory address

Question No:25 (Marks:1) **Vu-Topper RM**
Which of the following function call is “call by reference” for the following function prototype? int add (int *);
add(&x);
add(int x);

Question No:26 (Marks:1) **Vu-Topper RM**
The name of the array is a constant pointer which contains the memory address of the _____ of the array.
first element
Last element

Question No:27 (Marks:1) **Vu-Topper RM**
array name always contains the memory address of the _____ of the array
first element
None of the given

Question No:28 (Marks:1) **Vu-Topper RM**
At the _____, we try to break up the problem into functional units analysis phase
design phase

Question No:29 (Marks:1) **Vu-Topper RM**
_____ is used for input file or for reading from the file
Tellg()

Question No:30 (Marks:1) **Vu-Topper RM**
Following is the declaration a _____ array int arr[2][2][2];
3-dimensional

Question No:31 (Marks:1) **Vu-Topper RM**
!(x<3)mean in C++ that
X is greater than 3

Question No:32 (Marks:1) **Vu-Topper RM**
Which of the following option is correct to complete the declaration of the function _____(parameter1, parameter2) {
//code to be executed}
Void function name

Question No:33 (Marks:1) **Vu-Topper RM**
Of stream is used for
Output file stream

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Question No:34 (Marks:1) **Vu-Topper RM**
By default the starting index of an array in C++ is—
0

Question No:35 (Marks:1) **Vu-Topper RM**
How we declare an array of integer data whose size is 20 with array name count
Int count[20];

Question No:36 (Marks:1) **Vu-Topper RM**
Which of the following is a reserve word for data types in C/C++
Int

Question No:37 (Marks:1) **Vu-Topper RM**
C was developed with the help of— language
BCPL and B

Question No:38 (Marks:1) **Vu-Topper RM**
An object of— class can be created for saving the current position of any opened file before reading from the file
Streampos

Question No:39 (Marks:1) **Vu-Topper RM**
C++ is a — language
High level

Question No:40 (Marks:1) **Vu-Topper RM**
In while loop the loop counter is initialized at—
Before entering the loop

Question No:41 (Marks:1) **Vu-Topper RM**
What is the output of the following code if the 3rd case is true
Switch(var)
{
Case “a”;
Cout<<”apple”<<endl;
}
Mango

Question No:42 (Marks:1) **Vu-Topper RM**
— character is used to indicate the end of the string
Null

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- Question No:43** (Marks:1) **Vu-Topper RM**
Which one of the following is used to perform bit wise exclusive or operation
|
- Question No:44** (Marks:1) **Vu-Topper RM**
If $x=11$, and $x\%=3$, than values of x will be
2
- Question No:45** (Marks:1) **Vu-Topper RM**
A variable of character data type occupies — bytes in memory
1
- Question No:46** (Marks:1) **Vu-Topper RM**
Null character is represented by — C++
\0
- Question No:47** (Marks:1) **Vu-Topper RM**
In computer system there are mainly — type of software
2
- Question No:48** (Marks:1) **Vu-Topper RM**
There is a pointer variable named ptr of type float which type of variable address can be stored by ptr
Float
- Question No:49** (Marks:1) **Vu-Topper RM**
A character is stored in the memory in—
Byte
- Question No:50** (Marks:1) **Vu-Topper RM**
X is a integer variable what does X++ means
Add 1 X value
- Question No:51** (Marks:1) **Vu-Topper RM**
When we call a function its control
Transfers to its definition
- Question No:52** (Marks:1) **Vu-Topper RM**
“\0” takes — space in the memory
1 Byte
- Question No:53** (Marks:1) **Vu-Topper RM**
— will be used for enclosing function statement into a block
{

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Question No:54 (Marks:1) **Vu-Topper RM**
How can we declare an array of characters whose size is 12 with array name
“country”
Char country[12];

Question No:55 (Marks:1) **Vu-Topper RM**
Following is the declaration of 2D array how many column are declared for this
array int arr[3][2];
2

Question No:56 (Marks:1) **Vu-Topper RM**
If we assign 2.06721 to an integer variable x, what will be the output if we print x
using cout<<statement
2

Question No:57 (Marks:1) **Vu-Topper RM**
We can access a global variable—
From anywhere in the program

Question No:58 (Marks:1) **Vu-Topper RM**
We use — to include all those functions in our program which are located in
different files
Linker

Question No:59 (Marks:1) **Vu-Topper RM**
A character is stored in a memory in —
Byte

Question No:60 (Marks:1) **Vu-Topper RM**
Which is not true regarding structures
We can declare array of structure

Question No:61 (Marks:1) **Vu-Topper RM**
Mr .Ahmad sleep thirty hours every day .this sentence is—
Grammatically correct but illogical

Question No:62 (Marks:1) **Vu-Topper RM**
— will explain the function of a program
Comments

Question No:63 (Marks:1) **Vu-Topper RM**
Char**argv can be read as—
Pointer to pointer to char

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- Question No:64** (Marks:1) **Vu-Topper RM**
What will be output of the following code
String name[4]={"ali","bilal","omer","ayeshan"};
Cout<,name[0];
Ali
- Question No:65** (Marks:1) **Vu-Topper RM**
!(x>3)means is in C++ that
X is less than 3
- Question No:66** (Marks:1) **Vu-Topper RM**
The data type before a function name represents its
Return type
- Question No:67** (Marks:1) **Vu-Topper RM**
The expression((a+b)==10)||((x+y)==20)is true only if
Either ((a+b)==10) OR ((x+y)==20)is true
- Question No:68** (Marks:1) **Vu-Topper RM**
We have opened a file stream my file for reading (getting) myfile tellg() given us the current get position of file pointer it returns a whole number of type—
Long
- Question No:69** (Marks:1) **Vu-Topper RM**
= operator is used for—
Assigning values to variables
- Question No:70** (Marks:1) **Vu-Topper RM**
What is the use of is::trunk mode
To truncate an existing file to zero
- Question No:71** (Marks:1) **Vu-Topper RM**
Structures use— allocation
Heap
- Question No:72** (Marks:1) **Vu-Topper RM**
What will be the size of the following character array
Char name[]="Adeel";
6
- Question No:73** (Marks:1) **Vu-Topper RM**
A— is an array of characters that can store number of character specified
String

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Question No:74 (Marks:1) **Vu-Topper RM**
— statement is used to terminate the processing of a particular case and exit from switch structure
Break

Question No:75 (Marks:1) **Vu-Topper RM**
If $y=20$ and $z=y++$ then the value of z will be—
21

Question No:76 (Marks:1) **Vu-Topper RM**
What will be the output of the following code
String grade[3]={"A","B","C"};
Grade[2]="F";
Cout<<grade[2];
F

Question No:77 (Marks:1) **Vu-Topper RM**
Declaration of two dimensional array of integer having 3 rows and 5 column is following
In arr [3][5];

Question No:78 (Marks:1) **Vu-Topper RM**
 $A=a+1$; can be written as—
A+=1;

Question No:79 (Marks:1) **Vu-Topper RM**
A record is a group of related
Fields

Question No:80 (Marks:1) **Vu-Topper RM**
What will be the result of arithmetic expression $6+48/4*3$
42

Question No:81 (Marks:1) **Vu-Topper RM**
— construct is used to execute a set of instruction when a condition is true and other set when it is false
If/else

Question No:82 (Marks:1) **Vu-Topper RM**
If an array has 50 element what is allowable range of subscripts
0-49

- Question No:83** (Marks:1) **Vu-Topper RM**
If int a=50; then the value of a=3; will be
16
- Question No:84** (Marks:1) **Vu-Topper RM**
Which of the following option is/are correct about array?
Only one type of element can store in an array
- Question No:85** (Marks:1) **Vu-Topper RM**
Whenever some number is added in an array name it will jump as many—
Rows
- Question No:86** (Marks:1) **Vu-Topper RM**
—— returns true if c is a digit or a letter and false otherwise
Int isalnum(int c)
- Question No:87** (Marks:1) **Vu-Topper RM**
Which of the following is the default mode of the opening using the of stream class
Ios::trunk
- Question No:88** (Marks:1) **Vu-Topper RM**
In which language the compiler of c language is written
C
- Question No:89** (Marks:1) **Vu-Topper RM**
While loop executes at least
One time
- Question No:90** (Marks:1) **Vu-Topper RM**
String are accessed by variable of type
Char
- Question No:91** (Marks:1) **Vu-Topper RM**
Which of the following is the correct operator to compare the values of two variables
==
- Question No:92** (Marks:1) **Vu-Topper RM**
Not operator is a —
Single input operator

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Question No:93 (Marks:1) **Vu-Topper RM**
Pointer point to a particular
Memory address

Question No:94 (Marks:1) **Vu-Topper RM**
A function is a block of statement that can be defined once and used—
As many times as user wants

Question No:95 (Marks:1) **Vu-Topper RM**
— function is used to find the number of characters in a string
Strlen()

Question No:96 (Marks:1) **Vu-Topper RM**
!= operator is used to check whether the operand on the left-hand side is—
Not equal

Question No:97 (Marks:1) **Vu-Topper RM**
A while loop may execute — or more times
0

Question No:98 (Marks:1) **Vu-Topper RM**
How we declare an array of integer data whose size is 20 with array name count
Int count[20];

Question No:99 (Marks:1) **Vu-Topper RM**
A variable declared within a code block become — variable for that block
Local

Question No:100 (Marks:1) **Vu-Topper RM**
If a file is opened with ios::out mode, then—
We can write in this file

Question No:101 (Marks:1) **Vu-Topper RM**
A function prototype is written — the function call
Before

Question No:102 (Marks:1) **Vu-Topper RM**
— loop is mostly used to perform repetition of a task for a known number of
time
For

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Question No:103 (Marks:1) **Vu-Topper RM**
In shifting operations if zero is inserted at the left most bit the negative number will become a—

Positive

Question No:104 (Marks:1) **Vu-Topper RM**
It is the job of — to transfer the executable code from hard disk to main memory

Loader

Question No:105 (Marks:1) **Vu-Topper RM**
RAID stands for

Redundant array of inexpensive device

Question No:106 (Marks:1) **Vu-Topper RM**
Array indexes start from—

0

Question No:107 (Marks:1) **Vu-Topper RM**
In call by reference — of a variable is passed to the called function

Address

Question No:108 (Marks:1) **Vu-Topper RM**
The name of a location in memory is called—

Variable

Question No:109 (Marks:1) **Vu-Topper RM**
Which statement is used to close a file

Myfile.close();

Question No:110 (Marks:1) **Vu-Topper RM**
while handling files one can have— option

all of the given

Question No:111 (Marks:1) **Vu-Topper RM**
which is the correct syntax to define a structure named student
struct student{//variable};

Question No:112 (Marks:1) **Vu-Topper RM**
<and> both are— operators

Logical

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Question No:113 (Marks:1) **Vu-Topper RM**
Identify the logical error in the following if condition
If((i<5)&&(i>15))
Condition is always false

Question No:114 (Marks:1) **Vu-Topper RM**
The use of* sign in first and second statements is called
Int*ptr=&x;
Cout<<*ptr;
Referencing dereferencing

Question No:115 (Marks:1) **Vu-Topper RM**
C is widely known as development language of operating system
Linux

Question No:116 (Marks:1) **Vu-Topper RM**
9If x is declare as an integer what will be result of the given expression
4

Question No:117 (Marks:1) **Vu-Topper RM**
What will be the correct syntax of declaration of the following statement
Const int*ptr

Question No:118 (Marks:1) **Vu-Topper RM**
After evaluating the expression $X=10+3*4/2-1$ the value of x will be
15

Question No:119 (Marks:1) **Vu-Topper RM**
We can read write and manipulate the same file using
Fstream.h

Question No:120 (Marks:1) **Vu-Topper RM**
Return type of a function that does not return any values must be—
Void

Question No:121 (Marks:1) **Vu-Topper RM**
Pointer store the—
Memory address

Question No:122 (Marks:1) **Vu-Topper RM**
— operator uses the sign^
Exclusive OR

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Question No:123 (Marks:1) **Vu-Topper RM**
Compiler translates high level language program into — language code
Machine

Question No:124 (Marks:1) **Vu-Topper RM**
Each array declaration must provide the information about all these things except—
The location of the first element to be stored

Question No:125 (Marks:1) **Vu-Topper RM**
Eof is used to check for the— of file when a file is being read
End

Question No:126 (Marks:1) **Vu-Topper RM**
The result of $4\%3$ will be
1

Question No:127 (Marks:1) **Vu-Topper RM**
When the logical operator AND(&&) combine two expression exp1 and exp2 then the result will be true only
When both exp1 and exp2 are true

Question No:128 (Marks:1) **Vu-Topper RM**
Multi[3][3]element can also be accessed by
***(*(multi+3)+3)**

Question No:129 (Marks:1) **Vu-Topper RM**
What is output of following code
`int data[10]={ 10,20,30,40,50,60,70,80,90,100};int*xptr=&data[4],
Int*yptr=&data[6];
Cout<<xptr+yptr++;`
120

Question No:130 (Marks:1) **Vu-Topper RM**
We get $12|8=$ — where “|”is(bit wise OR)
12

Question No:131 (Marks:1) **Vu-Topper RM**
— is a substitute of multiple if statement
If— elseif statement

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- Question No:132** (Marks:1) **Vu-Topper RM**
Find out the logical error in following lines of code
If(x=10)
Cout<<"x is 10";
Assignment operator should not be used for comparison
- Question No:133** (Marks:1) **Vu-Topper RM**
Which is not true regarding structures
We can not declare pointers to structure
- Question No:134** (Marks:1) **Vu-Topper RM**
— are used to compile the code
Compiler
- Question No:135** (Marks:1) **Vu-Topper RM**
A— structure specifies that can action is to be repeated while some condition remains true
Repetition
- Question No:136** (Marks:1) **Vu-Topper RM**
A function is a block of statement that can be define once and used — in the program
As many times are user wants
- Question No:137** (Marks:1) **Vu-Topper RM**
— is used for output during the process of writing to the file
Seekp()
- Question No:138** (Marks:1) **Vu-Topper RM**
In case of two dimensional array if you add some number in a two dimensional array name it will jump to the next—
Row
- Question No:139** (Marks:1) **Vu-Topper RM**
In while loop the condition is checked — the execution of loop
Before
- Question No:140** (Marks:1) **Vu-Topper RM**
Which step is not not performed during a program design
Write details about the performance of program

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Question No:141 (Marks:1) **Vu-Topper RM**
We can say that a pointer is a variable that holds the— address
Memory

Question No:142 (Marks:1) **Vu-Topper RM**
When accessing a structure member the identifier to the left of the dot operator is the name of—
Structure variable

Question No:143 (Marks:1) **Vu-Topper RM**
Suppose we have a file name myfile.txt what will be the correct syntax of file opening for input
Myfile.open(myfile.txt",ios::in);

Question No:144 (Marks:1) **Vu-Topper RM**
Suppose we have int y[10];
To access the 4th element of the array we write—
Y[3];

Question No:145 (Marks:1) **Vu-Topper RM**
Which operator has the highest precedence
(*,-,/,+)
***and/both have the same highest precedence**

Question No:146 (Marks:1) **Vu-Topper RM**
To read command line argument the main() function itself must be given—
2

Question No:147 (Marks:1) **Vu-Topper RM**
From the following which one is the range of random number generator function rand()
0-32767

Question No:148 (Marks:1) **Vu-Topper RM**
_____variables are those that are defined outside of main
GLOBAL

Question No:149 (Marks:1) **Vu-Topper RM**
When the compiler overload the assignment (=) operator by Default then
Compiler does member wise assignment

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