

	CS201- Introduction to Programming Latest Solved Mcqs from Final term Papers	July 11,2011
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FINAL TERM EXAMINATION 2011
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

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 ;

- ▶ 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

FINAL TERM EXAMINATION
CS201 - Introduction to programming
Final Term Spring 2010

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.

- ▶ 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 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

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**

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 (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.

▶ **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

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?

- ▶ 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
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
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 _____.

- ▶ 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

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

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

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] ;`**

- ▶ 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 _____.

- ▶ 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.

- ▶ 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

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

▶ **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

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
Spring 2010
CS201- Introduction to Programming

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

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

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 += 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**

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 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

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

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.

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

<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**

- ▶ 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 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)**

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
- ▶ Record File

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

Which of the following is NOT a preprocessor directive?

- ▶ #error

- ▶ #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

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)`

► **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 _____.

- ▶ 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

- ▶ 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

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

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

▶ int

▶ **void (Page 79)**

▶ double

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

UNIX has been developed in _____ language.

- ▶ 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.

- ▶ **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)**

► 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 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
- ▶ 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

"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
- 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.

- **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 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.

- ▶ **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 variable 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

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?

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 (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.

► **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.

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

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 _____.

- *

▶ ++

▶ @

▶ # (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

▶ **omanip.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

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

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,

- ▶ **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

FINALTERM 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

► **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)**

► 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

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

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

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?

- ▶ 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

- ▶ 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
- ▶ 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) ;

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)**

- ▶ 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 { }
- object A { int x; };

Question No: 4 (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 (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 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?

- 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{

Int ival;

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

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
- 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

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.

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By

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
- public

Loops are _____ Structure

- Decision
- Sequential
- Repetition
- None of the given options

We cannot use _____ pointer for storing and reading data from it.

- NULL
- integer
- double
- zero

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 ;

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

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

- structures
- union
- construct
- 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()
- tellg()
- seekg()
- seekp()

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
- Quotient
- 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

_____ contains functions for manipulations of character data.

- ctype.h
- iostream.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)

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
- Type
- Data

The string in the array is terminated by a _____

- zero
- nil
- null
- one

Structures are syntactically defined with the word _____.

- struc
- struct
- structure
- None of the given

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

- Linux
- Unix
- Windows
- Mac OS

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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 ^.

Bit-wise OR

Exclusive OR

AND Operator

NOT operator

C++ is a _____ language.

High level

Low level

Machine

Fourth Generation

$12 \& 8 = (1000)_2 = \underline{\hspace{2cm}}$. & is used to AND two numbers bit-wise

4

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

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
- integer
- string
- None of the given

dereferencing operator is represented by _____

- *
- +
-
- None of the given

_____ transfers the executable code from main memory to hard disk.

- Loader
- Debugger
- Compiler
- 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 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

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
double

ofstream is used for_____

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

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,

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

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

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";

- ▶ 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

What will be the output of following code segment?

```
main(){  
int x = 5 ;  
  
{  
  
    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.

▶ /*

▶ //

▶ /

▶ /*

The _____ statement interrupts the flow of control.

▶ 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);

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
- ▶ **== 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 ;

▶ 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

▶ Objects, member functions

▶ Functions, objects

▶ None of the given options

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
- ▶ 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
- ▶ Stack

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

▶ **Methods Functionality with in Class**

▶ None of the given options

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

▶ **One or more than one arguments**

▶ Only one argument

▶ Zero arguments

▶ 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.

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

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**

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**

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

Which of the following operators can not be overloaded?

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

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**

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

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
- ▶ **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

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.

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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
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**
- ▶ True

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**

► (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 &);  
    ...  
};
```

```
!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

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 will call

Destructor will call

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
- ▶ 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) ;
```

- ▶ 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++)
```

- ▶ 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 ▶

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

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 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

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

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';
}
```

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.

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 modulus operator.

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 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

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

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)
```

```
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 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

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];**

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

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);`

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 programming skill 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

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 _____.

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 by reference" 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

2. 1 and -1
3. 11 and 00
4. any numerical value

57. What will be the size of the following character array?

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

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

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 our control.

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 two operands 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 data type?

1. 0
2. -32
3. 65531
4. -4

71. What is the output of the following code if the 3rd 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. 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;  
}
```

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

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.

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 by reference" 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 :

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 only if

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.

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

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

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).

- 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 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

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

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 appropriate data 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'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

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 switch structure.

1. if
2. goto
3. break
4. continue

126. Array is a data structure that stores _____.

1. Memory addresses
2. Variables

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

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

4. classes

137. 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

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 _____.

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:

```
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

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. 

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:

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;**

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

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

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.

1. Comments

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 _____.

1. pointers

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 new operator.

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 first element 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

- 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

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

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 _____.

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;
```

```

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.

1. tellp()
2. tellg()
3. seekg()
4. seekp()

**217. 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<<;

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

4. iostream.h

221. 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

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

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

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 data type.

1. True
2. False

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FINAL TERM EXAMINATION 2011

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 ++() ;
- ▶ **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 reference
- ▶ 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
- ▶ **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

FINAL TERM EXAMINATION

CS201 - Introduction to programming

Final Term Spring 2010

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.

3

- ▶ 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 pointer returned by new operator function as an argument.

► **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 operators (new and delete) and 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 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

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**

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**

► 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.
- ▶ **The left most operand is an object of a class.(Page 375)**
- ▶ The left operand is built-in 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

6

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 free _____.

► **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?

► 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 garbage values in it.

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

The function free() returns back the allocated memory got thorough calloc and

7

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.

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

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 _____.

8

► `ifstream`, `ofstream`, `fstream`

► **`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)**

- 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

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

9

The normal source of cin connects

- 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

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] ;**
- ▶ 10
- ▶ float arr[2,2] ;
- ▶ float[2][2] arr ;

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

The first parameter of operator function for < operators,

- ▶ 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 _____.

- 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.

11

- An object of the class.
- A status code determining whether the class was destroyed 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 argument
- None of the given options

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
- ▶ **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

12

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

Spring 2010

CS201- Introduction to Programming

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

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

13

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.h a directive should 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 `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**

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 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

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

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.

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

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 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**

- ▶ 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 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)**

FINAL TERM 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
- ▶ Record file

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

Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #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

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

18

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)`

▶ **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

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 _____.

- ▶ 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,

- ▶ 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

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 and data type
- 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

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

► **True**

► False

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

eof(), getch(), and getc() 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

► int

► **void (Page 79)**

► double

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

UNIX has been developed in _____ language.

22

► 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 correct 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.

- ▶ **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)**
- ▶ 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 (5, 7, 'z');`

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 arguments it takes 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 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

24

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 io stream.h
- ▶ ctype.h and conio.h
- ▶ conio.h and cstdio.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

"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 first 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 the 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.

- ▶ **True (Page 408)**
- ▶ False

26

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.

- ▶ **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 for function calling in C++ array is _____ and in case of variable is ____.

- ▶ Call by value, call by reference
- ▶ Call by reference, call by value
- ▶ **Call by reference, call by value (Page 119)**
- ▶ Call by value, call by value

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

What does STL stand for?

- ▶ 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
- ▶ 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 _____ to 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

- 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 (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 a binary 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, are essentially on _____

- ▶ Heap
- ▶ System Cache
- ▶ None of the given options
- ▶ **Stack (Page 280)**

The programs, in which we allocate static memory, are 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

29

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

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

&& 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)**

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

All preprocessor directives are started with symbol_____.

- *
- 31
- ++
- @

► **# (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

► **iomanip.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

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

A function can declare itself a friend of a class.

32

- ▶ 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

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

The object _____ may be used both for 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 program in which 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,

- ▶ **True**

34

- ▶ 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, 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.

35

► **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 in 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?

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?

- ▶ 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 function

- ▶ 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

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

37

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?

- 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)**

38

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

► 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) ;

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)**

39

► member function

► variable

► none of the given options.

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

We can also create a user-defined manipulators.

► **True**

► False

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

Automatic variable are created on _____.

► Heap

► Free store

► static storage

► **stack (Page 461)**

FINAL TERM 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 { }
- 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
- **iomani.h (Page 433)**

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

We can also create an array of user defined 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 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 a loop?

- 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 type of the loops

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

Template can not be used for variable.

- 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, 9}, {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{
```

```
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 _____.

- 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.

- separately, 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
- the -= operator need to be overloaded explicitly
- the - and = operators need to be overloaded implicitly

43

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(10) << 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

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

The return type of the operator function for >> operator is _____.

44

- **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 a program

- **any where (Page 270)**
- in start
- at the end

Cs201 MCQs With Reference

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. variables

We can _____ pointer.

1. increment
2. decrement
3. reassign
4. all of the given

We can _____ references.

1. 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);
3. add(x);
4. add(*x);

An instance of a class is called _____.

1. structure
2. data type
3. object
4. member function

The _____ is called automatically when an object destroys

1. destructor
2. constructor
3. main program
4. default constructor

The destructor is used to _____.

1. allocate memory
2. deallocate memory
3. create objects
4. allocate static memory

_____ data isn't accessible by non-member functions or outside classes.

1. Public
2. private
3. Static
4. Globally declared

Member functions of the class _____ main program.

1. are not accessible
2. are accessible from
3. are defined within the
4. are private to

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
4. Using the same name to perform difficult tasks or complex tasks and it does not depend on the situation

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

You cannot overload the _____ operator

1. ?:
2. *
3. /
4. ++

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

We cannot use _____ pointer for storing and reading data from it.

- 1.
2. integer
3. double
4. zero

The dynamic memory allocation uses _____ whereas static memory allocation uses _____.

1. heap , stack
2. stack , lists
3. array , stack
4. classes , array

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=23 y=45

2. x=24 y=46

3. x=24 y=47

4. x=22 y=47

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

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

The parameter passed to isdigit() function is _____ variable.

1. Character

2. Boolean

3. Integer

4. Float

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

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 _____.

1. variable
2. value
3. data type
4. None of the given

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

Question

The statement `cout << yptr` will show the _____ the yptr points to.

1. Value
2. memory address
3. Variable
4. None of the given

Question

_____ is used as a dereferencing operator.

1. *
2. +
3. -
4. None of the above

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

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

A _____ is an array of characters that can store number of character specified.

1. Char
2. String
3. Multidimensional array
4. Data 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 ;
4. array[2][3] = 6 ;

_____ of a variable means the locations within a program from where it can be accessed.

1. Data type
2. Visibility
3. Value
4. Reference

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);

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);`

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);`

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);`

Return type of a function that does not return any value must be _____.

1. `char`

2. `int`

3. `void`

4. `double`

_____ will be used for enclosing function statements into a block.

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="box-sizing: border-box;">

1. banana

2. banana
any fruit

3. banana
mango
any fruit

4. None of
the given

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

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

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

_____statement is used to terminate the processing of a particular case and exit from switch structure.

1. if

2. goto

3. break

4. continue

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 $m = 4$?

- 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
- 3. 6
- 4. 4

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
- 2. Do-While
- 3. For
- 4. Nested Loop

The operators $++$ and $--$ are used to increment or decrement the value of a variable by _____.

- 1. 1
- 2. 2
- 3. 3
- 4. 4

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

A _____ structure specifies that an action is to be repeated while some condition remains true.

1. Control

2. Logical

3. Repetition

4. Relational

!(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

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

< and > both are _____ operators.

1. Arithmetic

2. Relational

3. Logical

4. 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

1. x is less than 3

2. x is greater

3. x is greater than 3

than
or
equal
to 3
4. x
is
equal
to 3

!= 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

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

The most suitable data type for number 325.25 is _____.

1. char

2. int

3. short

4. float

What will be the result of arithmetic expression $6 + 48 / 4 * 3$?

1. 10

2. 40.5

3. 42

4. 41

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

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);

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

3. Binary

4. None of the given

It is the job of _____ to transfer the executable code from hard disk to main memory.

1. Interpreter

2. Debugger

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.

1. Comments

2. Debugger

3. Compiler

4. Linker

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Effort by Sarim (VUANSWER)

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

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Question # 3

What will be the result of the expression $j = i++$; if initially $j = 0$ and $i = 5$?

0

5

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

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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 ()

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?

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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

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29

28

Question # 12

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

syntax error LECTURE NO 9

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.

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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 # 14

char name [] = "Hello World" ; In the above statement, a memory of _____ characters will be allocated

12 Lecture 12

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10

11

13

Question # 15

A variable declared within a code block becomes__variable for that block.

Static

Integer

Local Lecture 9

Global

Question # 16

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When the if statement consists of more than one statement then enclosing these statement in braces is _____.

Compulsory

Optional

Not required

Relevant

Question # 17

Characters of a string stored in an array can be accessed directly using array_____.

Manipulation

Superscript

Subscript Page No 123

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Postscript

Question # 18

A variable declared within a code block becomes___variable for that block.

Static

Integer

Local Lecture 9

Global

Question # 19

The data type before a function name represents its,

Return Type

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Function data

Function arguments

Function name

Question # 19

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 # 20

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In C/C++, by default arguments are passed by__to a function.

Value Lecture 9

Reference

Prototype

None of the given

Question # 21

By default, the starting index of an array in C++ is

0 Lecture 11

2

1

-1

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