



**CS-201 Introduction To Programming  
Update MCQS For Quiz-4 File  
Solve By Vu Topper RM**



**85 To 100% Marks**



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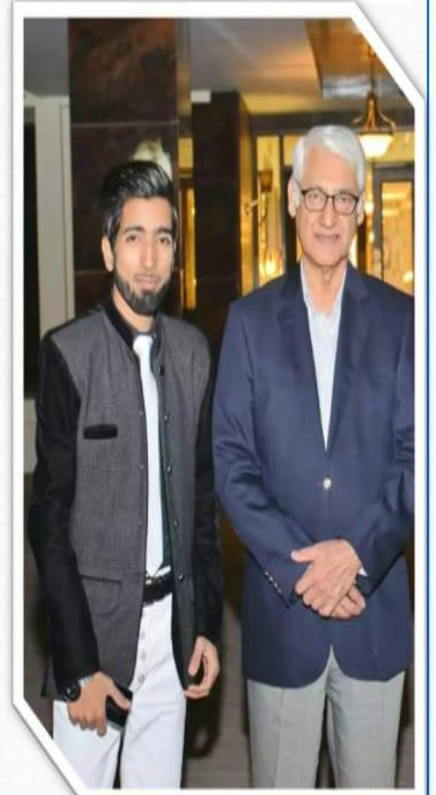
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A structure is a collection of \_\_\_\_\_ under a single name.

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

**D. Variables**

**Page 229**

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

A. Ptr

**B. Void**

**Page 281**

C. Float

D. Integer

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

**A. Fstream**

**Page 220**

B. Ofstream

C. Iostream

D. Ifstream

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

A. One

**B. Two**

**Page 275**

C. Five

D. Three

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All the preprocessors directives starts with \_\_\_\_\_.

- A. -
- B. &
- C. #**
- D. \$

**Page 279**

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**
- D. Specific directory

**Page 269**

For accessing data members we use \_\_\_\_\_ operator

- A. .dot**
- B. Plus+
- C. Division /
- D. multiplication \*

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

**A. ifstream**

**Page 220**

B. ostream

C. istream

D.fstream

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

A. None

B. Parenthesis

**C. Curly braces**

**Page 229**

D. Inverted commas

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;

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

A. cout<<1;

B. cin >> number ;

C. result = number >> 1 ;

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

**Google**

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Array indexes start from \_\_\_\_\_.

A. 1

**B. 0**      **Page 266**

C. 2

D. 3

An instance of a class is called \_\_\_\_\_.

**A. Object**      **Page 324**

B. Structure

C. Data type

D. Member function

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

**A. <fstream>**      **Google**

B. <ifstream>

C. <ostream>

D. <iostream>

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

D. volatile function

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

**A. no parameters**      **Page 315**

B. one parameter

C. two parameters

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D. character type parameter

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

A. Tellp()

**B. Tellg() Page 215**

C. Seekp()

D. Seekg()

the sizeof operator is used to determine the size of \_\_\_\_\_.

A. Data

B. Variable

**C. Data type Page 235**

D. None of the given

Shifting the binary numbers is similar to shifting the \_\_\_\_\_ numbers.

A. Octal

B. Base 7

**C. Decimal Page 252**

D. Hexadecimal

\_\_\_\_\_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()

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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

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**

Structures use \_\_\_\_\_ for memory allocation.

**A. Heap**                      **Google**

B. Stack

C. Queue

D. Cache

Which of the following is not a file opening mode\_\_\_\_\_?

A. ios::in

B. ios::out

C. ios::ate

**D. ios::truncate**

Structures are syntactically defined with the word\_\_\_\_\_.

A. Struc

**B. Struct**                      **Page 229**

C. Structure

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D. None of the given

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];

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

```
String s1,s2;
```

```
S1=s2;
```

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

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

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

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

- A. Two
- B. Five
- C. Four

**D. Three**      **Google**

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

True

**False**

The concept of \_\_\_\_\_ allows us to separate the interface from the implementation of the class.

- A. Pointers
- B. Inheritance
- C. Polymorphism

**D. Encapsulation**

**Google**

Which of the following is unary operator?

A. I++

i- -

B. ++i

**C. All of the Given**

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

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```

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

```

Let suppose

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

This can be interpreted by the complier as:

**a = (b = (c = (d = (e = 42)))));**

We cannot increment \_\_\_\_\_.

- A. Arrays
- B. Pointers
- C. Variables

**D. References**

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

A. Unit

**B. Unary**

**Page 370**

C. Binary

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D. Single

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

**A. Class**                      **Page 313**

B. Object

C. Return

D. None of these

We can \_\_\_\_\_ references.

A. Reassign

B. Increment

C. Decrement

**D. None of the given**                      **Google**

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

A. create objects

B. allocate memory

**C. de-allocate memory**                      **Page 338**

D. allocate static memory

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

**A. Friend**

B. Public

C. Private

D. Protected

To prevent dangling reference the functions returning reference should be used with \_\_\_\_\_

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

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]`

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

**Page 365**

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

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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

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.

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

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

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

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

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\_\_\_\_\_ 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**

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

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

**Page 358**

Which of the following is the correct definition of streams?

**It is an ordered sequence of bytes**

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

- A. Static
- B. Public
- C. Private**
- D. Globally declared.

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

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- B. Heap
- C. Cache
- D. Buffer**

Default constructor generated by \_\_\_\_\_ does  
\_\_\_\_\_ for us.

- A. classes , initialization
- B. compiler , initialization**
- C. compiler, no initialization
- D. main program, memory management

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

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();

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

- A. Null pointer
- B. Memory leak

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### **C. Dangling pointer**

D. Unreferenced memory

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

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

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

The friend functions are \_\_\_\_\_.

A. void functions

B. inline functions

C. member of a class

**D. not member of a class**

**Page 523**

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

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**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:2**

**(Marks:1)**

**Vu-Topper RM**

Ostream is a \_\_\_\_\_ operator.

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

**D. Standalone**

**Question No:3**

**(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:4**

**(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:5**

**(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:6**

**(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:7**

**(Marks:1)**

**Vu-Topper RM**

**Question No:8**

**(Marks:1)**

**Vu-Topper RM**

**Question No:9**

**(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:10**

**(Marks:1)**

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

- A. Link error

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B. Syntax error

**C. Logical error**

D. Run time error

**Question No:11**

**(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:12**

**(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:13**

**(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

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**Question No:14**

**(Marks:1)**

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

**True**

False

**Question No:15**

**(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:16**

**(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:17**

**(Marks:1)**

**Vu-Topper RM**

**Question No:18**

**(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

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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**

**Question No:19**

**(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:20**

**(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:21**

**(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:22**

**(Marks:1)**

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Overloaded assignment operator must be

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

**Question No:23**

**(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:24**

**(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:25**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Bitwise OR
- B. Condition operator
- C. One’s complement operator
- D. Scope resolution operator**

**Question No:26**

**(Marks:1)**

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

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- A. User- defined data types
- B. Built-in data types**
- C. None of the given option
- D. Both built –in and user – defined types

**Question No:27** (Marks:1) **Vu-Topper RM**  
In C++ operators, which of the following operator cannot be overloaded

\_\_\_\_\_.

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

**Question No:28** (Marks:1) **Vu-Topper RM**  
Automatic variable are created on \_\_\_\_\_.

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

**Question No:29** (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

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**Question No:30**

**(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 ++();**
- D. Class –name operator ++(int);

**Question No:31**

**(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:32**

**(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:33**

**(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**

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**Question No:34**

**(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
- C. Non –member function of class**
- D. Both member and non-member function

**Question No:35**

**(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:36**

**(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:37**

**(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**

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**Question No:38**

**(Marks:1)**

**Vu-Topper RM**

**Question No:39**

**(Marks:1)**

**Vu-Topper RM**

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

```
int n = 10;
```

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

A. base 2

**B. base 8**

C. base 10

D. decimal number system

**Question No:40**

**(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:41**

**(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:42**

**(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&)

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D. Reference of ostream class(ostream&)

**Question No:43**

**(Marks:1)**

**Vu-Topper RM**

Static data members of a class can be \_\_\_\_\_.

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

**Question No:44**

**(Marks:1)**

**Vu-Topper RM**

**Question No:45**

**(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:46**

**(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:47**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Static

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**B. Public**

C. Private

D. Protected

**Question No:48**

**(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**

**Question No:49**

**(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:50**

**(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:51**

**(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

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Question No:52

(Marks:1)

Vu-Topper RM

Question No:53

(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:54

(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**

Question No:55

(Marks:1)

Vu-Topper RM

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

**Manipulators**

Question No:56

(Marks:1)

Vu-Topper RM

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

**False**

True

Question No:57

(Marks:1)

Vu-Topper RM

A variable which is defined inside a function is called

**Automatic variable**

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Question No:58

(Marks:1)

Vu-Topper RM

Question No:59

(Marks:1)

Vu-Topper RM

\_\_\_\_\_ variables are defined in the main.

**Local**

Question No:60

(Marks:1)

Vu-Topper RM

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

**True**

False

Question No:61

(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**

Question No:62

(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:63

(Marks:1)

Vu-Topper RM

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

**Keyboard**

Question No:64

(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:65**

**(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: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**

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

**True**

False

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