

CS-201 Introduction To Programming Update MCQS For Final Term Solve By Vu Topper RM

85% To 100% Marks



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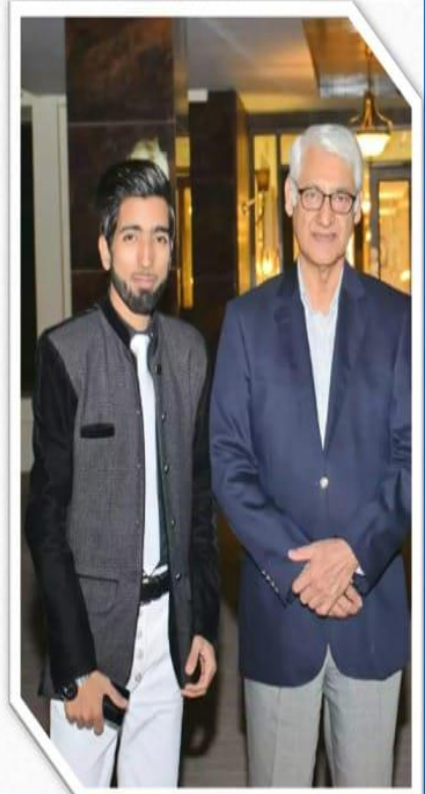
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Question No:1

(Marks:1)

Vu-Topper RM

A structure is a collection of _____ under a single name.

- A. Array
- B. Pointer
- C. Datatype

D. Variables

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Question No:2

(Marks:1)

Vu-Topper RM

The memory allocation functions return a chunk of memory with a pointer of type_____.

- A. Ptr
- B. Void**
- C. Float
- D. Integer

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Question No:3

(Marks:1)

Vu-Topper RM

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

- A. Fstream**
- B. Ofstream
- C. Iostream
- D. Ifstream

Page 220

Question No:4

(Marks:1)

Vu-Topper RM

Macros are categorized into _____ type(s).

- A. One
- B. Two**
- C. Five
- D. Three

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Question No:5

(Marks:1)

Vu-Topper RM

All the preprocessors directives starts with _____.

A. -

B. &

C.# Page 279

D. \$

Question No:6

(Marks:1)

Vu-Topper RM

When we include the header file in the angle brackets the compiler searches for it in _____.

A. All the drives

B. Current folder

C. Current directory Page 269

D. Specific directory

Question No:7

(Marks:1)

Vu-Topper RM

For accessing data members we use _____ operator

A. .dot

B. Plus+

C. Division /

D. multiplication *

Question No:8

(Marks:1)

Vu-Topper RM

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

A. stack , lists

B. array , stack

C. Heap,stack

D. classes , array

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Question No:9

(Marks:1)

Vu-Topper RM

A file opened with _____ is used for input and cannot be used for output.

A. Ifstream

Page 220

B. Ostream

C. Istream

D. Fstream

Question No:10

(Marks:1)

Vu-Topper RM

The data, contained in the structure, is defined in the _____.

A. None

B. Parenthesis

C. Curly braces

Page 229

D. Inverted commas

Question No:11

(Marks:1)

Vu-Topper RM

student s[100]; means that 's' is an array of 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?

A. s.name[56];

B. s[55].name;

C. s.name[55];

D. s[56].name;

Question No:12

(Marks:1)

Vu-Topper RM

Which of the following code segment represents a left shift operator?

A. cout<<1;

B. cin >> number ;

C. result = number >> 1 ;

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D. result = number << 1 ; **Google**

Question No:13 **(Marks:1)**

Vu-Topper RM

Array indexes start from _____.

A. 1

B. 0 **Page 266**

C. 2

D. 3

Question No:14 **(Marks:1)**

Vu-Topper RM

An instance of a class is called _____.

A. Object **Page 324**

B. Structure

C. Data type

D. Member function

Question No:15 **(Marks:1)**

Vu-Topper RM

Which header file is required to use file I/O operations?

A. <fstream> **Google**

B. <ifstream>

C. <ostream>

D. <iostream>

Question No:16 **(Marks:1)**

Vu-Topper RM

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

A. inline function **Google**

B. static function

C. friend function

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D. volatile function

Question No:17

(Marks:1)

Vu-Topper RM

Default constructor takes _____.

A. no parameters **Page 315**

B. one parameter

C. two parameters

D. character type parameter

Question No:18

(Marks:1)

Vu-Topper RM

_____function gives the position of the next character to be read from that file.

A. Tellp()

B. Tellg() **Page 215**

C. Seekp()

D. Seekg()

Question No:19

(Marks:1)

Vu-Topper RM

the sizeof operator is used to determine the size of _____.

A. Data

B. Variable

C. Data type **Page 235**

D. None of the given

Question No:20

(Marks:1)

Vu-Topper RM

Shifting the binary numbers is similar to shifting the _____ numbers.

A. Octal

B. Base 7

C. Decimal **Page 252**

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D. Hexadecimal

Question No:21

(Marks:1)

Vu-Topper RM

_____ function is used to determine the next position to write a character while writing into a file.

A. Tellg()

B. Tellp()

Page 215

C. Seekp()

D. Seekg()

Question No:22

(Marks:1)

Vu-Topper RM

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_____

A. Int

B. Long

Page 215

C. Short

D. Double

Question No:23

(Marks:1)

Vu-Topper RM

What is the use of ios::trunc mode?

A. To open a file in input mode

B. To open a file in output mode

C. To truncate an existing file to half

D. To truncate an existing file to zero

Google

Question No:24

(Marks:1)

Vu-Topper RM

Structures use _____ for memory allocation.

A. Heap

Google

B. Stack

C. Queue

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D. Cache

Question No:25

(Marks:1)

Vu-Topper RM

Which of the following is not a file opening mode_____?

A. Ios::in

B. Ios::out

C. Ios::ate

D. ios::truncate

Question No:26

(Marks:1)

Vu-Topper RM

Structures are syntactically defined with the word_____.

A. Struc

B. Struct

Page 229

C. Structure

D. None of the given

Question No:27

(Marks:1)

Vu-Topper RM

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

A. Delete string;

B. Delete [] string;

C. Delete string [1];

D. Delete string [5];

Question No:28

(Marks:1)

Vu-Topper RM

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

String s1,s2;

S1=s2;

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- A. Default operator
- B. Copy constructor
- C. Assignment operator**
- D. Parameterized constructor

Question No:29 (Marks:1) **Vu-Topper RM**
free function is available in _____ header file.

- A. stdlib.h**
- B. conio.h
- C. string.h
- D. iostream.h

Question No:30 (Marks:1) **Vu-Topper RM**
C++ offers _____ levels of data access control inside a class

- A. Two
- B. Five
- C. Four
- D. Three**

Question No:31 (Marks:1) **Vu-Topper RM**
The stream-insertion operator is >> and the stream-extraction operator is <<.

True
False

Question No:32 (Marks:1) **Vu-Topper RM**
The concept of _____ allows us to separate the interface from the implementation of the class.

- A. Pointers

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- B. Inheritance
- C. Polymorphism

D. Encapsulation

Google

Question No:33

(Marks:1)

Vu-Topper RM

Which of the following is unary operator?

- A. I++
- B. I--
- C. ++i

D. All of the Given

Question No:34

(Marks:1)

Vu-Topper RM

Identify the correct syntax for making a class friend of other class

friend ClassOne

{

OtherClass;

private;

//here we write the data members of ClassOne

};

lassOne

{friend OtherClass ;

private:

//here we write the data members of ClassOne

};

class ClassOne

{

friend OtherClass ;

private:

//here we write the data members of ClassOne

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```
};  
Friend class ClassOne  
{  
friend OtherClass ;  
private:  
//here we write the data members of ClassOne  
};
```

Question No:35

(Marks:1)

Vu-Topper RM

Let suppose

int a, b, c, d, e;

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

This can be interpreted by the complier as:

A. a = (b = (c = (d = (e = 42)))));

B. (a = b) = (c = d) = (e = 42);

C. a = b = (c = (d = (e = 42)));

D. (a = b = (c = (d = (e = 42)))));

Question No:36

(Marks:1)

Vu-Topper RM

We cannot increment _____.

A. Arrays

B. Pointers

C. Variables

D. References

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Question No:37

(Marks:1)

Vu-Topper RM

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

A. Unit

B. Unary

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- C. Binary
- D. Single

Question No:38 (Marks:1)

Vu-Topper RM

The constructor contains _____.

- A. Class** Page 313
- B. Object
- C. Return
- D. None of these

Question No:39 (Marks:1)

Vu-Topper RM

We can _____ references.

- A. Reassign
- B. Increment
- C. Decrement
- D. None of the given** Google

Question No:40 (Marks:1)

Vu-Topper RM

The destructor is used to _____.

- A. create objects
- B. allocate memory
- C. de-allocate memory** Page 338
- D. allocate static memory

Question No:41 (Marks:1)

Vu-Topper RM

Functions declared with the _____ specifier in a class member list are called friend functions of that class.

- A. Friend**
- B. Public

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- C. Private
- D. Protected

Question No:42 (Marks:1) **Vu-Topper RM**

To prevent dangling reference the functions returning reference should be used with _____

- A. Arrays
- B. local variables
- C. global variables only
- D. static and global variables**

Question No:43 (Marks:1) **Vu-Topper RM**

If we want to allocate memory to an array of 5 integers dynamically, the syntax will be _____.

- A. `iptr= new[5]`
- B. `int iptr ; iptr= int [5]`
- C. `int *iptr ; iptr = new int[5] ;`**
- D. `integer iptr** ; iptr= new int[5]`

Question No:44 (Marks:1) **Vu-Topper RM**

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

- A. System crash
- B. Garbage collection
- C. Dangling reference**
- D. Wastage of memory

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Question No:45

(Marks:1)

Vu-Topper RM

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 as a friend
- B. it has to declare, class C as a friend**
- C. it has to declare , class A as a friend
- D. it has to declare, class B and class A as friend classes

Question No:46

(Marks:1)

Vu-Topper RM

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 ASCII code will be stored inside the computer
- B. Some error will occur and cin stream will detect this error.
- C. Its binary representation will be ignored and the value will be stored**
- D. Its binary representation will be ignored and the character will be stored

Question No:47

(Marks:1)

Vu-Topper RM

Which one of the following is the correct statement about operator overloading?

- A. N-arithmetic operators can be overloaded only.
- B. Arithmetic operators can be overloaded only.**
- C. Associativity and precedence of operators do not change.
- D. Precedence of operators are changed after overloading.

Question No:48

(Marks:1)

Vu-Topper RM

new operator can be used for _____.

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- A. dot operator
- B. only integer data type
- C. only char and integer data types
- D. integer, float, char and double data types**

Question No:49 (Marks:1) **Vu-Topper RM**

Friend classes are used in cases where one class is _____ to another class.

- A. Independent**
- B. Encapsulated
- C. tightly coupled.
- D. loosely coupled.

Question No:50 (Marks:1) **Vu-Topper RM**

_____ will return the number of bytes reserved for a variable or data type.

- A. void pointer
- B. free operator
- C. new operator
- D. size of operator**

Question No:51 (Marks:1) **Vu-Topper RM**

int &i; It means that i is a _____ to an integer.

- A. Pointer
- B. data type
- C. reference**
- D. constant pointer

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Question No:52

(Marks:1)

Vu-Topper RM

Which of the following is the correct definition of streams?

It is an ordered sequence of bytes

Question No:53

(Marks:1)

Vu-Topper RM

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

A. Static

B. Public

C. Private

D. Globally declared.

Question No:54

(Marks:1)

Vu-Topper RM

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

A. Stack

B. Heap

C. Cache

D. Buffer

Question No:55

(Marks:1)

Vu-Topper RM

Default constructor generated by _____ does _____ for us.

A. classes , initialization

B. compiler , initialization

C. compiler, no initialization

D. main program, memory management

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Question No:56

(Marks:1)

Vu-Topper RM

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

delete arr ;

- A. Results into syntax error
- B. Do not delete any object**
- C. Deletes all the objects of array
- D. Deletes only one object of array

Question No:57

(Marks:1)

Vu-Topper RM

The syntax of declaration of a function that returns the reference to an integer is _____.

- A. Int myfunc();
- B. Int myfunc() &;
- C. Int &myfunc() ;**
- D. Integer &myfunc();

Question No:58

(Marks:1)

Vu-Topper RM

If we do not write our own assignment operator then which of the following problem may occur?

- A. Null pointer
- B. Memory leak
- C. Dangling pointer**
- D. Unreferenced memory

Question No:59

(Marks:1)

Vu-Topper RM

What is the difference between cout and cerr?

- A. Cout is unbuffered output and cerr is a buffered output
- B. Cout is not standard output and cerr is a standard output
- C. Cout is buffered output and cerr is not a unbuffered output

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D. Cout is standard output and cerr is not a standard output

Question No:60

(Marks:1)

Vu-Topper RM

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

- A. Plus (+) operator** **Google**
- B. Minus (-) operator
- C. Equal (==) operator
- D. Assignment (=) operator

Question No:61

(Marks:1)

Vu-Topper RM

The friend functions are _____.

- A. void functions
- B. inline functions
- C. member of a class

D. not member of a class **Page 523**

Question No:62

(Marks:1)

Vu-Topper RM

The friend function of a class can have access _____.

- A. to the private data members**
- B. to the protected data members
- C. to the public data members only
- D. to public, private and protected data members

Question No:63

(Marks:1)

Vu-Topper RM

Let suppose $a = b = c$

In such situation, it is necessary to return a reference of an object from assignment operator function.

True

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False

Question No:64

(Marks:1)

Vu-Topper RM

You cannot overload the _____ operator

- A. /
- B. +
- C. ?;**
- D. ++

Question No:65

(Marks:1)

Vu-Topper RM

Bugs can occur due to _____

- A. default values
- B. uninitialized data**
- C. object destruction
- D. initialization of a variable

Question No:66

(Marks:1)

Vu-Topper RM

When new operator is overloaded at global level then corresponding built-in new operator will also be visible to whole of the program.

True

False

Question No:67

(Marks:1)

Vu-Topper RM

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

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

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Question No:68

(Marks:1)

Vu-Topper RM

Ternary operator is shown as_____.

- A. |||
- B. ?:**
- C. &&
- D. = = =

Question No:69

(Marks:1)

Vu-Topper RM

These functions seekg() and sseekp()requires an argument of type_____ to determine the backward.

- A. Int**
- B. Long
- C. Short
- D. Double

Question No:70

(Marks:1)

Vu-Topper RM

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

True

False

Question No:71

(Marks:1)

Vu-Topper RM

The return type of the overloading new operator must be?

- A. Int pointer
- B. Void pointer
- C. Object pointer
- D. Void (nothing)**

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Question No:72

(Marks:1)

Vu-Topper RM

Reference is not really an address it is _____.

- A. A value
- B. A number
- C. A synonym**
- D. An antonym

Question No:73

(Marks:1)

Vu-Topper RM

The reference data types are used as _____ variables without any _____.

- A. Local, &
- B. Global, dot
- C. Static, deference
- D. Ordinary, deference**

Question No:74

(Marks:1)

Vu-Topper RM

Overloaded member operator function is always called by ____

- A. Class
- B. Object
- C. Compiler**
- D. Primitive data types

Question No:75

(Marks:1)

Vu-Topper RM

Encapsulation means _____.

- A. That data becomes public.
- B. That the data of a class cannot be accessed from outside.
- C. That the data of a class can be accessed from outside.**
- D. That the can be accessible anywhere within a main program.

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Question No:76

(Marks:1)

Vu-Topper RM

Memory allocated from heap or free store _____.

- A. Can be allocated to classes only
- B. Can be returned back to the system automatically
- C. Cannot be returned back unless freed explicitly using malloc and realloc
- D. Cannot be returned back unless freed explicitly using free and delete operators**

Question No:77

(Marks:1)

Vu-Topper RM

_____ operators are the ones that require two operators on both sides of the operator.

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

Question No:78

(Marks:1)

Vu-Topper RM

when the compiler overloads the assignment (=) operator by default then

- A. Class members are not assigned properly.
- B. Compiler does member wise assignment.**
- C. Compiler does not do member wise assignment.
- D. Compiler does not allow default assignment operator.

Question No:79

(Marks:1)

Vu-Topper RM

In C language, the region of memory allocated at runtime is called _____

- A. Stack
- B. Heap**
- C. Free store

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D. Available memory

Question No:80

(Marks:1)

Vu-Topper RM

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

A. Set

B. Put

C. Get

D. Tell

Question No:81

(Marks:1)

Vu-Topper RM

Once we have defined a symbolic constant value using #defined, the value _____ during program.

A. Varies

B. Becomes zero

C. Can be changed.

D. Cannot be changed.

Question No:82

(Marks:1)

Vu-Topper RM

The function calloc takes two arguments, first argument is the _____ and the second argument is the _____.

A. Size of array, member of bytes.

B. Size of space, member of bytes.

C. Space in terms of string character, size of list.

D. Required space in terms of number. Size of space.

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Question No:83

(Marks:1)

Vu-Topper RM

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

- A. Public
- B. Private**
- C. Protected
- D. Accessible outside the class.

Question No:84

(Marks:1)

Vu-Topper RM

Symbolic constant Pi can be defined as.

- A. #defined pi 3.14;
- B. #defined pi 3.14**
- C. #include pi = 3.14
- D. #defined pi = 3.14

Question No:85

(Marks:1)

Vu-Topper RM

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

- A. Structure data
- B. Structure tag
- C. Structure member
- D. Structure variable**

Question No:86

(Marks:1)

Vu-Topper RM

_____ Operator uses the sign ^.

- A. Bit-wise OR
- B. NOT operator
- C. Exclusive OR**
- D. AND operator

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Question No:87

(Marks:1)

Vu-Topper RM

We should not use such variable names that are starting with _____ because in C++, then names that start with it.

- A. Double underscore**
- B. Lower case alphabets
- C. Upper case alphabets
- D. None of the given option

Question No:1

(Marks:1)

Vu-Topper RM

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 keyboard Page 426

Question No:88

(Marks:1)

Vu-Topper RM

Ostream is a _____ operator.

- A. None
- B. Member
- C. Dependent

D. Standalone

Question No:89

(Marks:1)

Vu-Topper RM

The second parameter of operator function for >> operator must always be passed

- A. By value
- B. By reference**
- C. None of the given option
- D. Function takes no argument

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Question No:90

(Marks:1)

Vu-Topper RM

If text is a pointer of type String, then what will be the functionality of following statement? `text = new string [5];`

- A. Creates a string object
- B. Creates array of of pointer to string
- C. Creates array of 5 objects statistically
- D. Creates array of 5 objects dynamically**

Question No:91

(Marks:1)

Vu-Topper RM

When operator function is implemented as member function then return type of function _____.

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

Question No:92

(Marks:1)

Vu-Topper RM

We cannot define friends for the _____ that are already written and not in our control.

- A. Classes**
- B. Functions
- C. Destructor
- D. Constructors

Question No:93

(Marks:1)

Vu-Topper RM

With user data type variables (Objects) self assignment can produce

- A. Link error
- B. Syntax error
- C. Logical error**

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D. Run time error

Question No:94

(Marks:1)

Vu-Topper RM

When an operator function is defined as member function for a binary Plus (+) operator then the number of extra arguments it takes is/are.

A. One

B. Five

C. Zero

D. N arguments

Question No:95

(Marks:1)

Vu-Topper RM

The get member function, when passed no arguments, inputs an entire stream and returns it as the value of the function call.?

False

True

Question No:96

(Marks:1)

Vu-Topper RM

What will be the output of the following code segment?

```
Float pi=32.3996;
```

```
Cout<<fixed;
```

```
Cout<<setprecision(2)<<pi;
```

A. 32.00

B. 32.39

C. 32.40

D. 32.310

Question No:97

(Marks:1)

Vu-Topper RM

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

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True

False

Question No:98

(Marks:1)

Vu-Topper RM

In overloading the assignment (=) operator, which object(s) will call the operator function?

- A. Right object of the assignment operator
- B. No object will call the operator function
- C. Left object of the assignment operator**
- D. Both objects will call the operator function

Question No:99

(Marks:1)

Vu-Topper RM

The was manipulator can be used with ___ stream(s).

None of the given option

- A. Input
- B. Output
- C. Both of these**
- D. None of the these

Question No:100

(Marks:1)

Vu-Topper RM

When we use cin stream to read some number from the keyboard and store it in the integer variable, then what will happen?

- A. Its to ASCII code will be stored inside the computer
- B. Some error will occur and cin stream will detect this error
- C. Its binary representation will be ignored and the character will be stored
- D. Its binary representation will be ignored and the value will be stored**

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Question No:101

(Marks:1)

Vu-Topper RM

*This is a pointer that always points to

- A. A value of data member
- B. Current object of the class
- C. Current function of the class
- D. Current pointer of the class**

Question No:102

(Marks:1)

Vu-Topper RM

If operator function is non-member function, then object on left side of operator cannot be_____?

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

Question No:103

(Marks:1)

Vu-Topper RM

What is the purpose of endl stream manipulator?

- A. Insert a new line
- B. Flush the stream
- C. Terminate a string with null
- D. Insert a new line and flush the stream**

Question No:104

(Marks:1)

Vu-Topper RM

Overloaded assignment operator must be

- A. Global function
- B. Friend function of class
- C. Member function of class**
- D. Non-member function of class

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Question No:105

(Marks:1)

Vu-Topper RM

C++ offers type-safe I/O. The << and >> operators are overloaded to accept data items of specific types.\

False

True

Question No:106

(Marks:1)

Vu-Topper RM

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

A. Yes

B. No

C. Yes along “?” operator only

D. Yes along “+”operator only

Question No:107

(Marks:1)

Vu-Topper RM

:: is called _____.

A. Bitwise OR

B. Condition operator

C. One’s complement operator

D. Scope resolution operator

Question No:108

(Marks:1)

Vu-Topper RM

The stream insertion and extraction operators are not already overloaded for ____

A. User- defined data types

B. Built-in data types

C. None of the given option

D. Both built –in and user – defined types

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Question No:109

(Marks:1)

Vu-Topper RM

In C++ operators, which of the following operator cannot be overloaded

_____.

- A. -
- B. ?**
- C. +
- D. <<

Question No:110

(Marks:1)

Vu-Topper RM

Automatic variable are created on _____.

- A. Heap
- B. Stack**
- C. Free store
- D. Static storage

Question No:111

(Marks:1)

Vu-Topper RM

When we used eof (end of file) with the file reading than which of the following is a true statement?

- A. This is a way to check type of the stream
- B. This is a way to check source of the stream
- C. This is a way to check state of the stream**
- D. This is a way to check destination of the stream

Question No:112

(Marks:1)

Vu-Topper RM

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

- A. Class –name operator +();
- B. Class –name operator +(int);
- C. Class –name operator ++();**

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D. Class –name operator ++(int);

Question No:113

(Marks:1)

Vu-Topper RM

The first parameter of operator function for << operator _____.

- A. Must be object class
- B. Must be passed by value
- C. Must be passed by reference**
- D. Can be passed by value or reference

Question No:114

(Marks:1)

Vu-Topper RM

Ostream class is _____ and not under our control.

- A. User-defined
- B. Built-in**
- C. Both
- D. None

Question No:115

(Marks:1)

Vu-Topper RM

Which of the following functionality can be achieved through overloading?

- A. We can change associativity of all operator
- B. We can change the precedence of same operator
- C. We can change the associativity of some operator
- D. New operator cannot be defined through operator overloading**

Question No:116

(Marks:1)

Vu-Topper RM

The operator function for << (stream insertion) >> and stream extraction must be

- A. None of given option
- B. Member function of class

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C. Non –member function of class

D. Both member and non-member function

Question No:117

(Marks:1)

Vu-Topper RM

Static variable which is defined in a function is initialized _____.

- A. None of the above
- B. Compile time of program
- C. Every time the function call

D. Only once during its life time

Question No:118

(Marks:1)

Vu-Topper RM

Overloaded delete operator function takes parameter of void pointer and returns.

- A. Void**
- B. Int pointer
- C. Void pointer
- D. Object pointer

Question No:119

(Marks:1)

Vu-Topper RM

_____ must be included to use stream manipulator in your code.

- A. Conio.h
- B. Stdlib.h
- C. Iomanip

D. Iostream

Question No:120

(Marks:1)

Vu-Topper RM

Consider the following code, the printed value will be converted into:

```
int n = 10;  
cout<<oct<<n;
```

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- A. base 2
- B. base 8**
- C. base 10
- D. decimal number system

Question No:121 (Marks:1) **Vu-Topper RM**

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

- A. Mouse
- B. Printer
- C. Variable**
- D. Keyboard

Question No:122 (Marks:1) **Vu-Topper RM**

Which of the following is a destination of cout stream?

- A. Printer
- B. Constant
- C. Variable
- D. Data type**

Question No:123 (Marks:1) **Vu-Topper RM**

The return type of the operator function for << operator is ____.

- A. Void
- B. Class which we overload operator**
- C. Reference of ostream class(ostream&)
- D. Reference of ostream class(ostream&)

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Question No:124

(Marks:1)

Vu-Topper RM

Static data members of a class can be _____.

- A. Public
- B. Private
- C. Both**
- D. None

Question No:125

(Marks:1)

Vu-Topper RM

Once the _____ are created, they exist for the life time of the program

- A. Local variables
- B. Static variables**
- C. Automatic variables
- D. non static variables

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Question No:126

(Marks:1)

Vu-Topper RM

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

- A. Static
- B. Public**
- C. Private
- D. Protected

Question No:127

(Marks:1)

Vu-Topper RM

If the memory in the free store is not sufficient _____.

- A. Malloc function returns 0
- B. Malloc function returns 1
- C. Malloc function returns free space
- D. Malloc functions returns NULL pointer**

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Question No:128

(Marks:1)

Vu-Topper RM

This reference to a variable can be obtained by preceding the identifier of a variable with _____.

- A. ^ sign
- B. Operator
- C. Dot operator
- D. Ampersand sign &**

Question No:129

(Marks:1)

Vu-Topper RM

Once an object is declared as a friend, _____.

- A. It has access to public members only
- B. It has to protected data members only
- C. It has no access to data members of the class
- D. It has access to all non-public members as if they were public**

Question No:130

(Marks:1)

Vu-Topper RM

Reference variables must _____.

- A. Contain zero value
- B. Contain integer value
- C. Be initialized after they are declared**
- D. Not be initialized after they are declared

Question No:131

(Marks:1)

Vu-Topper RM

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

- A. Only destructor is called for object
- B. Only block of memory is deallocated for object
- C. Destructor is called first before deallocating memory
- D. Memory is allocated first before calling constructor**

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Question No:132

(Marks:1)

Vu-Topper RM

The endl and flush are _____

Manipulators

Question No:133

(Marks:1)

Vu-Topper RM

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

False

True

Question No:134

(Marks:1)

Vu-Topper RM

A variable which is defined inside a function is called

Automatic variable

Question No:135

(Marks:1)

Vu-Topper RM

_____ variables are defined in the main.

Local

Question No:136

(Marks:1)

Vu-Topper RM

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

True

False

Question No:137

(Marks:1)

Vu-Topper RM

When a variable is defined as static in a class then _____.

Only one copy is created for all objects of this class

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Question No:138

(Marks:1)

Vu-Topper RM

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:139

(Marks:1)

Vu-Topper RM

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

Keyboard

Question No:140

(Marks:1)

Vu-Topper RM

When an array of object is created dynamically then there is no way to provide parameterized constructors for array of objects.

True

False

Question No:141

(Marks:1)

Vu-Topper RM

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

True

False

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