

CS-201 Quiz -3 File

By 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

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

(?:)

Automatic variable are created on _____.

STACK

Consider the following code segment. Which of the following will be called while executing code at line 2?String s1 , s2;s1 = s2 ;

Assignment operator

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

Keyboard

Which of the following functionality can be achieved through overloading?

New operators cannot be defined through operator overloading.

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

True

False

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

VOID(NOTHING)

Which of the following is a destination of cout stream?

PRINTER

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

One

Static data members of a class can be _____.

public and private

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

Non-member function of class

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

Assign operator

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

True

False

The statement cin.get (); is used to _____.

Read a string from keyboard

Read a character from keyboard (Page 426)

Read a string from file

Read a character from file

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

True

False

Within the statement obj1=obj2; obj1 will call the assignment operator function and obj2 will be passed as an argument to function.

True

False

Let suppose a = b = c In such situation, it is necessary to return a reference of an object from assignment operator function.

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True

False

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

True

False

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

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

True

False

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

One

N arguments

Zero

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

False

True

ostream is a _____ operator.

Member

None

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Dependent

Standalone

Overloaded member operator function is always called by ____

Class

Compiler

Primitive data types

Object

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

By reference

None of the given option

Function takes no argument

By value

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

Creates array of 5 objects dynamically

Creates a string object

Creates array of 5 objects statistically

Creates array of of pointer to string

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

Must be an object of same class

Must be user defined data type

Must be built – in data type

Can be any data type

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

delete string [1];

delete string [5];

delete string ;

delete [] string;

What is the difference between cout and cerr?

Cout is standard output and cerr is not a standard output

Cout is buffered output and cerr is not a unbuffered output

Cout is not standard output and cerr is a standard output

Cout is unbuffered output and cerr is a buffered output

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

Destructor

Classes

Constructors

Functions

What will be the output of the following code segment?

Float pi=32.3996;

Cout<<fixed;

Cout<<setprecision(2)<<pi;

32.00

32.39

32.40

32.310

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

Logical error

Run time error

Link error

Syntax error

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Constructors

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```

```
Cout<<fixed;
```

```
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Run time error

Link error

Syntax error

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

True

False

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

Left object of the assignment operator

Both object will call the operator function

Right object of the assignment operator

No object will call the operator function

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

None of the given option

Output

Input/output

Input

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

Plus (+) operator

Minus (-) operator

Equal (==) operator

Assignment (=) operator

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

Its to ASCII code will be stored inside the computer

Some error will occur and cin stream will detect this error

Its binary representation will be ignored and the value will be stored

Its binary representation will be ignored and the character will be stored

*this is a pointer that always points to

Current object of the class

Current pointer of the class

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Current function of the class

A value of data member

Overloaded member operator function is always called by ____

Compiler

Object

Class

Primitive data types

If operator function is non-member function then object on left side of operator cannot be ____?

Object of member function

Built-in data type

Object of operator class

Object of different class

What is the purpose of endl stream manipulator?

Terminate a string with null

Insert a new line

Flush the stream

Insert a new line and flush the stream

Overloaded assignment operator must be

Friend function of class

Global function

Member function of class

Non-member function of class

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

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False

True

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

Yes along “?” operator only

Yes along “+”operator only

Yes

No

:: is called _____.

One’s complement operator

Bitwise OR

Scope resolution operator

Condition operator

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

Both built –in and user – defined types

User- defined data types

Built-in data types

None of the given option

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

_____.

-

?

+

<<

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Automatic variable are created on _____.

Static storage

Heap

Free store

Stack

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

This is a way to check type of the stream

This is a way to check destination of the stream

This is a way to check source of the stream

This is a way to check state of the stream

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

Class -name operator ++(int);

Class -name operator ++();

Class -name operator +();

Class -name operator +(int);

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

Must be object class

Must be passed by value

Can be passed by value or reference

Must be passed by reference

ostream class is _____ and not under our control.

User-defined

Built-in

Both

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None

Which of the following functionality can be achieved through overloading?

We can change the precedence of same operator

We can change associativity of all operator

New operator cannot be defined through operator overloading

We can change the associativity of some operator

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

Non –member function of class

Member function of class

Both member and non-member function

None of given option

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

Compile time of programe

None of the above

Only once during its life time

Every time the function call

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

Void pointer

Int pointer

Object pointer

Void (nothing)

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

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Iostream

Stdlib.h

Iomanip

Conio.h

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

Assignment operator

Default operator

Copy constructor

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

```
int n = 10;
```

```
cout<<oct<<n;
```

base 2

base 8

base 10

decimal number system

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

Mouse

Keyboard

Printer

Variable

Which of the following is a destination of cout stream?

Constant

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Variable

Data type

Printer

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

Void

Reference of ostream class(ostream&)

Reference of ostream class(istream&)

Class which we overload operator

Static data members of a class can be ____.

Public

Private

Public and private

None

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

Dangling pointer

Memory leak

Unreferenced memory

Null pointer

_____ variables are defined in the main.

Local

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

Memory is allocated first before calling constructor

The endl and flush are _____

Manipulators

A variable which is defined inside a function is called

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Automatic variable

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

False

True

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