CS201 FINAL TERM PAST PAPER BY TEAM HADI LAHORE (0308712922)

1. **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
2. **We cannot increment _____.**
    1. pointers
    2. arrays
    3. references
    4. variables
3. **We can _____ pointer.**
    1. increment
    2. decrement
    3. reassign
    4. all of the given

4. **We can _____ references.**
    1. increment
    2. decrement
    3. reassign
    4. None of the given
5. **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);
6. **An instance of a class is called _____.**
    1. structure
    2. data type
    3. object
    4. member function
7. **The _____ is called automatically when an object destroys**
    1. destructor
    2. constructor
    3. main program
    4. default constructor
8. **The destructor is used to _____.**
    1. allocate memory
    2. deallocate memory
    3. create objects
    4. allocate static memory
9. **_____ data isn't accessible by non-member functions or outside classes.**
    1. Public
    2. private
    3. Static
    4. Globally declared
10. **Member functions of the class _____ main program.**
    1. are not accessible
    2. are accessible from
    3. are defined within the
    4. are private to
11. **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
12. **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

13. You cannot overload the _____ operator.

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

14. In C++, a variable can be declared anywhere in the program this will increase _____.

1. writability
2. readability
3. portability
4. efficiency

15. 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

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

1. 'NULL
2. integer
3. double
4. zero

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

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

18. 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

19. NULL has been defined in _____ header file.

1. Iostream.h
2. Stdlib.h
3. Stdio.h
4. String.h

20. 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

21. 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

22. C++ was developed by _____.

1. Charles Babbage
2. Graham Bell
3. Bejarne Stroustrup
4. Von Nuemann

23. 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

24. 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

25. An address is a _____, while a pointer is a _____.

1. constant, variable
2. variable, constant
3. global, variable
4. non static variable, constant

26. 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();

27. Which one of the following is mandatory preprocessor directive for c++?

1. #undef

2. #include
3. #undef
4. All of the given

28. The members of a class declared with the keyword struct are _____ by default.

1. static
2. Private
3. protected
4. public

29. 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

30. _____ 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

31. _____ 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

32. _____ are not available in C language.

1. User defned functions
2. Built in functions
3. Library functions
4. Inline functions

33. The members of a class declared without any keyword are _____ by default.

1. protected
2. private
3. public
4. constant

34. 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

35. The name of the destructor is the same as that of a class proceeding with a _____.

1. & sign
2. # sign
3. @ sign
4. ~ sign

36. A reference cannot be NULL it has to point a data type.

1. True
2. False

37. 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

38. 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

39. 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

40. Object code is machine code but it is not _____ and _____.

1. relocatable, executable
2. faster, efficient
3. compiled, debugged
4. tested, compiled

41. The default visibility for the data members of the class is

1. private
2. protected
3. public
4. accessible outside the class

42. The _____ is called automatically when an object destroys.

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

43. 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

44. _____ Variables are those that are defined outside of main.

1. Local
2. Dynamic
3. Global
4. Static

45. 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

46. 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

47. It is possible to return an object from function using this pointer.

1. True
2. False

48. Overloaded assignment operator must be

1. Member function of class
2. Non-member function of class
3. Friend function of class
4. Global function

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. 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

51. Suppose int i = 10; then what is the output of cout<<oct<<i;

1. 10
2. 11
3. 12
4. 13

52. ostream is a _____ operator.

1. dependent
2. member
3. standalone
4. None of the given

53. _____ must be included to use stream manipulation in your code.

1. conio.h
2. iostream
3. stdlib.h
4. iomanip

54. _____ operators are the ones that require only one operator to work.

1. Unit

2. Unary
3. Single
4. None of the given

55. The endl and flush are _____.

1. Functions
2. Operators
3. Manipulators
4. Objects

56. 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

57. 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

58. Automatic variables are created on _____.

1. Heap
2. Free store
3. Static storage
4. stack

59. 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<<;

60. dec, hex, oct are all _____.

1. Member functions
2. Objects of input/output streams
3. Parameterized manipulators
4. Non-parameterized manipulators

61. What will be the output of following statement?
cout<<setfill('0')<<setw(7)<< 128;

1. 0128128
2. 0000128
3. 1280000

4. 0012800

62. 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];

63. 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

64. 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

65. 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

66. 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

67. 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

68. _____ variables are defined in the main.

1. Global
2. Dynamic
3. Local
4. All

69. 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

70. The memory allocation in C++ is carried out with the help of _____.

1. NULL pointer
2. new operator
3. dot operator
4. + operator

71. 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

72. 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

73. 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

74. 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

75. The malloc function takes _____ argument(s).

1. two
2. three
3. four
4. one

76. The constructor contains _____.

1. return type
2. no return type
3. objects
4. classes

77. 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

78. 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

79. The memory allocation functions return a chunk of memory with a pointer of type _____.

1. integer
2. float
3. ptr
4. void

80. A class can be declared as a _____ of other class.

1. member
2. member function
3. friend
4. part

81. 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

82. 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

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

1. Character
2. Boolean
3. Integer
4. Float

84. 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

85. To read command-line arguments, the main() function itself must be given _____ arguments.

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

86. 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

87. The increment of a pointer depends on its _____.

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

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

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

89. _____ is used as a dereferencing operator.

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

90. 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

91. Individual characters in a string stored in an array can be accessed directly using array _____.

1. superscript
2. script
3. subscript
4. value

92. We can define a matrix as _____ array.

1. Sorted
2. Unsorted
3. Single dimensional
4. Multi dimensional

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

1. Char
2. String
3. Multidimensional array
4. Data type

94. 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 ;

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

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

96. 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);

97. 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);

98. 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);

99. 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);

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

1. char
2. int

3. void
4. double

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

1. " "
2. ()
3. []
4. {}

102. 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

103. 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

104. 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

105. 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

106. 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

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

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

108. 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

109. 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

110. 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

111. 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

112. 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

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

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

114. 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

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

1. Control
2. Logical
3. Repetition
4. Relational

116. !(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

117. 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

118. < and > both are _____ operators.

1. Arithmetic
2. Relational
3. Logical
4. Mathematical

119. 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

120. !(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

121. != 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

122. 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

123. The most suitable data type for number 325.25 is _____.

1. char
2. int
3. short
4. float

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

1. 10
2. 40.5

3. 42
4. 41

125. 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

126. In the given expression which operator will be evaluated first? 10 + (6 / 2) - 2 * 3?

1. +
2. -
3. /
4. *

127. 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

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

1. interpreter
2. Debugger
3. Linker
4. Loader

129. In computer systems there are mainly _____ type of softwares.

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

130. _____ will explain the function of a program.

1. Comments
2. Debugger
3. Compiler
4. Linker

131. 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

132. A variable of character data type occupies _____ byte(s) in memory.

1. 1
2. 2

3. 4
4. 8

133. 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

134. 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

135. 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];

136. 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

137. 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

138. 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);

139. Matrix is defined as _____.

1. Single dimensional array
2. Multi-dimensional array
3. Vector product
4. Scalar product

140. In programming, comments are used to explain the functioning of the _____.

1. Debugger
2. Editor
3. Program
4. Linker

141. Operating System is a type of a/an _____.

1. application software
2. system software
3. computer language
4. interpreter

142. 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

143. 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

144. 'While' loop may execute _____ or more times.

1. three
2. zero
3. two
4. one

145. Body of any function is enclosed within _____.

1. { }
2. ( )
3. [ ]
4. " "

146. 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";

147. 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

148. 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

149. 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

150. The remainder (%) operator is a _____ operator.

1. Logical
2. Arithmetic
3. Relational
4. Conditional

151. 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

152. 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

153. 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

154. When an array element is passed to a function, it is passed by _____.

1. reference
2. data type
3. value
4. data

155. 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

156. _____ executes all the lines before error and stops at the line which contains the error.

1. Intrepreter
2. Compiler
3. Linker
4. Debugger

157. 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]

158. C is a/an _____ language.

1. low level
2. object based
3. object oriented
4. function oriented

159. _____ of a function is also known as signature of a function.

1. Definition
2. Declaration
3. Calling
4. Invoking

160. _____ are very good tools for code reuse.

1. operators
2. loops
3. functions
4. variables

161. 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

162. 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

163. 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

164. A record is a group of related _____.

1. Data
2. Fields
3. Bytes
4. Files

165. The microsoft word document (.doc) is a kind of _____.

1. Sequential File
2. Random Access File
3. Binary Access File
4. Executable File

166. NULL character is used to indicate the _____ of string.

1. Start
2. End
3. Begin
4. Middle

167. How many dimensions does n-dimensional array has?

1. n dimensions
2. 2n dimensions
3. (n+1) dimensions
4. (n-1) dimensions

168. 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);

169. 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.

170. In C/C++, the string constant is enclosed in _____.

1. curly braces { }
2. parentheses( )
3. single quotes ' '
4. double quotes " "

171. 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

172. 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[];

173. How many bytes of memory are occupied by array 'str'?

char str[] = "programming";

1. 10
2. 11
3. 12
4. 13

174. 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

175. 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

176. 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

177. Switch statement deals with _____ type of data.

1. Integer
2. Float
3. Character
4. Both Integer and Character

178. Both compiler and _____ are used to translate program into machine language code.

1. debugger
2. linker
3. loader
4. interpreter

179. 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

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

1. a character variable
2. a boolean variable
3. an integer variable
4. a character string

181. C++ views each file as a sequential stream of _____.

1. Bits
2. Bytes
3. Numbers
4. Words

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

1. only functions
2. only variables
3. both functions and variables
4. only data types

183. The default mode for writing into a file using ofstream object is _____.

1. out
2. bin
3. app
4. ate

184. The memory address of the first element of an array is called _____.

1. floor address
2. foundation address
3. first address
4. base address

185. 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

186. 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

187. Which of the following is not a reserved word in C/C++?

1. int
2. float
3. double
4. sum

188. To access rand(), which library is required to be included in program?

1. conio.h
2. stdio.h
3. stdlib.h
4. iostream.h

189. What is the highest legal index for the following array?
int arr[4]

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

190. Word processor is a type of a/an _____.

1. operating system
2. application software
3. device driver
4. utility software

191. 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);

192. 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

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

1. Windows
2. Unix
3. Mac OS

4. Linux

194. 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

195. The keyword _____ is used to get some value back from a function.

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

196. The function seekg() takes _____ parameter(s).

1. 0
2. 1
3. 2
4. 3

197. 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. Poimter array of characters and a delimiter
4. String and no. of bytes to be written

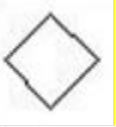
198. When the logical operator AND (&&) combines two expressions exp1 and exp2 then the result will be true only _____.

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

199. Syntax of a union is identical to _____.

1. structure
2. class
3. function
4. loop

200. Which one of the symbol is used to represent a decision in a flow chart?

1. 
2. 
3. 
4. 

201. In Flow Chart, flow of control is represented by _____.

1. Rectangle
2. Circle
3. Diamomd
4. Arrow

202. There can be _____ 'default' statement(s) in any switch structure.

1. 1
2. 2
3. 3
4. N

203. The condition in loop should be a(n) _____.

1. Constant Expression
2. Boolean Expression
3. Primary Expression
4. Arithmetic Expression

204. How many nested loops would be required to manipulate n-dimensional array?

1. n
2. n + 1
3. n - 1
4. 2n

205. Which of the following is not an example of int data type?

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

206. 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 " "

207. Which of the following is the starting index of an array in C++?

1. 0
2. 1
3. -1
4. 2

208. 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

209. 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';

210. Array is a data structure that stores _____.

1. Memory addresses
2. Variables
3. Data type
4. Data

211. A program statement that invokes a function is called _____.

1. function declaration
2. function call
3. function definition
4. function prototype

212. 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

213. The compiler of C language is written in _____ language.

1. JAVA
2. BASIC
3. FORTRAN
4. C

214. 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)

215. Which function is used to locate the first occurance of a character in any string?

1. strchr()
2. strstr()
3. strtok()
4. strlen()

216. To access the data members of structure, _____ is used.

1. Logical operator
2. Dereference operator
3. Dot operator
4. Address operator

217. 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

218. Structure use _____ allocation.

1. Queue
2. Heap
3. Cache
4. Stack

219. _____ function give the position of the next character to be read from that file.

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

220. What will be the size of the following character array?
char name[] = "Adeel";

1. 5
2. 6
3. 4
4. 7

221. 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

222. Which one of the following languages has been used to write the compiler of "C" language?

1. Java
2. Fortran
3. Basic
4. C

223. 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

224. _____ stops execution at the line that contains error(s) in the code.

1. Compiler
2. Debugger
3. Interpreter
4. Linker

225. C++ is a _____ language.
1. High level
2. Low level
3. Machine
4. Assembly language

226. How many elements are stored in the following?
int matrix [4][5];
1. 9
2. 20
3. 25
4. 10

227. _____ is a substitute of multiple if statement.
1. if. . .elseif statement
2. Continue statement
3. Break statement
4. Default statement

228. if
int sum = 54;
Then the value of the following statement is
sum = sum - 3;
1. 52
2. 50
3. 51
4. 57

229. 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;

230. _____ operator is used to pass the address of a variable in call by reference method.
1. %
2. +
3. @
4. &

231. _____ data type can operate on modulus operator.
1. int
2. float
3. char
4. double

232. **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

233. 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

234. _____ 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