

# CS201

## Introduction to Programming

### Final Term (Live Quiz)

PAID VU LMS HANDLING by Mam Mehwish

03184148783

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#### Question 1:

When an operator function is defined as a member function for a Unary operator, then the number of extra arguments it takes is/are:

- N arguments
  - One ✓
  - Zero
  - Two
- 

#### Question 2:

Identify the correct method of adding two strings, s1 and s2.

- s1, s2+
  - strcat(s1, s2);
  - s1+s2 ✓
  - s1+s2 and strcat(s1,s2)
- 

#### Question 3:

\*this is a pointer that always points to

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

**Question 4:**

Let suppose

int a, b, c, d, e;

a = b = c = d = e = 42;

This can be interpreted by the compiler as:

- (a = b = (c = (d = (e = 42)))); ✓
  - a = b = (c = (d = (e = 42)));
  - a = (b = (c = (d = (e = 42))));
  - (a = b) = (c = d) = (e = 42);
- 

**Question 5:**

When the compiler overloads the assignment (=) operator by default, then:

- Compiler does member wise assignment. ✓
  - Compiler does not do member wise assignment.
  - Compiler does not allow default assignment operator
  - Class members are not assigned properly
- 

**Question 6:**

What is the function of the following statement to delete an array of 5 objects named 'arr' allocated using the new operator?

delete arr;

- Results in syntax error ✓
  - Deletes only one object of array
  - Deletes all the objects of array
  - Do not delete any object
- 

**Question 7:**

The only operator that the compiler overloads for user-defined data types by default is:

- Plus (+) operator
- Equal (==) operator
- Assignment (=) operator ✓
- Minus (-) operator

---

**Question 8:**

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

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

**Question 9:**

What is the meaning of a bad bit in I/O operation:

- Lost data
  - Wrong data
  - Bad data
  - Error in data ✓
- 

**Question 10:**

Overloaded member operator function is always called by \_\_\_\_\_.

- Primitive data type
  - Object ✓
  - Compiler
  - Class
- 

**Question 1:**

What is meant by the following statement?

String str[5] = {String("Programming"), String("CS201")};

- Default constructor will be called 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 2 objects and parameterized constructor for remaining objects
- Parameterized constructor will be called for all objects of array

---

**Question 2:**

The only operator that the compiler overloads for user-defined data type by default is

- Assignment (=) operator
- Plus (+) operator
- Equal (==) operator
- Assignment (=) operator

---

**Question 3:**

The ws manipulator can be used with \_\_\_\_\_ stream(s).

- Output
- Input
- Input/Output
- None of the given options

---

**Question 4:**

The endl and flush are \_\_\_\_\_

- Functions
- Operators
- Objects
- Manipulators

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**Question 5:**

Consider the following code segment. Which of the following will be called while executing code at line 2?

String s1 , s2; s1 = s2 ;

- Parameterized constructor
  - Default constructor
  - Copy constructor
  - Assignment operator
-

**Question 6:**

What will be the output of the following statement?

```
cout << setfill('0') << setw(7) << 128 ;
```

- 1280000
  - 0128128
  - 0012800
  - 0000128
- 

**Question 7:**

When an operator function is defined as a member function for a Unary operator then the number of extra arguments it takes is/are,

- One
  - Two
  - N arguments
  - Zero
- 

**Question 8:**

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

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

**Question 9:**

What is the purpose of the endl stream manipulator?

- flush the stream
  - insert a new line
  - insert a new line and flush the stream
  - terminate a string with NULL
-

**Question 10:**

Which of the following is normally a destination for the cin stream?

- Variable
  - Keyboard
  - Printer
  - Mouse
- 

**1. The function calloc takes two arguments, first argument is the**

- size of space, number of bytes
  - size of array , number of bytes
  - required space in terms of numbers , size of space
  - space in terms of string character, size of list
- 

**2. is the increment Operator in C++.**

- ++
  - \*+
  - 0
  - 0
- 

**3. The members of a class declared with the keyword struct are by default.**

- protected
  - static
  - public
  - private
- 

**4. A friend function of a class is a function defined**

- inside that class and that has no access to the members of the class
- outside that class and that has the right to access all members of the class.

- outside that class and that has the right to access protected members of the class only.
  - outside that class and that has the right to access public members of the class only.
- 

**5. NULL has been defined in header file.**

- String.h
  - Stdlib.h
  - Stdio.h
  - Iostream.h
- 

**6. The friend functions are**

- inline functions
  - not member of a class
  - void functions
  - member of a class
- 

**7. A class can be declared as a \_\_\_\_\_ of another class.**

- member
  - member function
  - friend
  - O
- 

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

- double
  - NULL
  - integer
  - zero
- 

**9. Windows operating system may itself take memory from**

- lists
- stack
- array
- heap

---

10. \_\_\_\_\_ is a special type of pointer we have to cast it before we use it.

- float
- double
- integer
- void

1. The concept of friend function negates the concept of

- O encapsulation ✓
- O persistence
- O inheritance
- O polymorphism

2. A pointer with value NULL is defined in the header files

- O process.h, stdi.h
- O conio.h, jostream.h
- ✓ stdlib.h, stddef.h
- O conio.c, getche()

3. If class A is a friend of class B, and class B is a friend of class C. If class A wants class C to be a friend,

- O it has to declare, class A as a friend
- ✓ it has to declare, class C as a friend
- O it has to declare, class B and class A as friend classes
- O it has to declare, class B as a friend

4. The is the increment Operator in c++.

- ✓ ++

- 0 +
  - 0 0 0
5. The malloc function takes argument(s).
- one
  - three
  - 0 0 0
  - four
6. The heap memory structure
- is just like stack
  - contains no space
  - remains constant
  - constantly changes in size
7. \_\_\_\_\_ will return the number of bytes reserved for a variable or data type.
- sizeof operator
  - void pointer
  - new operator
  - free operator
8. Once an object is declared as a friend,
- it has access to protected data members only
  - it has no access to data members of the class
  - it has access to all non-public members as if they were public
  - it has access to public members only
9. Header files provide \_\_\_\_\_ so the program running on one operating system can run without an error on the other system.
- accessibility
  - portability
  - accuracy
  - reliability
10. int &i; It means that i is a \_\_\_\_\_ to an integer.

- O data type
- O pointer
- ✓ reference
- O constant pointer

#### Constructor has

- no name
- the same name as of class
- the same name as data member
- return type

☐ 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

- Heap
- Cache
- Stack
- Buffer

☐ We can delete an array of objects without specifying [] brackets if a class is not doing dynamic memory allocation internally.

- True
- False

☐ A class can be declared as a \_\_\_\_\_ of other class.

- member
- friend
- member function

☐ C++ was developed by \_\_\_\_\_.

- Von Nuemann
- Charles Babbage
- Graham Bell
- Bejarne Stroustrup

2 The memory allocation in C++ is carried out with the help of \_\_\_\_\_.

- dot operator
- operator
- new operator
- NULL pointer

2 The main advantage of function overloading is that

- The program becomes complex
- The program becomes more readable
- The function becomes inline
- The program becomes portable

2 Care must be taken about the correct \_\_\_\_\_ of operator while overloading. (Choose the most appropriate).

- Both Semantic and Complexity
- Complexity
- Semantic
- None of the given options

2 The default visibility for the data members of the class is

- private
- protected
- accessible outside the class
- public

2 Constructor is a special function, called whenever we

- create a function
- create a class
- destroy an object
- instantiate an object of a class

2 Windows operating system may itself take memory from

- heap
- lists
- stack
- array

☒ In \_\_\_\_\_, we have different data members and all of these have their own memory space.

- None of the given
- structures
- union
- construct

☒ Look at the program code and identify the error.

cpp

Copy code

```
#include<iostream>
```

```
using namespace std;
```

```
#define PI 31415926;
```

```
main() {
```

```
    int radius = 5;
```

```
    cout << "Area of circle with radius" << radius << " =" << PI * radius * radius;
```

```
}
```

- Error exists in line number 2. Semi colon is not allowed with define directive
- It will be compiled successfully and will not generate error
- It will be compiled and returns nothing
- The value of PI cannot be defined in the beginning

☒ When accessing a structure member, the identifier to the left of the dot operator is the name of

- Structure data
- Structure tag
- Structure member
- Structure variable

☒ A pointer with value NULL is defined in the header files

- conio.h, iostream.h
- stdlib.h, stddef.h
- conio.c, getche()
- process.h, stdi.h

**The heap memory structure**

- remains constant
- contains no space
- constantly changes in size
- is just like stack

**The function calloc takes two arguments, the first argument is the \_\_\_\_\_ and the second argument is the \_\_\_\_\_.**

- size of space, number of bytes
- size of array, number of bytes
- required space in terms of numbers, size of space
- space in terms of string character, size of list

**What is the use of ios::trunc mode?**

- To truncate an existing file to zero
- To open a file in output mode
- To truncate an existing file to half
- To open a file in input mode

**What can the resultant number be when you AND two numbers 12 & 8 bit-wise using & operator?**

- 12
- 8
- 4
- 0

**#undef is used for**

- defining a header file
- making a symbol undefined
- defining a symbol

- defining a macro

1. The function overloading requires \_\_\_\_\_.

- a) the arguments of integer type only
- b) the argument list to be different.
- c) no arguments
- d) the argument list to be the same

Correct Option: b) the argument list to be different.

2. The data, contained in the structure, is defined in the \_\_\_\_\_.

- a) parenthesis
- b) inverted commas
- c) curly braces
- d) none

Correct Option: c) curly braces

3. \_\_\_\_\_ operator uses the sign ^.

- a) Bit-wise OR
- b) Exclusive OR
- c) AND Operator
- d) NOT operator

Correct Option: b) Exclusive OR

4. The exclusive OR operator returns 1 if \_\_\_\_\_.

- a) Both inputs are 1
- b) One input is 1 and the other is zero
- c) Both inputs are 0
- d) None of the given

Correct Option: b) One input is 1 and the other is zero

5. We cannot use \_\_\_\_\_ pointer for storing and reading data from it.

- a) double
- b) zero
- c) NULL
- d) integer

Correct Option: c) NULL pointer

6. The function will return a reference to the global variable that exists throughout the program and thus there will be no danger of \_\_\_\_\_.

- a) garbage collection
- b) wastage of memory
- c) system crash
- d) dangling reference

Correct Option: d) dangling reference

7. A class is \_\_\_\_\_.

- a) a built-in function
- b) a user-defined data type
- c) an array
- d) a member function

Correct Option: b) a user-defined data type

8. Which is not true regarding structures?

- a) We can declare arrays of structure
- b) We can't declare pointers to structure

c) We can take the size of structure

d) Both b & c

Correct Option: b) We can't declare pointers to structure

9. \_\_\_\_\_ is used for input file or for reading from the file.

a) seekg()

b) seekp()

c) tellg()

d) tellp()

Correct Option: a) seekg()

10. Friend classes are used in cases where one class is \_\_\_\_\_ to another class.

a) tightly coupled

b) encapsulated

c) independent

d) loosely coupled

Correct Option: a) tightly coupled

1. How many bits form a byte?

- a) 2

- b) 4

- c) 6

- d) 8

Correct Option: d) 8

2. When we include the header file in the angle brackets, the compiler searches for it in \_\_\_\_\_.

- a) specific directory

- b) current directory

- c) all the drives

- d) current folder

Correct Option: c) all the drives

3. Initializing the data member within the class is \_\_\_\_\_.

- a) a syntax error - b) a logical error
- c) not an error
- d) a run-time error

Correct Option: c) not an error

4. A structure is a collection of \_\_\_\_\_ under a single name.

- a) values
- b) variables
- c) data
- d) None of the given

Correct Option: b) variables

5. The malloc function returns \_\_\_\_\_ to the \_\_\_\_\_.

- a) integer pointer, middle of the chunk of memory allocated from the heap
- b) void pointer, starting of the chunk of memory allocated from the heap
- c) NULL pointer, end of the chunk of memory allocated from the stack
- d) void pointer, starting of the chunk of memory allocated from the array

Correct Option: b) void pointer, starting of the chunk of memory allocated from the heap

6. Which one of the following is used to perform bit-wise exclusive OR operation?

- a) ^
- b) |
- c) ~

Correct Option: a) ^

7. The friend keyword provides access \_\_\_\_\_.

- a) in two directions
- b) to the data members of the friend class only
- c) to all classes in one direction only

Correct Option: a) in two directions

8. If class A is a friend of class B, and class B is a friend of class C. If class A wants class C to be a friend, \_\_\_\_\_.

- a) it has to declare class B and class A as friend classes
- b) it has to declare class A as a friend
- c) it has to declare class C as a friend
- d) it has to declare class B as a friend

Correct Option: a) it has to declare class B and class A as friend classes

9. The free function is available in \_\_\_\_\_ header file.

- a) stdlib.h
- b) iostream.h
- c) conio.h
- d) string.h

Correct Option: a) stdlib.h

10. In C++, a variable can be declared anywhere in the program, this will increase \_\_\_\_\_.

- a) portability
- b) efficiency
- c) readability

Correct Option: c) readability

1. \_\_\_\_\_ data isn't accessible by non-member functions or outside classes

Options:

- a) private (Correct Option)
- b) Static

- c) Globally declared
- d) Public

2. The function will return a reference to the global variable that exists throughout the program and thus there will be no danger of \_\_\_\_\_.

Options:

- a) dangling reference (Correct Option)
- b) system crash
- c) wastage of memory
- d) garbage collection

3. Once we have defined a symbolic constant value using #define, that value \_\_\_\_\_ during program execution.

Options:

- a) cannot be changed (Correct Option)
- b) becomes zero
- c) varies
- d) can be changed

4. Which one is the correct example of a unary operator?

Options:

- a) - (Correct Option)
- b) ==
- c) &
- d) /

5. 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.

Options:

- a) double underscore (Correct Option)

- b) none of the given options
- c) upper case alphabets
- d) lower case alphabets

6. Encapsulation means \_\_\_\_\_.

Options:

- a) that the data can be accessible anywhere within a main program
- b) that the data of a class cannot be accessed from outside (Correct Option)
- c) that data becomes public
- d) that the data of a class can be accessed from outside

7. The friend function of a class can have access \_\_\_\_\_.

Options:

- a) to the protected data members
- b) to the public data members only
- c) to the private data members (Correct Option)
- d) to public, private, and protected data members

8. Friend functions are \_\_\_\_\_.

Options:

- a) unidirectional
- b) bidirectional (Correct Option)
- c) private
- d) public

9. The friend keyword provides access \_\_\_\_\_.

Options:

- a) in two directions (Correct Option)
- b) to all classes in one direction only
- c) to the data members of the friend class only

10. In C++, a derived class can inherit \_\_\_\_\_ from a base class.

Options:

- a) properties
- b) members
- c) both properties and members
- d) properties, members, and access control (Correct Option)

1. In functions that return a reference, use \_\_\_\_\_.

- a) global or local variables
- b) global or static variables
- c) array
- d) ordinary variables

Correct Option: b) global or static variables

2. C++ was developed by \_\_\_\_\_.

- a) Graham Bell
- b) Charles Babbage
- c) Bejarne Stroustrup
- d) Von Neumann

Correct Option: c) Bejarne Stroustrup

3. Friend function declaration can go \_\_\_\_\_ the class.

- a) only within
- b) only outside
- c) anywhere in
- d) in the member function of

Correct Option: c) anywhere in

4. A class can be declared as a \_\_\_\_\_ of another class.

- a) friend
- b) member
- c) part
- d) member function

Correct Option: b) member

5. What is the storage space of the double data type?

- a) 32 bytes
- b) 8 bytes
- c) 16 bytes
- d) 64 bytes

Correct Option: b) 8 bytes

6. A reference cannot be \_\_\_\_\_.

- a) NULL
- b) Integer
- c) zero

Correct Option: a) NULL

7. \_\_\_\_\_ will return the number of bytes reserved for a variable or data type.

- a) new operator
- b) void pointer
- c) sizeof operator
- d) free operator

Correct Option: c) sizeof operator

8. Multiplicative, Additive, and assignment operators are \_\_\_\_\_ operators.

- a) Unary

- b) Conditional
- c) Relational
- d) Binary

Correct Option: d) Binary

9. The new operator automatically determines the size of memory required to store that object, so it does not need \_\_\_\_\_.

- a) sizeof operator
- b) free operator
- c) size off operator
- d) dot operator

Correct Option: a) sizeof operator

10. For console input and output, we use \_\_\_\_\_.

- a) getch.h header file    - b) conio.h header file
- c) process.h header file
- d) stdlib.h header file

Correct Option: b) conio.h header file

1. NULL has been defined in \_\_\_\_\_ header file.

- Options:
- Stdlib.h
- String.h
- Stdio.h
- Iostream.h

- Correct Answer: Stdlib.h

2. The \_\_\_\_\_ is called automatically when an object destroys.

- Options:
- main program

- constructor
- default constructor
- destructor
- Correct Answer: destructor

3. The main advantage of function overloading is that \_\_\_\_\_.

- Options:
- The function becomes inline
- The program becomes portable
- The program becomes more readable
- The program becomes complex
- Correct Answer: The program becomes more readable

4. Which of the following is used to create an output stream?

- Options:
- ifstream
- fstream
- ofstream
- iostream
- Correct Answer: ofstream

5. \_\_\_\_\_ is the pointer which determines the position in a file from where the next read operation occurs.

- Options:
- Put
- Tell
- Set
- Get
- Correct Answer: Get

6. `student s[100];` means that 's' is an array of a hundred students of type 'student' structure. What will be the correct statement to access the 'name' data element of the fifty-sixth student from the array?

- Options:

- s[55].name;

- s.name[56];

- s.name[55];

- s[56].name;

- Correct Answer: s[55].name;

7. Programmer should be very careful about memory management because it can \_\_\_\_\_.

- Options:

- Affect the logic of the program

- Cause problems of memory leakage and dangling pointers

- Create problems of NULL pointers

- Return void pointers

- Correct Answer: Cause problems of memory leakage and dangling pointers

8. The concept of a friend function negates the concept of \_\_\_\_\_.

- Options:

- Persistence

- Inheritance

- Polymorphism

- Encapsulation

- Correct Answer: Encapsulation

9. `a = a & b;` can be written as \_\_\_\_\_.

- Options:

- a = b;

- a &= b;

- a = a & b;

- a =& b;

- Correct Answer: a &= b;

10. Constructor is a special type of function:

- Options:

- Which returns integer type data

- Which has no return type

- Which returns NULL pointer

- Which returns zero

- Correct Answer: Which has no return type

1. Sometimes after allocating memory, we need additional space; for this purpose, we use \_\_\_\_\_.

Options:

A. realloc function

B. void pointer

C. calloc function

D. reallocation function

Correct Answer: A. realloc function

2. Windows operating system may itself take memory from \_\_\_\_\_.

Options:

A. array

B. lists

C. heap

D. stack

Correct Answer: C. heap

3. What will be the output of the following C++ code?

```
```cpp
```

```
#include<iostream>

#define max 100

int main()
{
    #ifdef max
std::cout << "Hello";
    #endif

    return 0;
}
...
```

Options:

- A. Hello
- B. Error
- C. HelloMax is 100
- D. No output

Correct Answer: A. Hello

4. Symbolic constant PI can be defined as:

Options:

- A. #define PI 3.14
- B. #define PI 3.14
- C. # include pi= 3.14
- D. #define PI=3.14

Correct Answer: A. #define PI 3.14

5. Which one of the following is used to perform bit-wise OR operation?

Options:

- A. ||
- B. ~

C. ^

D. |

Correct Answer: D. |

6. Header files provide \_\_\_\_\_ so the program running on one operating system can run without an error on the other system.

Options:

A. portability

B. reliability

C. accessibility

D. accessibility

Correct Answer: A. portability

7. The members of a class declared with the keyword struct are \_\_\_\_\_ by default.

Options:

A. static

B. private

C. public

D. static

Correct Answer: C. public

8. ``a = a | b;`` can be written as \_\_\_\_\_.

Options:

A. ``a |= b;``

B. ``a = b;``

C. ``a = | b;``

D. ``a == b;``

Correct Answer: A. ``a |= b;``

9. The destructor is used to \_\_\_\_\_.

Options:

- A. allocate memory
- B. allocate static memory
- C. deallocate memory
- D. create objects

Correct Answer: C. deallocate memory

10. In shifting operations, if zero is inserted at the leftmost bit, the negative number will become a \_\_\_\_\_ number.

Options:

- A. Negative
- B. Smaller positive
- C. Positive
- D. Greater

Correct Answer: B. Smaller positive

1. Friend functions are \_\_\_\_\_.

- a) Unidirectional
- b) Bidirectional
- c) Private
- d) Public
- Correct Option: a) Unidirectional

2. The exclusive OR operator returns 1 if \_\_\_\_\_.

- a) Both inputs are 1
- b) Both inputs are 0
- c) One input is 1 and the other is zero
- d) Both inputs are 1 or both inputs are 0
- Correct Option: c) One input is 1 and the other is zero

3. Name the function whose definition can be substituted at a place where its function call is made \_\_\_\_\_.

- a) Friend function
- b) Static function
- c) Inline function
- d) Member function
- Correct Option: c) Inline function

4. In C language, the region of memory allocated at runtime is called \_\_\_\_\_.

- a) Available memory
- b) Free store
- c) Free store
- d) Free store
- Correct Option: b) Free store

5. A class is \_\_\_\_\_.

- a) A member function
- b) An array
- c) A built-in function
- d) A user-defined data type
- Correct Option: d) A user-defined data type

6. A file opened with the help of \_\_\_\_\_ can be used for both input and output.

- a) `ofstream`
- b) `ifstream`
- c) `iostream`
- d) `fstream`
- Correct Option: d) `fstream`

7. The dynamic memory allocation uses \_\_\_\_\_ whereas static memory allocation uses \_\_\_\_\_.

- a) Array, Stack
- b) Classes, Array
- c) Stack, Lists
- d) Heap, Stack
- Correct Option: d) Heap, Stack

8. `new` operator can be used for \_\_\_\_\_.

- a) Only integer data type
- b) Only char and integer data types
- c) Dot operator
- d) Integer, float, char, and double data types
- Correct Option: d) Integer, float, char, and double data types

9. `a = a | b;` can be written as \_\_\_\_\_.

- a) `a |= b;`
- b) `a == b;`
- c) `a =| b;`
- d) `a = b;`
- Correct Option: a) `a |= b;`

10. What is the storage space of the `double` data type?

- a) 8 bytes
- b) 8 bytes
- c) 16 bytes
- d) 32 bytes
- Correct Option: a) 8 bytes

1. When we include the header file in the angle brackets, the compiler searches for it in:

- a) current directory
- b) specific directory

- c) all the drives
- d) current folder
- Correct Answer: b) specific directory

2. The \_\_\_\_\_ is called automatically when an object destroys:

- a) destructor
- b) constructor
- c) main program
- d) default constructor
- Correct Answer: a) destructor

3. The constructor contains \_\_\_\_\_.

- a) return type
- b) classes
- c) objects
- d) no return type
- Correct Answer: d) no return type

4. \_\_\_\_\_ function gives the position of the next character to be read from that file.

- a) seekp()
- b) tellg()
- c) seekg()
- d) tellp()
- Correct Answer: b) tellg()

5. To avoid dangling reference, don't return \_\_\_\_\_.

- a) the reference of a global variable from the function
- b) the reference of a local variable from the function
- c) the reference of a private data member from the function
- d) the reference of a private data member from the function

- Correct Answer: b) the reference of a local variable from the function

6. The name of the destructor is the same as that of a class proceeding with a \_\_\_\_\_.

- a) plus + sign
- b) multiplication \* sign
- c) dot . sign
- d) tilde ~ sign

- Correct Answer: d) tilde ~ sign

7. For accessing data members, we use \_\_\_\_\_ operator.

- a) plus +
- b) multiplication \*
- c) dot .
- d) Division /

- Correct Answer: c) dot .

8. Macros are categorized into \_\_\_\_\_ type(s).

- a) 1
- b) 2
- c) 3
- d) 4

- Correct Answer: a) 1

9. You cannot overload the \_\_\_\_\_ operator.

- a) ++
- b) \* - c) ?
- d) :

- Correct Answer: c) ?

10. The malloc function takes \_\_\_\_\_ argument(s).

- a) 1

- b) 2

- c) 3

- d) 4

- Correct Answer: a) 1

1. An address is a \_\_\_\_\_, while a pointer is a \_\_\_\_\_.

- Options:

a) constant, variable

b) variable, constant

c) non-static variable, constant

d) global, variable

- Correct Option: b) variable, constant

2. The operator to free the allocated memory using new operator is \_\_\_\_\_.

- Options:

a) remove

b) del

c) free

d) delete

- Correct Option: d) delete

3. The malloc function takes \_\_\_\_\_ argument(s).

- Options:

a) 1

b) 2

c) 3

d) 4

- Correct Option: a) 1

4. In functions that return references, use \_\_\_\_\_.

- Options:

- a) array
- b) ordinary variables
- c) global or local variables
- d) global or static variables

- Correct Option: b) ordinary variables

5. Which of the following is a mandatory preprocessor directive for C++?

- Options:

- a) #undef <iostream>
- b) #undef <iostream>
- c) #undef <iostream>
- d) #include <iostream>

- Correct Option: d) #include <iostream>

6. Which one of the following is not a file opening mode?

- Options:

- a) ios::out
- b) ios::in
- c) ios::truncate
- d) ios::ate

- Correct Option: c) ios::truncate

7. The original value remains unchanged in \_\_\_\_\_.

- Options:

- a) Call by reference

- b) Call by value
- c) Dynamic Variables
- d) Pointers

- Correct Option: b) Call by value

8. Identify the correct syntax for making a class a friend of another class:

- Options:

a) ClassOne

```
{  
    friend OtherClass ;
```

private:

```
    //here we write the data members of ClassOne  
};
```

b) class ClassOne

```
{  
    friend OtherClass ;
```

private:

```
    //here we write the data members of ClassOne  
};
```

c) friend ClassOne

```
{  
    OtherClass ;
```

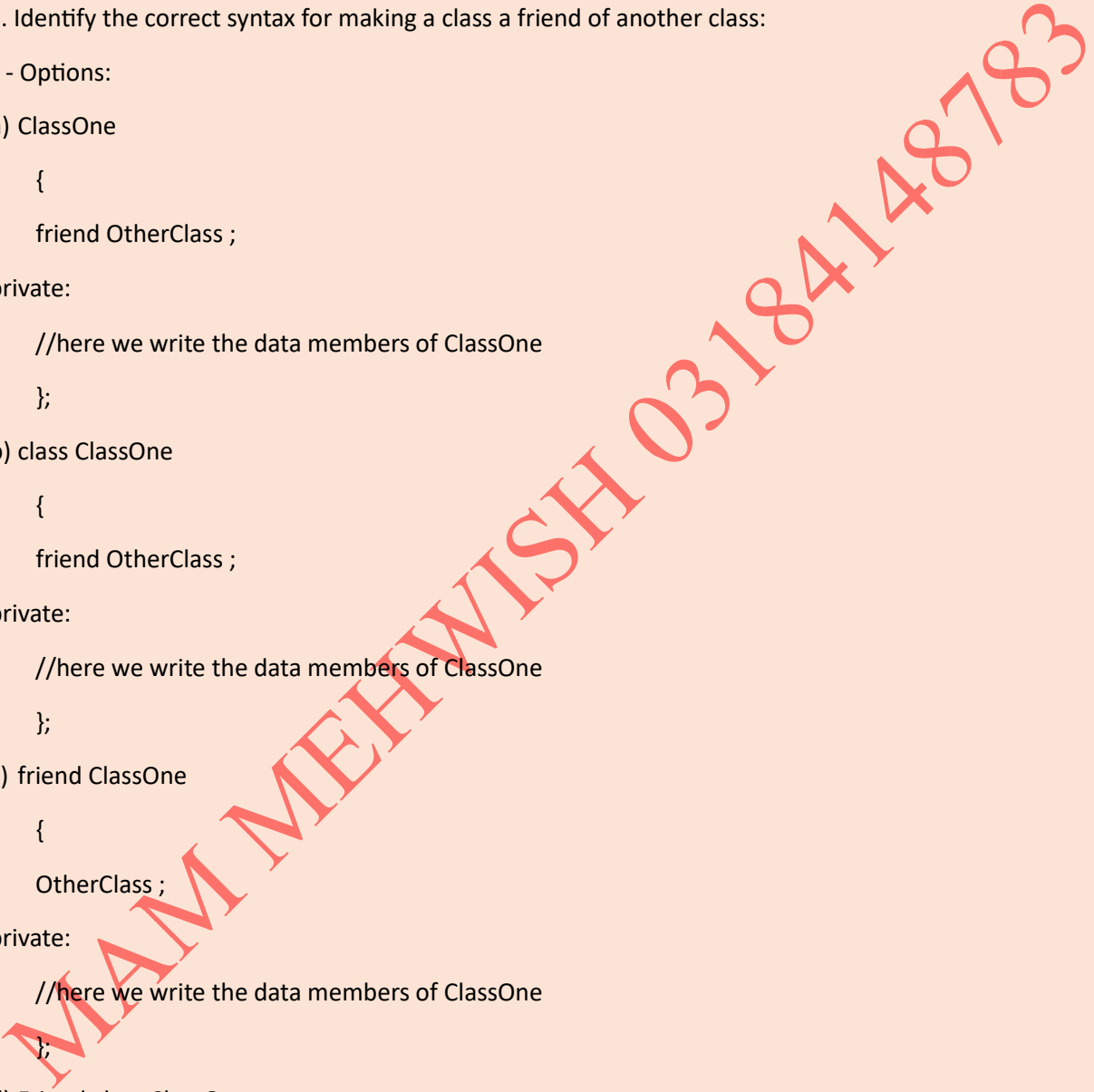
private:

```
    //here we write the data members of ClassOne  
};
```

d) Friend class ClassOne

```
{  
    friend OtherClass ;
```

private:



//here we write the data members of ClassOne

};

- Correct Option: b) class ClassOne { friend OtherClass ; private: //here we write the data members of ClassOne };

9. The reference data types are used as \_\_\_\_\_ variables without any \_\_\_\_\_ operator. - Options:

a) static, dereference

b) global, dot

c) local, &

d) ordinary, dereference

- Correct Option: c) local, &

10. Fill in the blank:  $a = a \wedge b$ ; can be written as \_\_\_\_\_.

- Options:

a)  $a = a \wedge b$ ;

b)  $a = a^+b$ ;

c)  $a^+ = a + b$ ;

d)  $a = b \wedge a$ ;

- Correct Option: a)  $a = a \wedge b$ ;

1. We can \_\_\_\_\_ pointer. We can \_\_\_\_\_ pointer.

- Options:

- a) decrement increment

- b) reassign

- Correct options: a) increment, b) reassign

2. Windows operating system may itself take memory from \_\_\_\_\_.

- Options:

- a) array

- b) lists
- c) heap
- d) stack
- Correct option: c) heap

3. \_\_\_\_\_ is the pointer which determines the position in a file from where the next read operation occurs.

- Options:
- a) Put
- b) Tell - c) Set
- d) Get
- Correct option: d) Get

4. Default constructor takes \_\_\_\_\_.

- Options:
- a) no parameters
- b) one parameter
- c) character type parameter
- d) two parameters
- Correct option: a) no parameters

5. malloc function returns \_\_\_\_\_ to the \_\_\_\_\_ from the available memory.

- Options:
- a) NULL pointer, end of the chunk of memory allocated from the stack
- b) void pointer, starting of the chunk of memory allocated from the heap
- c) void pointer, starting of the chunk of memory allocated from the array
- d) integer pointer, middle of the chunk of memory allocated from the heap
- Correct option: b) void pointer, starting of the chunk of memory allocated from the heap

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

- Options:

- a) false

- b) true

- Correct option: b) true

7. C++ offers \_\_\_\_\_ levels of data access control inside a class.

- Options:

- a) 2

- b) 3

- c) 4

- d) 5

- Correct option: b) 3

8. The main advantage of function overloading is that \_\_\_\_\_.

- Options:

- a) The program becomes more readable

- b) The program becomes complex

- c) The program becomes portable

- d) The function becomes inline

- Correct option: a) The program becomes more readable

9. If the request of new operator is not fulfilled due to insufficient memory in the heap

\_\_\_\_\_.

- Options:

- a) free operator returns nothing

- b) the new operator returns 2

- c) the new operator returns 1

- d) the operator returns 0

- Correct option: d) the operator returns 0

10. \_\_\_\_\_ allows us to have a memory location and use it as int or char interchangeably.

- Options:

- a) construct
- b) structures
- c) union
- d) None of the given

- Correct option: c) union

1. Constructor has \_\_\_\_\_.

Options:

- A) return type the same name as data member
- B) no name
- C) the same name as of the class

Correct Option: B) no name

2. Look at the program code and identify the error.

Options:

- A) It will be compiled successfully and will not generate an error.
- B) The value of PI cannot be defined in the beginning.
- C) It will be compiled and returns nothing.
- D) Error exists in line number 2. Semicolon is not allowed with the define directive.

Correct Option: D) Error exists in line number 2. Semicolon is not allowed with the define directive.

3. What is the use of `ios::trunc` mode?

Options:

- A) To open a file in input mode
- B) To truncate an existing file to zero
- C) To truncate an existing file to half
- D) To open a file in output mode

Correct Option: B) To truncate an existing file to zero

4. The memory allocation functions return a chunk of memory with a pointer of type \_\_\_\_\_.

Options:

- A) ptr
- B) float
- C) void
- D) integer

Correct Option: C) void

5. The concept of friend function negates the concept of \_\_\_\_\_.

Options:

- A) persistence
- B) encapsulation
- C) polymorphism
- D) inheritance

Correct Option: B) encapsulation

6. The exclusive OR operator returns 1 if \_\_\_\_\_.

Options:

- A) None of the given
- B) Both inputs are 1
- C) Both inputs are 0
- D) One input is 1 and the other is 0

Correct Option: D) One input is 1 and the other is 0

7. \_\_\_\_\_ allow us to have a memory location and use it as int or char interchangeably.

Options:

- A) None of the given

- B) union
- C) structures
- D) construct

Correct Option: B) union

8. All the preprocessor directives start with \_\_\_\_\_.

Options:

- A) \$
- B) #
- C) &
- D) \_

Correct Option: B) #

9. What is the storage space of the `double` data type?

Options:

- A) 32 bytes
- B) 16 bytes
- C) 8 bytes
- D) 64 bytes

Correct Option: C) 8 bytes

10. Default constructor takes \_\_\_\_\_.

Options:

- A) character type parameter
- B) two parameters
- C) no parameters
- D) one parameter

Correct Option: C) no parameters

1. Which of the following functionality can be achieved through overloading?

- A) We can change the precedence of some operators.
- B) We can change the associativity of some operators.
- C) We can change associativity of all operators.
- **\*\*Correct Option: A\*\***

2. How many destructors are allowed in a Class?

- A) Any number
- B) 1 - C) 2
- D) 3
- **\*\*Correct Option: B (1)\*\***

3. With user data type variables (Objects) self-assignment can produce:

- A) Run-time error
- B) Logical error - C) Link error
- D) Syntax error
- **\*\*Correct Option: B (Logical error)\*\***

4. \_\_\_\_\_ is not a differentiator when we are overloading functions.

- A) Function Return type
- B) Parameters type
- C) Number of Parameters
- D) Function Name
- **\*\*Correct Option: A (Function Return type)\*\***

5. Which of the following is a unary operator?

-

-

A) ++i

B) i--

- C) All of the Given

- D) i++

- \*\*Correct Option: C (All of the Given)\*\*

6. What will be the output of the following code segment?

```
```cpp float pi=32.3996;  
cout<<fixed; cout <<  
setprecision (2) << pi ;  
```
```

- A) 32.00

- B) 32.40

- C) 32.39

- D) 32.31

- \*\*Correct Option: B (32.40)\*\*

7. If we use cin stream to read some value and store it in some integer variable and press some alphabet key instead of numeric keys, then what will happen?

- A) Its binary representation will be ignored, and the value will be stored.

- B) Its binary representation will be ignored, and the character will be stored.

- C) Its ASCII code will be stored inside the computer.

- D) Some error will occur, and cin stream will detect this error.

- \*\*Correct Option: D (Some error will occur, and cin stream will detect this error.)\*\*

8. Which of the following is a destination of the cout stream?

-

-

- A) Printer
- B) Constant
- C) Data type
- D) Variable

- \*\*Correct Option: A (Printer)\*\*

9. `::` is called \_\_\_\_\_.

- A) scope resolution operator
- B) one's complement operator
- C) condition operator
- D) bitwise OR

- \*\*Correct Option: A (scope resolution operator)\*\*

10. C++ provides member functions, which control the formatting to be performed during stream I/O operations.

- A) False
- B) True

- \*\*Correct Option: B (True)\*\*

1. Operator overloading is to allow the same operator to be bound to more than one implementation, depending on the types of the \_\_\_\_\_.

- a) Function names
- b) Compilers
- c) Applications
- d) Operands

- Correct Answer: a) Function names

-

-

2. `::` is called \_\_\_\_\_.

- a) Condition operator
- b) One's complement operator
- c) Bitwise OR
- d) Scope resolution operator

Correct Answer: d) Scope resolution operator

3. What is the role of a constructor in classes?

- a) To modify the data whenever required
  - b) To initialize the data members of an object when it is created
  - c) To call private functions from the outer world
  - d) To call private functions from the outer world
- Correct Answer: b) To initialize the data members of an object when it is created

4. Which value can we not assign to reference?

- a) unsigned
  - b) null
  - c) integer
- Correct Answer: b) null

5. What will be the output of the following code segment?

```
...  
float          pi=32.3996;  
cout<<fixed;   cout  <<  
setprecision (2) << pi ;  
...
```

-

-

- a) 32.40

- b) 32.31

- c) 32.39

- d) 32.00

- Correct Answer: a) 32.40

6. In C++ operators, which of the following operator cannot be overloaded \_\_\_\_\_.

a) -?

b) :

- c) <<

- d) +

- Correct Answer: c) <<

7. `date+=1;` is equivalent to \_\_\_\_\_.

- a) ++date

- b) date++

- c) date++

- d) date+1

- Correct Answer: b) date++

8. Local variables are stored in an area called \_\_\_\_\_.

- a) Heap

- b) Free memory

- c) Stack

- d) Permanent storage area

- Correct Answer: c) Stack

-

-

9. Which one of the following is not a possible state for a pointer?

- a) Point to a type
  - b) Point one past the end of an object
  - c) Hold the address of the specific object
  - d) Zero
- Correct Answer: a) Point to a type

10. `new` operator is used to allocate memory from the free store during \_\_\_\_\_.

- a) Compile Time
  - b) Run Time
  - c) None of the given options
  - d) Link Time
- Correct Answer: b) Run Time

1. Which value can we not assign to a reference?

Options: floating, integer, null, unsigned

Correct Option: null

2. The statement `cin.get();` is used to \_\_\_\_\_.

Options:

- a) Read a string from the keyboard
- b) Read a string from a file
- c) Read a character from a file
- d) Read a character from the keyboard

Correct Option: d) Read a character from the keyboard

-  
-

3. Overloaded `delete` operator function takes a parameter of \_\_\_\_\_.

Options:

- a) void pointer
- b) int pointer
- c) void object pointer
- d) void (nothing)

Correct Option: a) void pointer

4. What will be the output of the following statement?

```
`cout << setfill('0') << setw(7) << 128;`
```

Options:

- a) 0128

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- b) 128
- c) 0012800
- d) 0000000128

Correct Option: a) 0128

5. The following statements can be written within one line as:

```
`cout << i << " " << d << " " << f;`
```

True or False

Correct Answer: True

6. Which of the following is an example of static memory allocation?

Options:

- a) Array
- b) Linked list
- c) Stack
- d) Queue

Correct Option: a) Array

7. It is possible to return an object from a function using the `this` pointer.

True or False

Correct Answer: True

8. What is the purpose of the `endl` stream manipulator?

Options:

- a) Terminate a string with NULL
- b) Insert a new line and flush the stream
- c) Insert a new line
- d) Flush the stream

Correct Option: b) Insert a new line and flush the stream

9. Types of templates in C++ Language are \_\_\_\_\_.

Options:

- a) 1
- b) 2
- c) 3
- d) 1234

Correct Option: d) 1234

10. The stream-insertion operator is `>>`, and the stream-extraction operator is `<<`.

True or False

Correct Answer: False

1. Question: "The statement `cin.get ();` is used to\_\_\_\_\_."

Options:

- a) Read a string from keyboard
- b) Read a String from file
- c) Read a character from the keyboard
- d) Read a character from file

Correct Answer: c) Read a character from the keyboard

2. Question: "With user data type variables (Objects) self-assignment can produce"

Options:

- a) Run time error
- b) Logical error
- c) Syntax error
- d) Link error

Correct Answer: b) Logical error

3. Question: "Stream operators are heavily overloaded means, they allow to handle int and character data type only."

Options:

- a) True
- b) False

Correct Answer: b) False

4. Question: "new operator is used to allocate memory from the free store during"

Options:

- a) None of the given options
- b) Link Time
- c) Run Time
- d) Compile Time

Correct Answer: c) Run Time

5. Question: "Templates provide a way of abstracting \_\_\_\_\_ information."

Options:

- a) type
- b) access
- c) data
- d) method

Correct Answer: a) type

6. Question: "Which of the following syntax is best used to delete an array of 5 objects named 'string' allocated using new operator."

Options:

- a) delete string
- b) delete string[5]
- c) delete string[]

d) delete []string

Correct Answer: d) delete []string

7. Question: "What is the sequence of event(s) when deallocating memory of an object using delete operator?"

Options:

- a) Only destructor is called for object
- b) Destructor is called first before deallocating memory
- c) Only block of memory is deallocated for object
- d) Memory is deallocated first before calling destructor

Correct Answer: b) Destructor is called first before deallocating memory

8. Question: "Which of the following is the correct definition of streams?"

Options:

- a) It is an ordered sequence of bits
- b) It is an unordered sequence of bits
- c) It is an ordered sequence of bytes
- d) It is an unordered sequence of bytes

Correct Answer: c) It is an ordered sequence of bytes

9. Question: "\*\*this is a pointer that always points to"

Options:

- a) Current function of the class
- b) Current pointer of the class
- c) A Value of data member
- d) Current object of the class

Correct Answer: d) Current object of the class

10. Question: "Now if the user enters the name, for example 'Sohail Aslam' then what will be the output of the code?"

Options:

- a) Aslam Sohail
- b) Aslam Sohail Aslam
- c) Sohail
- d) Sohail Aslam

Correct Answer: b) Aslam Sohail Aslam

1. A template function must have:

Options:

- A. None of the given options
- B. Zero arguments
- C. One or more than one arguments
- D. Only one argument

Correct Answer: A. None of the given options

2. What does STL stand for?

Options:

- A. Standard temporary library
- B. Standard template library
- C. Source template library
- D. Stream template library

Correct Answer: B. Standard template library

3. Identify the incorrect statement:

Options:

- A. Reference is the alternate name of the variable
- B. Reference is the alternate name of the object
- C. A reference value once defined can be reassigned

D. A reference value once defined cannot be reassigned

Correct Answer: D. A reference value once defined cannot be reassigned

4. If the operator function is a non-member function, then the object on the left side of the operator cannot be:

Options:

- A. Object of operator class
- B. Object of different class
- C. Object of a member function
- D. Built-in data type

Correct Answer: B. Object of different class

5. If `text` is a pointer of type `String`, then the functionality of the statement `text = new String[5];` is:

Options:

- A. Creates a string Object
- B. Creates an array of 5 objects dynamically
- C. Creates an array of pointers to a string
- D. Creates an array of 5 objects statically

Correct Answer: B. Creates an array of 5 objects dynamically

6. \_\_\_\_\_ operators are the ones that require two operands on both sides of the operator.

Options:

- A. Two-sided
- B. Unary
- C. Binary
- D. Double

Correct Answer: C. Binary

7. The read and write member functions input or output some number of bytes to or from a character array in memory.

-

Options:

- A. True
- B. False

Correct Answer: A. True

8. The stream-insertion operator is `>>`, and the stream-extraction operator is `<<<`. (True/False)

Correct Answer: False

9. The `new` operator is used to allocate memory from the free store during:

Options:

- A. Run Time
- B. Compile Time
- C. Link Time
- D. None of the given options

Correct Answer: A. Run Time

10. The operator used for dereferencing or indirection is \_\_\_\_\_.

Options:

- A. \*
- B. ->
- C. &
- D. >>

Correct Answer: A. \*

1. :: is called \_\_\_\_\_.

- a) condition operator

- b) one's complement operator
- c) bitwise OR
- d) scope resolution operator
- Correct answer: d) scope resolution operator

2. ostream is a \_\_\_\_\_ operator.

- a) dependent
- b) member
- c) none
- d) standalone
- Correct answer: d) standalone

3. Assignment operator is used to initialize a newly declared object from an existing object.

- a) True
- b) False
- Correct answer: b) False

4. ostream class is \_\_\_\_\_ and not under our control.

- a) user-defined
- b) built-in
- c) none
- Correct answer: b) built-in

5. If we do not write our own assignment operator, then which of the following problems may occur?

- a) Memory leak
- b) Dangling pointer
- c) Unreferenced memory
- d) NULL pointer
- Correct answer: a) Memory leak

-

6. What will be the output of the following statement?

```
`cout << setfill('0') << setw(7) << 128 ;`
```

- a) 0000128

- b) 0012800

- c) 0128128

- d) 1280000

- Correct answer: a) 0000128

7. \_\_\_\_\_ variable has a single copy for the whole class.

- a) Global

- b) Static

- c) Instance

- Correct answer: b) Static

8. When the compiler overloads the assignment (=) operator by default then

- a) Compiler does not do member-wise assignment.

- b) Compiler does not allow the default assignment operator.

- c) Class members are not assigned properly.

- Correct answer: b) Compiler does not allow the default assignment operator

9. endl is a parameter-less \_\_\_\_\_ manipulator that inserts the new line besides flushing the buffer.

- a) built-in

- b) user-defined

- c) none

- d) both

- Correct answer: a) built-in

10. Identify the incorrect statement.

- a) Reference is the alternate name of the variable.
  - b) A reference value once defined can be reassigned.
  - c) A reference value once defined cannot be reassigned.
  - d) Reference is the alternate name of the object.
- Correct answer: b) A reference value once defined can be reassigned.

1. \_\_\_\_\_ operators are the ones that require only one operator to work.

Options:

- a) Unit
- b) Unary
- c) Binary
- d) Single

Correct Option: b) Unary

2. Care must be taken about the correct \_\_\_\_\_ of operator while overloading.

Options:

- a) Semantic
- b) Complexity
- c) Both Semantic and Complexity
- d) None of the given options

Correct Option: c) Both Semantic and Complexity

3. The pointer returned by the new operator points to \_\_\_\_\_ of memory chunks allocated by the new operator.

Options:

- a) Second memory address

-

- b) First memory address
- c) None of the above
- d) Last memory address

Correct Option: b) First memory address

4. When an object of a class is defined inside another class then,

Options:

- a) Destructor of inner object will be called first
- b) Constructor and Destructor will be called simultaneously
- c) Destructor of enclosing class will be called first

Correct Option: c) Destructor of enclosing class will be called first

5. Which of the following is normally a source for the cin stream?

Options:

- a) Constant
- b) Keyboard
- c) Printer
- d) Variable

Correct Option: b) Keyboard

6. We can delete an array of objects without specifying [] brackets if a class is not doing dynamic memory allocation internally.

Options:

- a) False
- b) True

Correct Option: a) False

7. What is the sequence of event(s) when allocating memory to an object using the new operator?

Options:

- a) Constructor is called first before allocating memory
- b) Only constructor is called for an object
- c) Only a block of memory is allocated for an object

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d) Memory is allocated first before calling constructor

Correct Option: d) Memory is allocated first before calling constructor

8. Deleting an array of objects without specifying [] brackets may lead to memory leak.

Options:

a) False

b) True

Correct Option: a) False

9. The only operator that the compiler overloads for a user-defined data type by default is

Options:

a) Minus (-) operator

b) Plus (+) operator

c) Equal (==) operator

d) Assignment (=) operator

Correct Option: d) Assignment (=) operator

10. C++ provides member functions, which control the formatting to be performed during stream I/O operations.

Options:

a) False

b) True

Correct Option: b) True

1. The statement `cin.get();` is used to \_\_\_\_\_.

- a) Read a String from file

- b) Read a character from file

- c) Read a string from keyboard

-

- d) Read a character from the keyboard

Correct Option: d) Read a character from the keyboard

2. For the joining of two strings in the string class, we may use the "+" operator, can we use the "-" operator the same way for subtracting strings?

- a) Yes
- b) No
- c) Yes along "?:?" operator only
- d) Yes along "+" operator only

- Correct Option: b) No

3. If text is a pointer of type String, then what will be the functionality of the following statement?

```
`text = new String [5];`
```

- a) Creates an array of pointers to string
  - b) Creates a string object
  - c) Creates an array of 5 objects statically
  - d) Creates an array of 5 objects dynamically
- Correct Option: d) Creates an array of 5 objects dynamically

4. What does STL stand for?

- a) Stream template library
  - b) Standard template library
  - c) Source template library
  - d) Standard temporary library
- Correct Option: b) Standard template library

5. The first parameter of the operator function for the << operator \_\_\_\_\_.

-

- a) Must be passed by reference
- b) Must be an object of class
- c) Can be passed by value or reference
- d) Must be passed by value
- Correct Option: a) Must be passed by reference

6. The read and write member functions input or output some number of bytes to or from a character array in memory.

- Correct Option: True

7. What will be the output of the following code segment?

```
``cpp float pi = 32.3996;  
cout << fixed; cout <<  
setprecision(2) << pi;  
``
```

- a) 32.39
- b) 32.40
- c) 32.00
- d) 32.31
- Correct Option: b) 32.40

8. In C++ operators, which of the following operators cannot be overloaded \_\_\_\_\_.

- a) :
- b) - - c) <<
- d) +
- Correct Option: a) :

-

9. The second parameter of the operator function for the >> operator must always be passed \_\_\_\_\_.

- a) Function takes no argument
- b) None of the given options
- c) By value
- d) By reference
- Correct Option: d) By reference

10. What is the use of the function call operator?

- a) Overloading the methods
- b) Overloading the objects
- c) Overloading the parameters
- d) Overloading the string
- Correct Option: a) Overloading the methods

1. What will be the output of the following code segment?

Options:

- A. 11
- B. 8
- C. 10
- D. 1000

Correct Option: C. 10

2. Types of templates in C++ Language are \_\_\_\_\_.

Options:

- A. 1

B. 2

C. 3

D. 4

Correct Option: D. 4

3. In C++ operators, which of the following operator cannot be overloaded \_\_\_\_\_?

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Options:

- A. :
- B. +
- C. <<
- D. -

Correct Option: A. :

4. When operator function is implemented as a member function then the return type of the function \_\_\_\_\_.

Options:

- A. Can be any data type
- B. Must be a user-defined data type
- C. Must be a built-in data type
- D. Must be an object of the same class

Correct Option: D. Must be an object of the same class

5. Care must be taken about the correct \_\_\_\_\_ of operator while overloading.

Options:

- A. None of the given options
- B. Both Semantic and Complexity
- C. Semantic
- D. Complexity

Correct Option: B. Both Semantic and Complexity

6. Identify the incorrect statement.

Options:

- A. Reference is the alternate name of the variable.
- B. A reference value once defined can be reassigned.
- C. A reference value once defined cannot be reassigned.

D. Reference is the alternate name of the object.

Correct Option: B. A reference value once defined can be reassigned.

7. What is the difference between `cout` and `cerr`?

Options:

A. `cout` is not a standard output and `cerr` is standard output.

B. `cout` is standard output and `cerr` is not a standard output.

C. `cout` is buffered output and `cerr` is unbuffered output.

D. `cout` is unbuffered output and `cerr` is buffered output.

Correct Option: C. `cout` is buffered output and `cerr` is unbuffered output.

8. When an object of a class is defined inside another class then,

Options:

A. None of the given options

B. Constructor of the inner object will be called first.

C. Constructor of the enclosing class will be called first.

D. Constructor and Destructor will be called simultaneously.

Correct Option: B. Constructor of the inner object will be called first.

9. \_\_\_\_\_ operators are the ones that require only one operator to work.

Options:

A. Unary

B. Binary

C. Single

D. Unit

Correct Option: A. Unary

10. If the operator function is a non-member function then the object on the left side of the operator cannot be \_\_\_\_\_.

Options:

- A. Object of member function
- B. Object of a different class
- C. Object of the operator class
- D. Built-in data type

Correct Option: A. Object of member function and D. Built-in data type.

1. In the member initializer list, the data members are initialized,

Options:

- From right to left
- None of the given options
- From left to right
- In the order in which they are defined within the class

Correct Answer: From left to right

2. Which value can we not assign to a reference?

Options:

- Floating
- Unsigned integer
- Null

Correct Answer: Null

3. The `endl` and `flush` are \_\_\_\_\_.

Options:

- Functions
- Operators
- Manipulators
- Objects

Correct Answer: Manipulators

4. When the compiler overloads the assignment ('=') operator by default, then

Options:

- Class members are not assigned properly
- Compiler does not allow the default assignment operator
- Compiler does not do member-wise assignment
- Compiler does member-wise assignment

Correct Answer: Compiler does member-wise assignment

5. The stream insertion and extraction operators are not already overloaded for \_\_\_\_\_.

Options:

- Both built-in and user-defined types
- User-defined data types
- None of the given options
- Built-in data types

Correct Answer: User-defined data types

6. Which of the following is the correct definition of streams?

Options:

- It is an ordered sequence of bits
- It is an unordered sequence of bits
- It is an ordered sequence of bytes
- It is an unordered sequence of bytes

Correct Answer: It is an ordered sequence of bytes

7. When a variable is defined as static in a class, then

Options:

- Separate copy of this variable is created for each object
- None of the given options

- A copy of this variable is created for only static objects
- Only one copy is created for all objects of this class

Correct Answer: Only one copy is created for all objects of this class

8. `ostream` is a \_\_\_\_\_ operator.

Options:

- None
- Member
- Dependent - Standalone

Correct Answer: Standalone

9. Identify the correct method of adding two strings, s1 and s2.

Options:

- s1 + s2
- s1 + s2
- s1, s2 + strcat(s1, s2)

Correct Answer: s1 + s2

10. Which of the following is normally a source for `cin` stream?

Options:

- Constant
- Printer
- Variable
- Keyboard

Correct Answer: Keyboard

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