Quiz No 2 will be opened from
15th February,2022 to 17th February, 2022.
Syllabus of Quiz No 2 is from Lecture 23 to 33.
ORANGE MONKEY TEAM

1. **What will be the output of the given code? #include<iostream> using namespace std; #define MAX (A, B)((A)>(B)) int main () { int I, x, y; x=23; y=45; I = MAX(x++, y++); Side effect; ?? larger value incremented twice cout << x =<<x<< y=<<\n}**

   X= 24, y=46

2. **if (day == daysOfMonth (*this)) { // this is the last day of the month // process accordingly }**

   In the above condition, we have checked that day is equal to the number of days in the month or not. If the condition returns true it means loop will make its _____ iteration with _____ day of the month.

   Last, Last

3. **Default constructor generated by _____ does _____ for us.**

   Compiler initialization…..confirm from net

4. **Friend function are used in cases where one class is_____to another class**

   Independent

5. **For casting, we normally declare a pointer of type_____.**

   We are going to use…….confirm

6. **Constructor is special type of function**

   Which has no return type…..confirm from net

7. **Class can be defined as**

   A class includes both objects and structures

8. **The object code of our program is combined with the_____.**

   Object code of the library function….confirm

9. **I+=2 is equivalent to_____.**

   I= i+2….confirm

10. **For accessing data members we use_____operator.**

(Dot.)….confirm

11. The_____is called automatically when an object destroys
destructor

12. The function overloading requires_____.
The argument list to be the same….confirm

13. With user data type variables (objects) self assignment can produce
Logical error……confirm from net

14. Constructor is a special type of function
Which has no return type……confirm from net

15. Look at the statement given below int & a; and tell what will happen
Compiler will generate an error: a declared as reference but not initialized….confirm from net

16. Macros are categorized into_____type(s)
Two…..confrim

17. If the memory in the free store is not sufficient_____.
Malloc function returns NULL pointer…confirm from net

18. A reference cannot be Null it has to point a data type
True…..confirm

19. The friend function of a class can have access _____.
To the private data members….confirm

20. #define CIRCUMFERENCE(X) (2*PI*R) is a.
Definition of a macro…..confirm from net

21. Which of the following is unary operator
i--, i++, ++i…..all options…confirm

22. For overloading a void type pointer ptr into integer type, the correct syntax is
(int*)ptr……confirm

23. Ternary operator is shown as_____.
?;

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

25. Getche() is a__ function and defined in_____header file.
Built in function, conio.h……confirm from net

26. Core must be taken about the correct_____ of operator while overloading.
Both semantic and complexity

27. Which function is used to delete the allocated memory space?
Free()……confirm from net

28. Friend functions are_____.
Private……confirm

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

Arithmetic operators can be overloaded only

30. **Once we have defined a symbolic constant value using #define, that value _____ during program execution.**
    Cannot be changed……confirm from net

31. **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

32. **The concept of_____allows us to separate the interface from the implementation of the class.**
    Encapsulation…….confirm

33. **In overloading the assignment (=) operator, which object will be passed as an argument(s) in the operator function?**
    Left object of the assignment operator

34. **In overloading the assignment (=) operator, which object(s) will call operator function?**
    Left object of the assignment……confirm from net

35. **Class can be defined as:**
    A class includes both data members as well as functions to manipulate that data

36. **Constructor has_____.**
    The same name as of class…….confirm

37. **We can_____pointer**
    Reassign, decrement, increment…….All options correct

38. **The constructor contains_____.**
    No return type

39. **_____will return the number of bytes reserved for a variable or data type**

    Sizeof operator…….confirm from net

40. **In C++ the region of available memory is called_____.**
    Free store

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

Assignment (=) operator….confirm from net

42. **Functions declared with the_____specifier in a class member list are called friend functions of that class.**

    friend

43. **Public or private keywords can be _____**

    written multiple times in the class or structure declaration

44. **The friend keyword provides access_____.**
    in one direction only

    References cannot be uninitialized. Because it is impossible to _____

    reinitialize a reference

45. **new operator can be used for_____.**

    integer , float, char and double data types……confirm

10. **The destructor is used to_____.**

    deallocate memory

43. **Reference is not really an address it is_____.**

    a synonym

44. **If we want to allocate memory to an array of 5 integers dynamically, the syntax will be_____.**
    int *iptr ; iptr = new int[5] ;

45. **Memory allocated from heap or free store_____.**

    cannot be returned back unless freed explicitly using free and delete operators

46. **Operator overloading is to allow the same operator to be bound to more than one implementation, depending on the types of the_____.**
    Operands
47. **The operator to free the allocated memory using new operator is_____.**
    delete

48. Public or private keywords can be_____.

written multiple times in the class or structure declaration …….confirm from net

49. A class can be declared as a_____of other class

Friend class…..confirm

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

?;

51. We can_____references.

None of the given options…..confirm from net

52. Being a concise language, C needs something for its_____.

Enhancement…..confirm

53. The compiler gets the modified _____

source code file…..confirm

54. When we write_____this somefile is ordinary text file of C code.

#include….confirm

55. The line where we write the_____statement is replaced by the text of that file.

#include…..confirm

56. All of the preprocessor directives start with_____.

 # sign……confirm

57. There are_____ways to use #include.

Two……confirm

58. **'h' stands for _____**

header files…..confirm

59. We can include files anywhere in the code but it needs to be_____and at the _____.

Logical, proper position…….confirm

60. The_____of function must be declared before its usage

Prototype…..confirm

61. The_____of compilation will be successful.

first parse…..confirm

62. After the_____of the compiler, it converts the source code into object code

First phase…..confirm

63. _____is machine code but is not re-locateable executable.

Object code……confirm

64. The_____of our program is combined with the object code of the library functions.

object code……confirm

65. The_____performs this task while the compiler includes the name and arguments.

Linker…..confirm

66. For checking the_____of the functions, the compiler needs to know the definition of the function or at least the prototype of the function.

Validity…….confirm

67. The preprocessor will search for the file "myHeaderFile.h" in the current working directory. It will be written as

#include "myHeaderFile.h……confirm

68. _____is a universal constant and has a value of_____.

Pi, 3.1415926…….confirm

69. Be sure that the value of_____can not be changed.

Pi……confirm

70. All the preprocessor directives start with the sharp sign.

(#)…….confirm

71. Macros are classified into_____categories.

Two……confirm

72. The first type of macros can be written using_____.

#define…….confirm

73. The second type of macros takes arguments. It is also called a_____.

parameterized macros…….confirm

74. Being a_____, it does not require any semicolon at the end.

non-C code…..confirm

75. The_____will be replaced by the actual macro definition including the entire parenthesis in the code before compilation.

CIRCLEAREA…..... confirm

76. A symbol cannot be redefined without_____it first.

Undefining… ....confirm

77. The_____directives help in debugging the program

Conditional compilation……confirm

78. _____variable names starting with underscore.

Do not declare……confirm

79. Always use_____while defining macros that takes arguments.

Parenthesis……confirm

80. So an ordinary_____is actually a C code.

English poem .....confirm

81. Earlier, whenever we declared arrays, the size of the arrays was_____.

Predefined..... confirm

82. It is better to compare both the_____and_____allocation methods to understand the benefits of the usage of dynamic memory allocation.

Static , dynamic.....confirm

83. Static allocation is also called _____

Compile time allocation..... confirm

84. A pointer ptr of type void is declared as under

void *ptr ;… confirm

85. The syntax of the calloc function is as follows.

void *calloc (size_t n, size_t el_size)……confirm

86. The_____function takes one argument i.e. the number of bytes to be allocated

Malloc……confirm

87. The syntax of the malloc function is as follows

void * malloc (size_t size) ; .....confirm

88. #undef is used for

Making a symbol undefined…..confirm

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

True

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

Class-name operator ++()…..confirm

91. A class is a user defined data type it takes_____.

No space in memory unless we create an object from it..... confirm

92. The heap memory structure_____.

Constantly changes in size..... confirm

93. Which of the following permits function overloading in C++

Both type and arguments……confirm from net

94. The data members of the class are initialized_____.

At runtime…..confirm

95. _____operators are the ones that require two operands on both sides of the operator.

Binary……confirm

96. _____operators are the ones that require only one operator to work to the left of the operand

Unary…..... confirm

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

#include <iostream>……confirm from net

98. Functions declared with the_____specifier in a class member list are called friend functions of that class

Friend

99. Default constructor takes_____.

No parameters… confirm

100. The members of a class declared without any keyword are_____by default

Private .....confirm from net

101. In a class we can have_____constructor(s).

Many… confirm

102. _____for parameters is also done for inline functions.

Automatic type checking… .confirm

103. An address is a_____, while a pointer is a_____.

Constant, Variable …… confirm from net

104. The compiler generates_____automatically

Constructors

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

Two….confirm from net

106. Date+=1 is equivalent to_____.

Date + 1 ……confirm

107. Windows operating system may itself takes memory from_____.

Heap….confirm from net

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

Strcat (s1, s2)

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

Inline function……confirm from net

110. 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_____.

It has to declare, class C as a friend….confirm

111. Separate the interface and_____.

Implementation…..confirm

112. Constructor has the same name as of_____.

Class…..confirm

113. Initializing the data members in the definition of the class is a_____.

Syntax error…..confirm

114. The new operator automatically determines the size of memory required to store that object, so it does not need_____.

Sizeof operator…..confirm

115. Object code is machine code but it is not_____and_____.

Relocateable, executable…….confirm

116. While using_____operator we do not need to supply number of bytes allocated

New……confirm

117. The operator to free the allocated memory using_____operator is _____. So whenever we use new to allocate memory.

New, delete…..confirm

118. The_____operator frees the allocated memory that is returned back to free store for usage ahead.

Delete……confirm

119. The memory allocation functions return a chunk of memory with a pointer of type__.

Void……confirm

120. The syntax of declaration of a function that returns the reference to an integer is_____.

Int & myfunc();……confirm

121. For console input and output we use_____.

Conia.h header file…..confirm

122. A pointer is_____.

A variable for storing address…….confirm

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

No

124. A friend function of a class is a function defined_____.

Outside that class and that has the right access protected members of the class only

125. The reference data types are used as_____variables without any _____ operator

Ordinary , deference……confirm

126. Operator overloading is to allow the same operator to be_____to more than one implementation, depending on the types of the operands.

Bound…….confirm

127. The concept of friend function negates the concept of_____.

Encapsulation……confirm

128. Overloaded assignment operator must be

Member function of class

129. Header files provide_____so the program running on one operating system can run without an error on the other system.

Portability……confirm

130. Once an object is declared as a friend_____.

It has access to all non-public members as if they were public….confirm from net

131. If text is a pointer of type string then what will be the functionality of following statement?

Creates array of 5 objects dynamically

132. A_____function of a class is defined outside that class scope, but it can access all private and protected members of the class.

Friend

133. For binary member operators operands on the_____drives (calls) the operation

Left

134. A class is a user defined data type it takes_____.

No space in memory unless we create an object from it

135. We cannot increment_____.

Reference…….confirm from net

136. To prevent dangling reference the functions returning reference should be used with_____.

Static and global variables…..confirm from net

137. free function is available in_____header file.

Stdlib.h

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

True……confirm

139. The dynamic memory allocation uses_____whereas static memory allocation uses_____.

Heap, stack….confirm from net

140. C++ offers_____levels of data access control inside a class

Three

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

Public…..confirm

142. _____is a special type of pointer we have to cost it before we use it.

Void

143. Encapsulation means_____.

That the data of a class cannot be accessed from outside……confirm

144. The friend keyword provides access_____.

In one direction only .....confirm

145. Reference variables must_____.

Be initialized after they are declared……confirm

146. Reference is not really an address it is_____.

A synonym……confirm from net

147. C++ was developed by _____

Bjarne Stroustrup……confirm

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

Delete []string;

149. 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 in the above situation the area where we will gather the number is called.

Buffer…..confirm

150. Consider the following code, the printed value will be converted into

```
int n = 10;

cout<<oct<<n;
```

base 8

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

False…..confirm

152. When new operator is overloaded at global level then corresponding built-in new operator will not be visible to whole of the program.

True….confirm

153. To avoid dangling reference, don't return_____.

The reference of a local variable from the function…….confirm

154. Reference is a thing by which we can create_____of any data type

Synonym……confirm from net

155. Reference cannot be uninitialized. Because it is impossible to_____.

Reinitialize a reference……confirm from net

156. _____must be included to use stream manipulator in your code

Iostream

157. 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))));

158. What is meant by the following statement? String str[5] = {string("Programming"), string("CS201")};

Parameterized constructor will call for first 2 objects and default constructor for remaining objects…….confirm from net

159. Overloaded member operator function is always called by _____.

Compiler…….confirm from net

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

Private……confirm

161. The operator to free the allocated memory using new operator is _____.

delete……confirm

162. Bugs can occur due to_____.

Uninitialized data…..confirm

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

Compiler does member wise assignment ..... confirm from net

164. In functions, that returns reference use_____.

Global or static variables

165. Look at the program code and identify the error. #include<iostream> using namespace std; #define PI 3.1415926; main() { int radius =5; cout<< "Area of circle with radius"<< radius<< ' =' <<PI * radius * radius;}

Error exist in line number 2. Semi colon is not allowed with define directive

166. Destructor_____.

Cannot be overloaded and have no return type……confirm

167.

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

Private…..confirm

168. If the request of new operator is not fulfilled due to insufficient memory in the heap_____.

The operator returns 0…….confirm

169. Symbolic constant PI can be defined as;

#define PI 3.14…….confirm from net

170. Data+=1 is equivalent to_____.

Date+1…….confirm

171. _____operators are the ones that require only one operator to work.

Unary……confirm

172. If B is designated as friend of A, B can access A's non-public members.

A can access non-public members of B……confirm

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

Operands…..confirm

174. What will be the output of the following c++ code?

```
#include<iostream.h>
#define max 100
Main()
```

{

#ifdef max

cout<< "Hellow";

}

Error……confirm from net

175. While using_____operator we do not need to supply number of bytes allocated.

New

176. The_____data type always represents an empty set of values in C++.

Void……confirm

CS201 For final term

UPDATED QUIZ 2 2021

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1. **To avoid dangling reference don't return**

   The reference of a local variable from the function……confirm

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

   Class name operator ++()….confirm from net

3. **Reference is a thing by which we can create_____of any data type**

   Synonym…..confirm

4. **Reference cannot be uninitialized because it is impossible to_____.**

   Initialize a Null pointer…..confirm

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

   Int & myfunc()……confirm

6. **Friend function declaration can go_____the class**

   Anywhere in……confirm

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

   Static and global variables .....confirm

8. **The only operator that the compiler overloads for user define data type be default in**

   Arrangement (=) operator..... confirm from net

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

Object of member function…….confirm

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

New operators cannot be defined through operator overloading

11. The return type of the overloading new operator must be?

Void*….confirm from net

12. For binary member operators, operands on the_____derives (calls) the operation.

Left…….confirm

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

Strcat(s1,s2)

14. A friend function of a class is a function defined_____.

Outside that class and that has the right to access all members of the class

15. Care must be taken about the correct_____of operator while overloading.

Both Semantic and Complexity……confirm from net

16. We can_____reference.

None of the given….confirm

17. 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…..confirm from net

18. Look at the statement given below
Int & a; and tell what will happen?

Compiler will generate an error 'a' declared as reference but not initialized……confirm

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

Int & myfunc();….confirm

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

Delete []string;….confirm from net

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

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

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

23. Once an object is declared as a friend _____

It has access to all non-public members as if they were public….confirm from net

24. Reference is a thing by which we can create_____of any data type.

alias or synonym…both……confirm

25. A_____function of a class is defined outside that class scope. But it can access all private and protected members of the class.

Firend…..confirm

26. Once the_____are created they exist for the life time of the program

Static variables…..confirm

27. A class can be declared as a_____of other class.

Friend….confirm

28. Reference variables must_____.

Be initialized after they are declared….confirm from net

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

True

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

Operands…….confirm

31. The friend keyword provides access_____.

In one direction only……confirm

32. The friend functions are_____.

Not member of a class….confirm

33. Ternary operator is shown as_____.

?;……confirm

34. Reference is not really an address it is_____.

A synonym

35. In C++ operators, which of the following operator cannot be overloaded_____.

?;…..confrim

36. Overloaded assignment operator must be

Member function of class

37. An address is a_____, while a pointer is a_____.

Variable, constant…confirm from net

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

False….confirm

39. When new or delete operator is overloaded at global level then corresponding built-in new or delete operator will not be visible to whole of the program.

True….confirm

40. 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….confirmF

41. i+=2 is equivalent to_____.

i= i + 2;

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

True….confirm from net

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

True…confirm from net

44. In overloading the assignment (=) operator, which object will be passed as an arguments in the operator function?

Left object of the assignment operator

45. Friend functions are _____

Private

46. We can_____pointer.

Decrement increment reassign…all options…… confirm

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

Dangling reference……confirm

48. The reference data types are used as_____ variables without any _____ operator.

Ordinary , deference…….confirm

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

Do not delete any object

50. If B is designated as friend of A, B can access A's non-public members

A cannot access B….confirm from net

51. What is the sequence of event(s) when deallocating memory of an object using delete operator?

Memory is dealloacted first before calling destructor…confirm from net

52. _____operators are the ones that require two operands on both sides of the operator.

Binary…..confirm

53. Int & I; it means that i is a_____to an integer.

Reference…..confirm

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

Can be any data type….confirm from net

55. The concept of_____allows us to separate the interface from the implementation of the class.

Encapsulation….confirm

56. With user data type variables (objects) self assignment can produce

Logical error….confirm

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

Compiler does member wise assignment..confirm from net

58. Which of the following is unary operator?

+i, i++, ==I …all options…..confirm

59. Reference is not really an address it is_____.

A synonym

60. What is meant by the following statement?
String str[5] = {String("Programming''), String("CS201")};

Parameterized constructor will be called for all objects of array

61. When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are.

Two…confirm

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

Independent

63. The difference between pointers and references is that _____

We can do arithmetic with pointers….confirm

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

One……confirm

65. *This is a pointer that always points to

Current pointer of the class

Question # 1:-

Care must be taken about the correct_____of operator while overloading. (Choose the most appropriate).

1. Semantic
2. Complexity
3. Both Semantic and Complexity
4. None of the given options

Question # 2:-

In functions, that returns reference use_____.

1. global or local variables
2. global or static variables
3. ordinary variables

Question # 3:-

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

1. Left object of the assignment operator
2. Right object of the assignment operator
3. Both objects will call the operator function
4. No object will call the operator function

Question # 4:-

Friend functions are_____.

1. Unidirectional **(not confirm)**
2. bidirectional
3. like inline functions
4. private

Question # 5:-

We cannot increment_____.

1. pointers
2. arrays
3. references
4. Vaiables

Question # 6:-

A pointer is_____.

1. the address of a variable
2. an indication of the variable to be accessed next.
3. the data type of an address variable

Question # 7:-

Overloaded assignment operator must be

1. Member function of class
2. Non-member function of class **(not confirm)**
3. Friend function of class
4. Global function

Question # 8:-

The concept of friend function negates the concept of_____.

1. inheritance
2. polymorphism
3. persistence
4. encapsulation

Question # 9:-

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, _____

1. it has to declare, class C as a friend
2. it has to declare, class B as a friend
3. it has to declare , class A as a friend
4. it has to declare, class B and class A as friend classes

Question # 10:-

The difference between pointers and references is that_____.

1. we cannot do arithmetic with pointers

2. we can do arithmetic with pointers
3. we cannot reassign pointers
4. we can assign references

Question # 11:-

A reference cannot be_____.

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

Question # 12:-

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

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

Question # 13:-

The reference data types are used as_____variables without any_____operator

1. ordinary , deference
2. global , dot
3. static , deference
4. local , &

Question # 14:-

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

1. int & myfunc() ;
2. int myfunc();
3. int myfunc() &;
4. integer & myfunc();

Question # 15:-

References cannot be uninitialized. Because it is impossible to

_____

1. reinitialize a pointer
2. reinitialize a reference
3. initialize a NULL pointer

cast a pointer

If we write a statement like s2 = s1;**___will be the calling object and____will be passed to the = operator as an argument.**

- **s1, s1**
- **s1, s2**
- **s2, s1**
- **s2, s2**

If we write a statement like *s2 = s1*; *s2* **will be the calling object and** *s1* **will be passed to the = operator as an argument. P# 397**

www.vuzs.info

what will be out put of cout <<setfill('0')<<setw(7)<<128;

Overloaded new operator function takes parameter of type *size_t* and returns

- **void (nothing)**

- ► **void pointer**
- ► **object pointer**
- ► **int pointer**

Also note that the *new* operator returns a *void* pointer. Any *new* operator we write must have this parameter and return type.

Which of the following is the correct way to declare a variable x of integer type?

- ► **x int ;**
- ► **integer x ;**
- ► **int x;**
- ► **x integer**

Reserve words cannot be used as a variable name.

- ► **True**
- ► **False**

There are few data types in C language. These data types are reserved words of C language. The reserve words can not be used as a variable manes. P# 17

A template function must have at least---------- generic data type

- ► **Zero**
- ► **One**
- ► **Two**
- ► **Three**

The function arguments must contain at least one generic data type. P# 499

Template functions can also be overloaded

- ► **True**
- ► **False**

We can write overloaded template functions as long as there is use of different number or type of arguments.. P # 503

We can not make a member function of a class as template function.

- ► **True**
- ► **False not sure**

When break statement is encountered in switch statement, it

- ► **Stops the entire program**
- ► **Stops the execution of current statement**
- ► **Exits from switch statement**
- ► **None of the given options**

We can also define a variable of user define data type (object) as static.

- True
- False

The declarator of Plus (+) member operator function is

- Class-Name operator + (Class-Name rhs)
- operator Class-Name + ( )
- operator Class-Name + (rhs)
- Class-Name operator + ( )

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

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

What will be the range of numbers generated by function rand () % 9?

- 0 to 9
- 1 to 9
- 0 to 8
- 1 to 8

When 6 divides any number, the remainder will always be less than 6. Ther result will be between therefore we will add 1. 1 + rand ( ) % 6;

Which of the following is the correct function call having array named *student* of 10 elements as a parameter.

- addRecord(student[]) ;
- addRecord(student) ;
- addRecord(student[10]) ;
- addRecord(*student) ;

when we pass array we don't give limit of array

Example:

Pass array to function

```
#include
  #include
  void read(int *,int);
  void dis(int *,int);

  void main()
  {
   int a[5],b[5],c[5],i;

   printf("Enter the elements of first list \n");
   read(a,5);
   printf("The elements of first list are \n");
   dis(a,5);
  }

  void read(int c[],int i)
  {
   int j;
   for(j=0;j      scanf("%d",&c[j]);
   fflush(stdin);
  }

  void dis(int d[],int i)
  {
   int j;
   for(j=0;j     printf("%d ",d[j]);
   printf("\n");
  }
```


Declaring structures does not mean that memory is allocated.
Example:

- ► True
- ► False

structures do not occupy any memory until it is associated with the structure variable

Identifier is a name that can be given to variables, labels and functions.

- ► True
- ► False

An 'Identifier' means any name that the user creates in his/her program. These names can be of variables, functions and labels

If a class A declares itself a friend of class B and a class B declares itself a friend of class C then

- ► Class A is also a friend of class C.
- ► Class B is also a friend of class A.
- ► Class A is also a friend of class C if A declares C as its friend.
- ► Class A is also a friend of class C if C declares A as its friend.

If we want a two-way relationship, OtherClass will have to declare ClassOne as a friend class, resulting in a complete two-way relationship

Which of the following statement is best regarding declaration of friend function?

- Friend function must be declared after public keyword.
- Friend function must be declared after private keyword.
- Friend function must be declared at the top within class definition.
- It can be declared anywhere in class as these are not affected by the public and private keywords.

Friend is a very strong statement. It is too strong to be affected by public or private we can put it anywhere in the class

A pointer is a special type of variable that contain _____

- Memory Address
- Data values
- Both Values and Memory
- None of given of options

Pointer is a special type of variable that contains a memory address.

When memory for a program is allocated at run time then it is called _____

- static memory allocation
- dynamic memory allocation
- stack memory allocation
- virtual memory allocation

When we create an object of the class at run time, it will allocate memory according to our requirement. So there is no waste of memory and the situations in which we want to store large data in small memory or vice versa are prevented. So we do dynamic memory allocation inside these classes.

What purpose do classes serve?

- Data encapsulation
- Providing a convenient way of modeling real-world objects
- Simplifying code reuse
- All of the given options

Which of the following function cannot be overloaded?

- Member functions
- Utility functions
- Constructor

► Destructor

The destructors can be summarized as The destructors cannot be overloaded. The destructors take no arguments. The destructors don't return a value

The following prototype of unary operator function indicates that it is_____.
Date operator++(int)

► Member functions of post increment operator
► Member functions of pre increment operator
► Non-member functions of post increment operator
► Non-member functions of pre increment operator

Overloading Unary Operators

```
//Preincrement operator overloaded as a member function.
Date Date::operator++()
{
  helpIncrement();
  return *this; // value return; not a reference return
}

// Postincrement operator overloaded as a member function.
// Note that the dummy integer parameter does not have a
// parameter name.
Date Date::operator++(int)
{
  Date temp = *this;
  helpIncrement();

  //return non-incremented, saved, temporary object
  return temp;  // value return; not a reference return
} // This paper was solved by vuzs Team and meant for hosting
at vuzs otherwise its stolen contents
```

Static variable which is defined in a function is initialized_____.

► Only once during its life time
► Every time the function call
► Compile time of the program
► None of the above

Once the static variables are created, they exist for the life of the program. They do not die.

In the member initialize list, the data members are initialized,

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

If we do not indent the code properly it will _____

- ► Be a syntax error
- ► Be a logical error
- ► Not be an error at all
- ► None of the given options

we Indent the code for better readability and understanding

Truth tables are used for analyzing_____.

- ► logical expressions
- ► arithmetic expressions
- ► both logical and arithmetic expressions
- ► none of the given options.

The truth tables are very important. These are still a tool available for analyzing logical expressions.

Static memory allocation is also known as _____

- ► Dynamic allocation
- ► Compile time allocation
- ► Run time allocation
- ► None of the given options

This type of memory static allocation. It is also known as compile time allocation.

Question No: 1 (Marks: 1) - Please choose one
When we define an array of objects then,
· Destructor will call once for whole array
· **Destructor will call for each object of the array**
· Destructor will never call
· Depends on the size of array

Question No: 2 (Marks: 1) - Please choose one
We can also create an array of user define data type
· **True**
· False

Question No: 3 (Marks: 1) - Please choose one
What is the sequence of event(s) when allocating memory using new operator?
· Only block of memory is allocated for objects
· Only constructor is called for objects
· **Memory is allocated first before calling constructor**
· Constructor is called first before allocating memory
If a single object is allocated, *operator new* is called to allocate memory, and then the constructor is called to initialize the object.

· If an array of objects is allocated, *operator new[]* is called to allocate memory for the whole array, and then the constructor is called for each element of the array.
· When a single object is deleted, the destructor for the object is called first, and then *operator delete* is called to free the memory occupied by the object.
· When an array of objects is deleted, the destructor for each element of the array object is called first, and then *operator delete[]* is called to free the memory occupied by the array.
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Question No: 4 (Marks: 1) - Please choose one

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

· **True**
· False

Although, this is good to deallocate an array of objects without specifying array operator ([]) as there is no dynamic memory allocation occurring from inside the Date class. But this is a bad practice.

Question No: 5 (Marks: 1) - Please choose one

The declarator of Plus (+) member operator function is

· **Class-Name operator + (Class-Name rhs)**
· Operator Class-Name + ( )
· Operator Class-Name + (rhs)
· Class-Name operator + ( )

Page 371,373 example are here
Complex operator + (Complex &);
Complex operator + (parameter-list);
The syntax of the prototype of the overloaded operator function is:
return-type operator operator-symbol (parameter-list);
operator is the keyword here. An example of this will be as follows:
Complex operator + (Complex &);

Question No: 6 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators

· True (not sure)
· False

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Question No: 7 (Marks: 1) - Please choose one

Which of the following is correct way to initialize a variable x of int type with value 10?

· int x ; x = 10 ;
· int x = 10 ;
· int x, x = 10;
· **x = 10 ;**

variable already created in question only it is asking for initialization.

Question No: 8 (Marks: 1) - Please choose one

Default mechanism of function calling in case of array is_____and in case of variable is _____

· Call by value, call by reference
· Call by referene, call by reference
· **Call by reference, call by value**
· Call by value, call by value

Question No: 9 (Marks: 1) - Please choose one

What does STL stand for?

· Source template library
· **Standard template library**
· Stream template library
· Standard temporary library

STL stands for Standard Template Library

Question No: 10 (Marks: 1) - Please choose one

Skill(s) that is/are needed by programmers _____

· Paying attention to detail
· Think about the reusability
· Think about user interface

· **All of the given options**

Programming is an important activity as people life and living depends on the programs one make. Hence while programming one should

o Paying attention to detail
o Think about the reusability.
o Think about user interface
o Understand the fact the computers are stupid
o Comment the code liberally

Question No: 11 (Marks: 1) - Please choose one

For which array, the size of the array should be one more than the number of elements in an array?

· int
· double
· float
· **char**

Question No: 12 (Marks: 1) - Please choose one

new and delete are_____whereas malloc and free are _____

· Functions, operators
· Classes, operators
· **Operators, functions**
· Operators, classes

new and delete are operators in c++

C functions like **malloc()** and **free()** functions can also be used from within C++ code

Question No: 13 (Marks: 1) - Please choose one

The prototype of friend functions must be written_____the class and its definition must be written _____

· inside, inside the class
· **inside, outside the class**
· outside, inside the class
· outside, outside the class

Question No: 14 (Marks: 1) - Please choose one

Friend function of a class are_____of a class.

· **Non-member functions** **not sure**
· Friend functions
· Any function outside class
· None of the given options

Question No: 15 (Marks: 1) - Please choose one

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

obj3 = obj1 + obj2 ;

· **obj2 will be passed as an argument to + operator whereas obj2 will drive the + operator**
· obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
· Both objects (obj1, obj2) will be passed as arguments to the + operator
· Any of the objects (obj1, obj2) can drive the + operator

c3 = c1 + c2 ; In the above statement (c3 = c1 + c2;), c1 is the object that is calling or driving the **+** operator. **c2** object is being passed as an argument to the **+** operator. So c1 and c2 objects are added by the **+** operator and resultant

Question No: 16 (Marks: 1) - Please choose one

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

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

Overloading Unary Operators

```
// Preincrement operator overloaded as a member function.
Date Date::operator++()
{
  helpIncrement();
  return *this; // value return; not a reference return
}

// Postincrement operator overloaded as a member function.
// Note that the dummy integer parameter does not have a
// parameter name.
Date Date::operator++(int)
{
  Date temp = *this;
  helpIncrement();

  // return non-incremented, saved, temporary object
  return temp; // value return; not a reference return
}
```

Question No: 17 **(Marks: 1) - Please choose one**

For cin, the source is normally a_____and destination can be _____

· File, native data type
· Disk, user-define type
· **Keyboard, variable**
· File, user-define type

For cin, the source is normally keyboard and the destination can be an ordinary variable i.e. native-data type variable. It could be some area of memory or our own data type, i.e. object for which we h

Question No: 18 **(Marks: 1) - Please choose one**

We can do condition compilation with pre processor directives.

· **True**
· False

All the preprocessor directives start with the sharp sign (#). We can also do conditional compilation with it.

Question No: 19 **(Marks: 1) - Please choose one**

The programs, in which we allocate static memory, run essentially on _____

· Heap
· System Cache
· None of the given options
· **Stack**

The programs, in which we allocate static memory, run essentially on stack

Question No: 20 **(Marks: 1) - Please choose one**

A template function must have at least---------- or more arguments

· Zero
· **One**
· Two
· Three

The function arguments must contain at least one generic data type. Normal function declaration is: return_type function_name(argument_list)

Question No: 21 **(Marks: 1) - Please choose one**

The default value of a parameter can be provided inside the _____

· function prototype
· function definition
· **both function prototype or function definition**
· none of the given options

The default value of a parameter is provided inside the function prototype or function definition.

Question No: 22 **(Marks: 1) - Please choose one**

While calling function, the arguments are assigned to the parameters from _____

· **left to right**
· right to left

· no specific order is followed
· none of the given options

While calling function, the arguments are assigned to the parameters from left to right.

Question No: 23 (Marks: 1) - Please choose one
When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are

· Zero
· One
· Two
· N arguments

Operators as member functions
Aside from the operators which must be members, operators may be overloaded as member or non-member functions. The choice of whether or not to overload as a member is up to the programmer. Operators are generally overloaded as members when they:
change the left-hand operand, or
1. require direct access to the non-public parts of an object.
When an operator is defined as a member, the number of explicit parameters is reduced by one, as the calling object is implicitly supplied as an operand. Thus, binary operators take one explicit parameter and unary operators none. In the case of binary operators, the left hand operand is the calling object, and no type coercion will be done upon it.

Question No: 24 (Marks: 1) - Please choose one
new operator allocates memory from free store and return _____
· A pointer
· A reference
· An integer
· A float

Question No: 25 (Marks: 1) - Please choose one
With user-defined data type variables (Objects), self assignment can produce_____

· Syntax error **not sure**
· Logical error
· Link error
· Non of the given options

Question No: 26 (Marks: 1) – Write Simple Program
Assignment operator is used to initialize a newly declared object from existing object
· **True**
· False

Question No: 27 (Marks: 1) – Briefly define/Justify
When an object of a class is defined inside an other class then,
· Constructor of enclosing class will be called first
· Constructor of inner object will be called first
· Constructor and Destructor will be called simultaneously
· None of the given options
• ***A class can contain instances of other classes as its data members.*** • It is a way of reusing the code when we contain objects of our already written classes into a new class.
• The inner data members of the object are constructed and then the object itself.
The order of destruction of an object is reverse to this construction order, where the outer object is destroyed first before the inner data members.
• Initializer list is used to initialize the inner objects at the construction time.
• In C++, we can have structures or classes defined inside classes. Classes defined within other classes are called nested classes.

Question No: 28 (Marks: 1) – Brief answer required
In the member initializer list, the data members are initialized,
· From left to right
· From right to left
· In the order in which they are defined within class
· None of the given options

Question No: 29 (Marks: 1) - Brief answer required

"new" and "delete" keywords are_____in C++ language

· Built-in- Function
· **Operators**
· Memory Allocation Function
· None of the given options

In C/C++ if we define an array of size eight (8) i.e. int Arr [8]; then the last element of this array will be stored at,

► Arr[0]

- Arr[8]
- **Arr[7]**
- Arr[-1]

Question No: 2 (M - 1) .
When an array is passed to a function then default way of passing this array is,

- By data
- **By reference**
- By value
- By data type

Question No: 3 (M - 1) .
Array is a data structure which store

- Memory addresses
- Variables
- Data Type
- **Data**

Question No: 4 (M - 1) .
We can also create an array of user define data type.

- **True**
- False

Question No: 5 (M - 1) .
When we define an array of objects then,

- Destructor will call once for whole array
- **Destructor will call for each object of the array**
- Destructor will never call
- Depends on the size of array

Question No: 6 (M - 1) .
What is the sequence of event(s) when allocating memory using new operator?

- Only block of memory is allocated for objects
- Only constructor is called for objects
- **Memory is allocated first before calling constructor**
- Constructor is called first before allocating memory

Question No: 7 (M - 1) .
We can delete an array of objects without specifying [] brackets if a class is not doing dynamic memory allocation internally.

- **True**
- False

Question No: 8 (M - 1) .
The second parameter of operator functions for are objects of the class for which we are overloading these operators.

- **True**
- False

Question No: 9 (M - 1) .
Which of the following is correct way to initialize a variable x of int type with value 10?

- int x ; x = 10 ;
- int x = 10 ;
- int x, x = 10;
- **x = 10 ;**

Question No: 10 (M - 1) .
Default mechanism of function calling in case of array is_____and in case of variable is___.

- Call by value, call by reference
- Call by referene, call by reference
- **Call by reference, call by value**
- Call by value, call by value

Question No: 11 (M - 1) .
What does STL stand for?

- ► Source template library
- ► **Standard template library**
- ► Stream template library
- ► Standard temporary library

Question No: 12 (M - 1) .
Skill(s) that is/are needed by programmers_____.

- ► Paying attention to detail
- ► Think about the reusability
- ► Think about user interface
- ► **All of the given options**

Question No: 13 (M - 1) .
For which array, the size of the array should be one more than the number of elements in an array?

- ► int
- ► double
- ► float
- ► **char**

Question No: 14 (M - 1) .
new and delete are_____whereas malloc and free are_____.

- ► Functions, operators
- ► Classes, operators
- ► **Operators, functions**
- ► Operators, classes

Question No: 15 (M - 1) .
Friend functions are_____of a class.

- ► Member functions
- ► Public member functions
- ► Private member functions
- ► **Non-member functions**

Question No: 16 (M - 1) .
The prototype of friend functions must be written_____the class and its definition must be written _____

- ► inside, inside the class
- ► **inside, outside the class**
- ► outside, inside the class
- ► outside, outside the class

Question No: 17 (M - 1) .
If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?
obj3 = obj1 + obj2 ;

- ► obj2 will be passed as an argument to + operator whereas obj2 will drive the + operator
- ► **obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator**
- ► Both objects (obj1, obj2) will be passed as arguments to the + operator
- ► Any of the objects (obj1, obj2) can drive the + operator

Question No: 18 (M - 1) .
Which one of the following is the declaration of overloaded pre-increment operator implemented as member function?

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

Question No: 19 (M - 1) .
For cin, the source is normally a_____and destination can be_____.

- ► File, native data type
- ► Disk, user-define type

- ► **Keyboard, variable**
- ► File, user-define type

Question No: 20 (M - 1) .
We can also do conditional compilation with preprocessor directives.

- ► **True**
- ► False

Question No: 21 (M - 1) .
The programs, in which we allocate static memory, run essentially on _____

- ► Heap
- ► System Cache
- ► None of the given options
- ► **Stack**

Question No: 22 (M - 1) .
The default value of a parameter can be provided inside the _____

- ► function prototype
- ► function definition
- ► **both function prototype or function definition**
- ► none of the given options.

Question No: 23 (M - 1) .
While calling function, the arguments are assigned to the parameters from_____.

- ► **left to right.**
- ► right to left
- ► no specific order is followed
- ► none of the given options.

Question No: 24 (M - 1) .
When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are.

- ► Zero
- ► **One**
- ► Two
- ► N arguments

Question No: 25 (M - 1) .
With user-defined data type variables (Objects), self assignment can produce_____.

- ► Syntax error
- ► **Logical error**
- ► Link error
- ► Non of the given options

Question No: 26 (M - 1) .
Assignment operator is used to initialize a newly declared object from existing object.

- ► **True**
- ► False

Question No: 27 (M - 1) .
When an object of a class is defined inside an other class then,

- ► Constructor of enclosing class will be called first
- ► **Constructor of inner object will be called first**
- ► Constructor and Destructor will be called simultaneously
- ► None of the given options

Question No: 28 (M - 1) .
In the member initializer list, the data members are initialized,

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

Question No: 29 (M - 1) .
new operator allocates memory from free store and return_____.

- ► **A pointer**
- ► A reference
- ► An integer
- ► A float

Question No: 30 (M - 1) .
"new" and "delete" keywords are_____in C++ language.

- ► Built-in- Function
- ► **Operators**
- ► Memory Allocation Function
- ► None of the given options

Operator overloading can be performed through_____.

- ► Classes
- ► **Functions**
- ► Operators
- ► Reference

Question No: 2 (M - 1) .
When a value is referred by a normal variable then it is known as,

- ► **Direct Reference**
- ► Indirect Reference
- ► Partial Reference
- ► Proper Reference

When a value is referred by a normal variable is known as direct reference

Question No: 3 (M - 1) .
Which of the following function is used to increase the size of already allocated memory chunk?

- ► malloc
- ► calloc
- ► **realloc**
- ► free

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Question No: 4 (M - 1) .
Which of the following is NOT a preprocessor directive?

- ► #error

► #define
► #line
► #ndefine

list of preprocessors
• #include • #include "filename" • #define • #undef • #ifdef • #ifndef • #if • #else • #elif • #endif • #error • #line • #pragma • #assert

Question No: 5 (M - 1) .
The stream objects **cin** and **cout** are included in which header file?
► iostream.h
► fstream.h
► istream.h
► ostream.h
http://www.vuzs.info/
Question No: 6 (M - 1) .
Overloaded delete operator function takes the same parameter as an argument returned by new operator function.
► True
► False
The same pointer that is returned by the new operator, is passed as an argument to the delete operator. These rules apply to both, if operators (new and delete) are overloaded as member or non-member operators (as global operators).

Question No: 7 (M - 1) .
When an array of object is created dynamically then there is no way to provide parameterized constructors for array of objects.
► True
► False
if we are allocating an array of objects, there is no way to pass arguments to objects' constructors. Therefore it is required that the objects that are stored in such an array have a no-argument constructor.

Question No: 8 (M - 1) .
C is widely known as development language of_____operating system.
► Linux
► Windows
► Unix
► Mac OS
In the start C became widely known as the development language of the UNIX operating system, and the UNIX operating system was written by using this C language. The C language is so powerful that the compiler of C and other various operating systems are written in C.
http://vuzs.ne
Question No: 9 (M - 1) .
Computer can understand only machine language code.
► True
► False
Question No: 10 (M - 1) .
We can not define a function as a friend of a Template class.
► True
► False

Class templates can have friends. A class or class template, function, or function template can be a friend to a template class. Friends can also be specializations of a class template or function template, but not partial specializations.

Question No: 11 (M - 1) .

What will be the value of 'a' and 'b' after executing the following statements?

```
a = 3;
b = a++;
```

- ► 3, 4
- ► 4, 4
- ► 3, 3
- ► **4, 3**

Question No: 12 (M - 1) .

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

```
int addValue (int *a){
int b = (*a) + 2;
return b ;
}
main () {
int x =6 ;
cout << x << ",” ;
cout << addValue(&x) << ",” ;
cout << x ;
}
```


- ► **6,8,6**
- ► 6,6,8
- ► 6,8,8
- ► 6,6,6

Question No: 13 (M - 1) .

_____is used to trace the logic of the program and correct the logical errors.

- ► Compiler
- ► Editor
- ► Linker
- ► **Debugger**

Question No: 14 (M - 1) .

new and delete are_____whereas malloc and free are_____.

- ► Functions, operators
- ► Classes, operators
- ► **Operators, functions**
- ► Operators, classes

Hence, we can call new and delete operators, P# 342

we have allocated a memory space for our use by malloc function. P# 285

Question No: 15 (M - 1) .

Like member functions,_____can also access the private data members of a class.

- ► Non-member functions
- ► **Friend functions**
- ► Any function outside class
- ► None of the given options

Question No: 16 (M - 1) .

Which situation would require the use of a non-member overloaded operator?

- ► The overloaded operator is an Assignment operator.

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► The left most operand is an object of a class.

► **The left operand is built-in data type.**

► The operator returns a reference.

(100% confirmed by Rainbowbright)

Question No: 17 (M - 1) .

The stream insertion and stream extraction operators are already overloaded for_.

► User-defined data types

► **Built-in data types**

► User-defined and built-in data types

► None of the given options

Question No: 18 (M - 1) .

If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI_____.

► can not be replaced

► None of the given options

► **Remain constant.**

► can be changed by some operation

Question No: 19 (M - 1) . vuzs

Assignment operator is ----------associative.

► **right**

► left

► binary

► unary

You can assign values to several variables in a single statement. For example, the following code sets the contents of apples and oranges to the same value:
apples = oranges = 10;
The assignment operator is right associative, so this statement executes by first storing the value 10 in oranges and then storing the value in oranges in apples, so it is effectively
apples = (oranges = 10);

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Question No: 20 (M - 1) .

When ever dynamic memory allocation is made in C/C++, it is freed_____.

► **Explicitly**

► Implicitly

► Both explicitly and implicitly

► None of the given options

(Rainbowbright, vuzs. jul2011)

Question No: 21 (M - 1) .

The appropriate data type to store the number of rows and colums of the matrix is_____.

► float

► **int**

► char

► none of the given options.

Question No: 22 (M - 1) .

Which of the following function do NOT initialize the chunk of memory to all zero?

► calloc() function

► Both malloc() and calloc()

► None of the above

► **malloc() function**

The **malloc** function differs from **calloc** in the way that the space allocated by **malloc** is not initialized and contains any values initially.

Question No: 23 (M - 1) .

The function free() returns back the allocated memory got thorough calloc and malloc to_____.

- ► stack
- ► **heap**
- ► stack and heap
- ► None of the given options

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Question No: 24 (M - 1) .

width() is member function of _____

- ► cin object
- ► cout object
- ► **Both cin and cout object**
- ► None of the given option

Question No: 25 (M - 1) .

Templates are not type safe.

- ► true
- ► **false**

Templates are type-safe. This is because the types that templates act upon are known at compile time, so the compiler can perform type checking before errors occur.

Question No: 26 (M - 1) .

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , _____

- ► Write a separate class to handle each
- ► **Use templates**
- ► Use strings to store all types
- ► None of the given options

1. For binary member operators, operands on the _____ drives (calls) the operation.

Left

2. We cannot increment_____.

references

3. We can_____pointer.

all of the given

4. We can_____references.

None of the given

5. What will be the correct syntax for the following function call?
float add (int &);

add(x);

6. An instance of a class is called_____.

object

7. The_____is called automatically when an object destroys

destructor

8. The destructor is used to_____.

1. deallocate memory

9. _____data isn't accessible by non-member functions or outside classes.

private

10. Member functions of the class_____main program.

1. are accessible from

11. Overloading means :

1. Using the same name to perform multiple tasks or different tasks depending on the situation.

12. The main advantage of function overloading is _____.

1. The program becomes more readable

13. You cannot overload the_____operator.

1. ? :

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

1. efficiency

15. Memory allocated from heap or free store_____.

1. cannot be returned back unless freed explicitly using free and delete operators

16. We cannot use_____pointer for storing and reading data from it.

1. 'NULL

17. The dynamic memory allocation uses_____whereas static memory allocation uses_____.

1. heap , stack

18. What will be the output of the given code?

```
#include #define MAX( A, B ) ((A) > (B) ? (A) : (B))
void main() {
int i, x, y;
x = 23;
y = 45;
i = MAX( x++, y++ );
// Side-effect: // larger value incremented twice
cout<< "x = " << x << " y = " << y << '\n';
}
```

1. x=24 y=47

19. NULL has been defined in_____header file.

1. Stdlib.h

20. Symbolic constant PI can be defined as:

1. #define PI 3.14

21. The friend function of a class can have access _____.

1. to the private data members

22. C++ was developed by_____.

1. BejarneStroustrup

23. Once the_____are created, they exist for the life time of the program.

1. static variables

24. Encapsulation means_____.

1. that the data of a class can be accessed from outside

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

1. variable, constant

26. The syntax of declaration of a function that returns the reference to an integer is_____.

1. int &myfunc();
2. int myfunc();
3. int myfunc() &;
4. integer &myfunc();

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

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

28. The members of a class declared with the keyword struct are_____by default.

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

29. getche() is a_____function and defined in _____header file.

1. user-define function ,conio.h
2. built-in function ,conio.h
3. built-in function, stlib.h
4. built -in function, iostream.h

30. _____operators are the ones that require two operands on both sides of the operator.

1. Double
2. Tow sided
3. Binary
4. None of the given

31. _____will return the number of bytes reserved for a variable or data type.

1. sizeof operator
2. free operator
3. void pointer
4. new operator

32. _____are not available in C language.

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

33. The members of a class declared without any keyword are_____by default.

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

34. For console input and output we use_____.

1. conio.h header file
2. stdlib.h header file
3. process.h header file
4. getch.h header file

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

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

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

1. True
2. False

37. A pointer is_____.

1. the address of a variable
2. an indication of the variable to be accessed next
3. a variable for storing address
4. the data type of an address variable

38. Constructor is a special function, called whenever we _____.

1. create a function
2. instantiate an object of a class
3. destroy an object
4. create a class

39. Symbolic constant PI can be defined as:

1. #define PI 3.14;
2. #define PI 3.14
3. #define PI=3.14
4. # include pi=3.14

40. Object code is machine code but it is not_____and _____.

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

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

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

42. The_____is called automatically when an object destroys.

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

43. Constructor is special type of function :

1. which has no return type
2. which returns NULL pointer
3. which returns zero
4. which returns integer type data

44. _____variables are those that are defined outside of main.

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

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

1. True

2. False

46. When the compiler overload the assignment (=) operator by default then

1. Class members are not assigned properly
2. Compiler does not allow default assignment operator
3. Compiler does member wise assignment.
4. None of the given

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

1. True
2. False

48. Overloaded assignment operator must be

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

49. Let suppose
int a, b, c, d, e;
a = b = c = d = e = 42;
This can be interpreted by the compiler as

1. (a = b = (c = (d = (e = 42))));
2. a = (b = (c = (d = (e = 42))));
3. a = b = (c = (d = (e = 42)));
4. (a = b) = (c = d) = (e = 42);

50. In statement a+b+c, at first

1. a+b is executed first
2. b+c is executed first
3. All executed at the same time
4. None of the given

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

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

52. ostream is a_____operator.

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

53. _____must be included to use stream manipulation in your code.

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

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

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

55. The endl and flush are_____.

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

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

1. Must be an object of same class
2. Must be user-defined data type
3. Must be built-in data type

4. Can be any data type

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

1. Separate copy of this variable is created for each object
2. Only one copy is created for all objects of this class
3. A copy of this variable is created for only static objects
4. None of the given

58. Automatic variables are created on_____.

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

59.
```
cout<<i<< " ";
cout<< d <<" ";
cout<< f;
```

Above statements can be written within statement of one line as:

1. cout<<i<<" "<< d " "<< f << ;
2. cout<<i<<<< d <<<< f <<;
3. cout<<i<<" "<< d <<" "<< f;
4. cout<<i<< " "<< d <<" " f<<;

60. dec, hex, oct are all_____.

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

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

1. 0128128
2. 0000128

3. 1280000
4. 0012800

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

1. delete string;
2. delete []string;
3. delete string[];
4. delete string[5];

63. If we have a program that writes the output data(numbers) to the disc, and if we collect the output data and write it on the disc in one write operation instead of writing the numbers one by one.
In the above situation the area where we will gather the number is called

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

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

1. Must be passed by value
2. Must be passed by reference
3. Can be passed by value or reference
4. Must be object of class

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

1. By reference
2. Function takes no argument
3. By value
4. None of the given

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

1. Plus (+) operator
2. MInus (-) operator
3. Assignment (=) operator
4. Equal (==) operator

67. Consider the following code, the printed value will be converted into:
int n=10;
cout<<oct<<n;

1. Base 8
2. Base 2
3. Base 10
4. Decimal number system

68. _____variables are defined in the main.

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

69. ostream class is_____and not under our control.

1. user-defined
2. built-in
3. both user-defined and built-in
4. None of the given

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

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

71. If B is designated as friend of A, B can access A's non-public members.

1. B cannot access private member of A
2. B cannot access protected member of A
3. A can access non-public members of B
4. A cannot access B

72. If the request of new operator is not fulfilled due to insufficient memory in the heap_____.

1. the new operator returns 2
2. the new operator returns 1
3. the operator returns 0
4. free operator returns nothing

73. We should not use such variable names that are starting with_____because in C++, there are lots of internal constants and symbolic names that start with it.

1. upper case alphabets
2. lower case alphabets
3. double underscore
4. None of the given

74. The friend keyword provides access_____.

1. in one direction only
2. in two directions
3. to all classes
4. to the data members of the friend class only

75. The malloc function takes_____argument(s).

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

76. The constructor contains_____.

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

77. What will be the output of the following c++ code?

```
#include<iostream.h>
#define max 100
main()
{
#ifdef max
Cout<<"Hellow;
}
```

1. Hello
2. "Hellow"
3. Max is 100
4. Error

78. Once we have defined a symbolic constant value using #define, that value_____during program execution

1. can be changed
2. cannot be changed
3. varies
4. becomes zero

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

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

80. A class can be declared as a_____of other class.

1. member
2. member function
3. friend

4. part

81. To avoid dangling reference, don't return_____.

1. the reference of a local variable from the function
2. the reference of a global variable from the function
3. the reference of a static variable from the function
4. the reference of a private data member from the function

82. Constructor is itself a_____of C++ and_____.

1. class, can be overloaded
2. function, cannot be overloaded
3. function, can be overloaded
4. object, can not be initialized

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

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

84. char **argv can be read as_____.

1. pointer to pointer
2. pointer to char
3. pointer to pointer to char
4. None of the given

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

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

86. How many bytes an integer type pointer intPtr will jump in memory if the statement below is executed?
intPtr += 2 ;

1. 2
2. 4
3. 8
4. 12

87. The increment of a pointer depends on its_____.

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

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

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

89. _____is used as a dereferencing operator.

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

90. Transpose of a matrix means that when we interchange rows and columns_____.

1. the first row becomes the Last column
2. the first row becomes the first column
3. the Last row becomes the first column
4. the first column becomes the first row

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

1. superscript
2. script
3. subscript

4. value

92. We can define a matrix as_____array.

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

93. A_____is an array of characters that can store number of character specified.

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

94. Given a two dimensional array of integers, what would be the correct way of assigning the value 6 to the element at third row and fourth column?

1. array[3][4] = 6 ;
2. array[2][4] = 6 ;
3. array[4][3] = 6 ;
4. array[2][3] = 6 ;

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

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

96. Which of the following function call is "call by reference" for the following function prototype?
int add (int *);

1. add(&x);
2. add(int x);
3. add(x);

4. add(*x);

97. Which of the following function call is "call by reference" for the following function prototype?
float add (float *);

1. add(&x);
2. add(float x);
3. add(x);
4. add(*x);

98. Which of the function call is call by value for the following function prototype?
float add(float);

1. add(&x);
2. add(x);
3. add(float x);
4. add(*x);

99. Which of the function call is "call by value" for the following function prototype?
float add(int);

1. add(&x);
2. add(x);
3. add(int x);
4. add(*x);

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

1. char
2. int
3. void
4. double

101. _____will be used for enclosing function statements into a block.

1. " "

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

102. What is the output of the following code if the 2nd case is true

```
switch (var) {
case 'a': cout<<"apple"<<endl;
case 'b':cout<<"banana"<<endl;
case 'm':cout<<"mango"<<endl;
default: cout<<"any fruit"<<endl;
}
```

1. banana
2. banana
   any fruit
3. banana
   mango
   any fruit
4. None of the given

103. When the break statement is encountered in a loop's body, it transfers the control_____from the current loop.

1. Inside
2. Outside
3. To break statement
4. To continue statement

104. What is the output of the following code if the 3rd case is true

```
switch (var) {
case 'a':cout<<"apple"<<endl;
case 'b':cout<<"banana"<<endl;
case 'm':cout<<"mango"<<endl;
default: cout<<"any fruit"<<endl;
}
```

1. mango
2. mango
   any fruit
3. apple
4. None of the given

105. What is the output of the following code, if the first case is true

```
switch (var) {
case 'a':cout<<"apple"<<endl;
case 'b':cout<<"banana"<<endl;
case 'm':cout<<"mango"<<endl;
default: cout<<"any fruit"<<endl;
}
```

1. apple
2. apple
   any fruit
3. apple
   banana
   mango
   any fruit
4. none of above

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

```
for (int i = 2; i<10; i++) {
if ( i == 5) continue;
cout<<i<< "," ;
}
```

1. 2,3,7,8,9
2. 2,3,4,6,7,8,9
3. 2,3,4
4. 4,6,7,8,9

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

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

108. What will be the result of the expression j = i++; if initially j = 0 and i = 5?

1. 0
2. 5
3. 6
4. 4

109. What will be the result of the expression k = ++m; if initially k = 0 and m = 4?

1. 0
2. 5
3. 6
4. 4

110. What will be the result of the expression k = ++m; if initially k = 0 and m = 5?

1. 0
2. 5
3. 6
4. 4

111. How many times the following do-while loop will execute?
int k = 10; do { cout<< "Statements" <<endl; k -= 2; } while(k>0);

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

112. Which of the following loops checks the test condition at the end of the loop?

1. While
2. Do-While
3. For
4. Nested Loop

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

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

114. How many times the following loop will execute? int j = 3; while(j > 0) { cout<< "Statements" <<endl; j -= 2; }

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

115. A_____structure specifies that an action is to be repeated while some condition remains true.

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

116. !(x> 3) means in C++ that

1. x is greater than 3
2. x is less than or equal to 3
3. x is less than 3
4. x is equal to 3

117. When the logical operator && combines two expressions then the result will be true only when the both expressions are_____.

1. Logical
2. Arithmetic
3. true
4. false

118. < and > both are_____operators.

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

119. What will be the value of variable "input" if the initial value of input is 67?

```
if(input >= 50)
input = input + 1;
if(input <= 75)
input = input + 2;
else
input = input - 1;
```

1. 68
2. 69
3. 70
4. 66

120. !(x< 3) means in C++ that

1. x is less than 3
2. x is greater than or equal to 3
3. x is greater than 3
4. x is equal to 3

121. != operator is used to check whether the operand on the left-hand-side is_____to the operand on the right-hand-side.

1. Less than or equal
2. Greater than or equal
3. Not equal

4. Approximately equal to

122. When the if statement consists more than one statement then enclosing these statement in curly braces is,

1. Not required
2. Good programming
3. Relevant
4. Must

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

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

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

1. 10
2. 40.5
3. 42
4. 41

125. Which of the following will be the most appropriate data type to store the value 63.547?

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

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

1. +
2. -
3. /

4. *

127. What will be the value of the variable output in the given piece of code?

```
double output = 0;
output = (2 + 2) * 4 + 2 / (4 - 2);
```

1. 15
2. 17
3. 12
4. 11

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

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

129. In computer systems there are mainly_____type of softwares.

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

130. _____will explain the function of a program.

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

131. if (a>b && a>c) then the condition will be true only if

1. Both a>b and a>c are true
2. a>b is false and a>c is true
3. a>b is true and a>c is false

4. Both a>b and a>c are false

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

1. 1
2. 2
3. 4
4. 8

133. We must include the header file_____to convert the value of one type into another type using built-in functions.

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

134. A function is a block of statements that can be defined once and used_____in the program.

1. One time
2. Two times
3. Three times
4. As many times as user wants

135. Select the correct way to assign the address of first element of array to pointer?

1. int *ptr = &data[1];
2. int *ptr = &data;
3. int *ptr = data;
4. int *ptr = data[0];

136. Consider the following code segment. What will be the output of following code?

```
int addValue (int *a){
int b = (*a) + 2;
return b;
}
```

```
main() {
int x = 6;
cout<<addValue(&x)<<",";
cout<<x;
}
```

1. 6,8,6
2. 6,6,8
3. 6,8,8
4. 6,6,6

137. Here the code is given below. You have to identify the problem in the code.

```
while(i< 10) && (i> 24))
```

1. the logical operator && cannot be used in test condition
2. the while loop is an exit-condition loop
3. the test condition is always true
4. the test condition is always false

138. The correct syntax of do-while loop is_____.

1. (condition) while; do {statements;};
2. {statements;} do-while();
3. while(condition); do {statements;};
4. do {statements;} while (condition);

139. Matrix is defined as_____.

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

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

1. Debugger
2. Editor
3. Program

4. Linker

141. Operating System is a type of a/an_____.

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

142. From the options given, you need to choose the option which is true for the given code.

```
for (int i = 1; i>0; i++) {
/*loop code*/
}
```

1. the logical operator && cannot be used in a test condition
2. the while loop is an exit-condition loop
3. the test condition is always false
4. the test condition is always true

143. Which of the following values are used in C/C++ to represent true and false?

1. 1 and 0
2. 1 and -1
3. 11 and 00
4. any numerical value

144. 'While' loop may execute_____or more times.

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

145. Body of any function is enclosed within_____.

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

4. " "

146. What will be the correct syntax for initialization of a pointer ptr with string "programming"?

1. char ptr = 'programming';
2. char *ptr = "programming";
3. char *ptr = 'programming';
4. *ptr = "programming";

147. Which one of the given option is not a mode for reading/writing the data from a file?

1. in
2. out
3. trunc
4. get

148. Which of the following operators is used to access the value of variable pointed by a pointer?

1. * operator
2. -> operator
3. && operator
4. &operator

149. In case of single dereferencing, the value of the _____is the address of the_____.

1. pointer, variable
2. pointer, constant
3. variable, pointer
4. constant, pointer

150. The remainder (%) operator is a_____operator.

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

151. What will be the output of following code?

```
int x = 10;
cout<<"x="<<x;
```

1. 10
2. "x=10"
3. x=10
4. 10=x

152. The purpose of using cout<< is to_____.

1. Display information on the screen
2. Read the data from keyboard
3. Read the data from a file
4. Write into a file

153. Which of the following data types will be assumed if no data type is specified with constant?

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

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

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

155. While programming, it is good to provide an easy to understand and easy to use interface; this programming skill is called_____.

1. scalability
2. usability
3. reliability
4. sustainability

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

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

157. Which of the following is the correct syntax to access the value of first element of an array using pointer ptr?

1. ptr[0]
2. *(ptr+1)
3. ptr[1]
4. *ptr[0]

158. C is a/an_____language.

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

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

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

160. _____are very good tools for code reuse.

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

161. If any break statement is missed in switch statement then_____.

1. compiler will give error
2. this may cause a logical error
3. no effect on program
4. program stops its execution

162. A 2D array multi[5][10] can be accessed using the array name as **multi, this technique is called_____.

1. Single referencing
2. Single dereferencing
3. Double referencing
4. Double dereferencing

163. In C/C++, the default command line arguments passed to the main function are_____.

1. float argc, char **argv
2. int argc, char **argv
3. int *argc, char *argv
4. int argc, float **argv

164. A record is a group of related_____.

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

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

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

166. NULL character is used to indicate the_____of string.

1. Start
2. End

3. Begin
4. Middle

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

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

168. Which of the following function call is "call by reference" for the following function prototype?

1. func(int &num);
2. func(&num);
3. func(*num);
4. func(num);

169. The loop which is most suitable to be used when the number of iterations is known is called_____.

1. for
2. while
3. do-while
4. all looping processes require that the iterations be known.

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

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

171. In order to get the right most digit of a number, we divide this number by 10 and take_____.

1. Its remainder
2. Its quotient
3. Its divisor
4. The number

172. What is the correct syntax to declare an array of size 10 of int data type?

1. int [10] name;
2. name[10] int;
3. int name[10];
4. int name[];

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

```
char str[] = "programming";
```

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

174. Suppose that an integer type pointer contains a memory address 0x22f230. What will be the new memory address if we increment this pointer by one?

1. 0x22f231
2. 0x22f234
3. 0x22f226
4. 0x22f238

175. Which of the following if missing would result in infinite recursion in case of recursive function?

1. Recursive call
2. Base case
3. Function parameters
4. Local variables

176. Whenever we use a library function or a predefined object or macro, we need to use a_____.

1. source file
2. object file
3. header file
4. exe file

177. Switch statement deals with_____type of data.

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

178. Both compiler and_____are used to translate program into machine language code.

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

179. TWAIN stands for_____.

1. Technology With An Interesting Name
2. Technology Without An Informative Name
3. Technology Without An Interesting Name
4. Technology With An Informative Name

180. The parameter passed to isdigit() function is_____.

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

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

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

182. Structure is a collection of_____under a single name.

1. only functions

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

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

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

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

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

185. We want to access array in random order which of the following approach is better?

1. Pointer
2. Array index
3. Both pointers and array index are better
4. Matrix

186. The_____structure is a multiple-selection construct which makes the code more efficient and easy to read and understand.

1. multiple-if
2. switch
3. if-else
4. else-if

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

1. int
2. float

3. double
4. sum

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

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

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

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

190. Word processor is a type of a/an_____.

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

191. Identify the correct option which is used for calling the function float area (int).

1. area(&num);
2. area(num);
3. area(int num);
4. area(*num);

192. The_____statement allows us to select from multiple choices based on a set of fixed values for a given expression.

1. switch
2. break
3. continue

4. goto

193. C is widely known as development language of _____operating system.

1. Windows
2. Unix
3. Mac OS
4. Linux

194. To convert the value of one type into another type using built-in functions, we include_____header file.

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

195. The keyword_____is used to get some value back from a function.

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

196. The function seekg() takes_____parameter(s).

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

197. The function write() takes_____as parameter(s).

1. String of pointer type
2. String of variable lengths, no. of bytes to be read and flags
3. Poimter array of characters and a delimiter
4. String and no. of bytes to be written

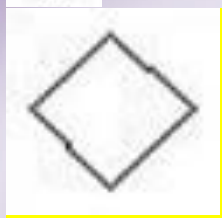
198. When the logical operator AND (&&) combines two expressions exp1 and exp2 then the result will be true only _____.

1. When both exp1 and exp2 are true
2. When both exp1 and exp2 are false
3. When exp1 is true and exp2 is false
4. When exp1 is false and exp2 is true

199. Syntax of a union is identical to_____.

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

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

1. 
2.  **correct**
3. 
4. 

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

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

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

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

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

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

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

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

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

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

206. We should use_____for clarity and to force the order of evaluation in an expression.

1. brackets []
2. parenthesis ()
3. curly braces {}
4. quotation marks " "

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

1. 0
2. 1

3. -1
4. 2

208. The statement x += y can be interpreted as_____.

1. Adding the value of the x to the value of the y and storing the result in x
2. Adding the value of the y to the value of x, store the result in y
3. Adding the value of the x to the value of x, store the result in x
4. Adding the value of the y to the value of y, store the result in x

209. Given a 2D array of integers, what would be the correct way of assigning the value 5 to the element at second row and third column?

1. m[2][3] = 5;
2. m[3][2] = 5;
3. m[1][2] = 5;
4. m[2][3] = '5';

210. Array is a data structure that stores_____.

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

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

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

212. If a function has been declared but not defined before its function call then it is termed as_____.

1. logical error
2. syntax error
3. run time error
4. program time error

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

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

214. Which one of the below functions is not included in ctype.h header file?

1. isdigit(int c)
2. isxdigit(int c)
3. tolower(int c)
4. getdigit(int c)

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

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

216. To access the data members of structure,_____is used.

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

217. In the following nested For Loop, which loop will run most number of times?

```
for( inti = 0; i< 5; i++)
{
```

```
for(int k = 0; k < 5; k++)
{
. . . . .
}
}
```

1. Outer loop
2. Inner loop
3. Both loops run equal number of times
4. Depends upon the statements in the inner loop's body

218. Structure use_____allocation.

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

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

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

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

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

221. Function prototype is written,

1. Within main function
2. After the return statement in main
3. Before the return statement in main
4. Before call of that function

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

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

223. A hierarchy of classes which are used to deal with console and disk files are called_____.

1. Stream classes
2. Simple classes
3. Binary classes
4. IO classes

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

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

225. C++ is a_____language.

1. High level
2. Low level
3. Machine
4. Assembly language

226. How many elements are stored in the following?
int matrix [4][5];

1. 9
2. 20
3. 25
4. 10

227. _____is a substitute of multiple if statement.

1. if. . .elseif statement
2. Continue statement
3. Break statement
4. Default statement

228. if
int sum = 54;
Then the value of the following statement is
sum = sum - 3;

1. 52
2. 50
3. 51
4. 57

229. What will be the correct syntax for declaration of the following statement?
"ptr is a constant pointer to an integer"

1. const * int myptr;
2. const int *myptr;
3. int const *ptr;
4. int *const ptr;

230. _____operator is used to pass the address of a variable in call by reference method.

1. %
2. +
3. @
4. &

231. _____data type can operate on modulus operator.

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

232. Whenever some number is added in an array name, it will jump as many_____as the added number.

1. rows
2. value
3. column
4. bytes

233. Suppose that an integer type pointer contains a memory address 0x22f220. What will be the new memory address if we increment this pointer by one?

1. 0x22f221
2. 0x22f222
3. 0x22f223
4. 0x22f224

234. _____is the pointer which determines the position in a file from where the next read operation occurs.

1. put
2. seek
3. get
4. tell

To access the data members of structure_____is used.

► **dot operator (.)**

► * operator

► à operator

► None of given.

Question No: 2 (M - 1) .

What does 5 ^ 6 , evaluate to in decimal where '^' is Exclusive OR operator?

► 1

► 2

► **3**

► 4

Question No: 3 (M - 1) .

If constructor contains a return statement in its body then compiler will give _____

► **No error**

► Syntax error

► Logical error

► Run time error

Question No: 4 (M - 1) .

We can use New keyword inside of Class Constructor.

► True

► **False**

Question No: 5 (M - 1) .

When an operator function is define as member function for a Unary operator then the number of argument it take is/are,

► Zero

► **One**

► Two

► N arguments

The declarator of Plus (+) member operator function is

► **Class-Name operator + (Class-Name rhs)**
► operator Class-Name + ( )
► operator Class-Name + (rhs)
► Class-Name operator + ( )

Question No: 7 (M - 1) .

Friend function of a class is_____.
► Member function
► **Non-member function**
► Private function
► Public function

Question No: 8 (M - 1) .

We can also create an array of user define data type.

► **True**

► False

Question No: 9 (M - 1) .

What is the sequence of event(s) when deallocating memory using delete operator?

► Only block of memory is deallocated for objects

► Only destructor is called for objects
► **Memory is deallocated first before calling destructor**
► Destructor is called first before deallocating memory

Question No: 10 (M - 1) .

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

► **True**

► False

Question No: 11 (M - 1) .

Which of the following data type(s) can operate on modulus operator '%'?

► float, int

► float, double

► **int**

► char

Question No: 12 (M - 1) .

Array is passed by value to a function by default.

► True

► **False**

Question No: 13 (M - 1) .

With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

► **True**
► False

Question No: 14 (M - 1) .

What will be the correct syntax to initialize all elements of two-dimensional array to value 0?

► **int arr[2][3] = {0,0} ;**
► int arr[2][3] = {{0},{0}} ;
► int arr[2][3] = {0},{0} ;
► int arr[2][3] = {0} ;

Question No: 15 (M - 1) .

When an operator function is define as member function then operand on the left side of operator must be an object.

► **True**

► False

Question No: 16 (M - 1) .

break statement can be used outside a loop or switch statement.

► **True**

► False

Question No: 17 (M - 1) .

The keyword_____is used to return some value from a function.

► **return**

►break

► continue

► goto

Question No: 18 (M - 1) .

Every data member or function inside the structure is____by default whereas everything declared inside a class is_____by default.

► private, public

► **public, private**

► private, protected

► public, protected

Question No: 19 (M - 1) .

Which of the following is true for the C++ statement given below?

int &ref = val ;

► It creates a synonym for variable 'val'

► It creates an alias for variable 'val'

► It's a new name for variable 'val'

► **All of the given options**

Question No: 20 (M - 1) .

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

obj3 = obj1 + obj2 ;

► obj2 will be passed as an argument to+ operator whereas obj2 will drive the + operator

► obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator

► **Both objects (obj1, obj2) will be passed as arguments to the + operator**

► Any of the objects (obj1, obj2) can drive the + operator

Question No: 21 (M - 1) .

Unary operator implemented as member function takes_____arguments whereas non-member function takes_____arguments.

►One, zero

► **Zero, one**

► One, two

► Two, one

Question No: 22 (M - 1) .

The input/output streams cin and cout are_____therefore have_____.

► Structures, function

► Objects, member functions

► Functions, objects

► **None of the given options**

Question No: 23 (M - 1) .

If a symbolic constant has been defined, it will be an error to define it again.

► **True**

► False

Question No: 24 (M - 1) .

Every class contains_____.

► **Constructor**

► Destructor

► Both a constructor and a destructor

► None of the given options

Question No: 25 (M - 1) .

new and delete keywords are_____in C++ language.

► Built-in- Function

► Operators

► **Memory Allocation Function**

► None of the given options

Question No: 26 (M - 1) .

Consider the following code segment.

```
class M {

public:

  M &operator+(const M &);

...

};
```

p + q //code of line implies that p.operator+(q)

...

Let assume if p and q are class objects then function is implemented as _____

► **Member function**

►Non-member function

► Friend function

►None of the given options

Question No: 27 (M - 1) .

Assignment operator is ---------- associative.

► **right**

► left

► binary

►unary

Assignment operators in imperative programming languages are usually defined to be right-associative.

(Refrenced by: **asad ali (asad_call2002@yahoo.com)**

Question No: 28 (M - 1) .

Static variable which is defined in a function is initialized_____.

► **Only once during its life time**

► Every time the function call

► Compile time of the program

► None of the above

Question No: 29 (M - 1) .

Wecan not define a variable of user-defined data type in the class.

► True

► **False**

Question No: 30 (M - 1) .

A constructor that will create a new object with a full copy of the other object, is copy is known as _____

► **deep copy**

► shallow copy

► constructor copy

► none of the options

Quiz Start Time: 09:34 PM Time Left 82 sec(s)

Question # 1 of 10 (Start time: 09:34:54 PM) Total Marks: 1
While developing a program; should we think about the user interface? //handouts main reusability hay..us ki yahan option hi nahi hay
Select correct option:

Yes

No

Quiz Start Time: 09:34 PM Time Left 75 sec(s)

Question # 2 of 10 (Start time: 09:35:20 PM) Total Marks: 1
A character is stored in the memory in _____
Select correct option:

byte

integer

string

None of the given

Quiz Start Time: 09:34 PM

Question # 3 of 10 (Start time: 09:36:21 PM) Total Marks: 1
These functions seekg() and seekp() requires an argument of type_____to let them how many bytes to move forward or backward.
Select correct option:

int

short

long

double

Quiz Start Time: 09:34 PM Time Left 85 sec(s)

Question # 4 of 10 (Start time: 09:37:30 PM) Total Marks: 1
dereferencing operator is represented by _____
Select correct option:

*

+

–

None of the given

Quiz Start Time: 09:34 PM Time Left 86 sec(s)

Question # 5 of 10 (Start time: 09:38:55 PM) Total Marks: 1
_____ transfers the executable code from main memory to hard disk.

Select correct option:

Loader

Debugger

Compiler

Linker

Quiz Start Time: 09:34 PM Time Left 85 sec(s)

Question # 6 of 10 (Start time: 09:40:21 PM) Total Marks: 1
When the logical operator OR (||) combine two expressions exp1 and exp2 then the result will be false only, //bitwise “or” applies here….
Select correct option:

When both exp1 and exp2 are true

When both exp1 and exp2 are false

When exp1 is true and exp2 is false

When exp1 is false and exp2 is true

Quiz Start Time: 09:34 PM Time Left 79 sec(s)

Question # 7 of 10 (Start time: 09:41:43 PM) Total Marks: 1
suppose we have int y[10]; To access the 4th element of the array we write_____
Select correct option:

y[4];

y[3];

y[2];

none of given

Quiz Start Time: 09:34 PM Time Left 82 sec(s)

Question # 8 of 10 (Start time: 09:43:10 PM) Total Marks: 1
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_____
Select correct option:

long

int

short

double

Quiz Start Time: 09:34 PM Time Left 80 sec(s)

Question # 9 of 10 (Start time: 09:44:42 PM) Total Marks: 1
ofstream is used for_____
Select correct option:

Input file stream

Output file stream

Input and output file stream

All of the given

Quiz Start Time: 09:34 PM Time Left 80 sec(s)
http://vustudents.ning.com

Question # 10 of 10 (Start time: 09:46:11 PM) Total Marks: 1
A structure is a collection of_____under a single name.
Select correct option:

values

variables

data

None of the given

Question No: 1 (Marks: 1) - Please choose one

In C/C++ the string constant is enclosed .....**corrected r red one**

► In curly braces
► In small braces
► In single quotes
► **In double quotes**

Question No: 2 (Marks: 1) - Please choose one

The size of int data type is

► 1 bytes
► 2 bytes
► 3 bytes
► 4 bytes

Question No: 3 (Marks: 1) - Please choose one

In Flow chart process is represented by

► Rectangle
► Arrow symbol
► Oval
► Circle

Question No: 4 (Marks: 1) - Please choose one

If the break statement is missed in switch statement then,**// a break statement with no label always completes abruptly, the reason being a break with no label. If no switch, while, do, or for statement in the immediately enclosing method, constructor or initializer encloses the break statement, a compile-time error occurs.**

► **The compiler will give error**
► This may cause a logical error
► No effect on program
► Program stops its execution

Question No: 5 (Marks: 1) - Please choose one

When we are using const keyword with a variable x then initializing it at the time of declaration is,

► **Must**
► Optional
► Not necessary
► A syntax error

Question No: 6 (Marks: 1) - Please choose one

Which of the following is the correct way to assign an integer value 5 to element of a matrix say 'm' at second row and third column?

► m[2][3] = 5 ;

► m[3][2] = 5 ;

► m[1][2] = 5 ;
► m[2][3] = '5';

Question No: 7 (Marks: 1) - Please choose one

How many total elements must be in two-dimensional array of 3 rows and 2 columns?

► 4
► 5
► 6
► 7

Question No: 8 (Marks: 1) - Please choose one

Which of the following is the correct statement for the following declaration?
const int *ptr.

► ptr is a constant pointer

► ptr is constant integer pointer

► ptr is a constant pointer to int

► ptr is a pointer to const int

Question No: 9 (Marks: 1) - Please choose one

Consider the following code segment. What will be the output of this code segment?As arrays starts from 0 index……at 1st position is 3……n at position 4th is 5……5-3=2

```
int arr[6] = {2, 3, 7, 4, 5, 6} ;
int *ptr1 =&arr[1] ;
int *ptr2 = &arr[4] ;
cout << (ptr2-ptr1) ;
```

► 3

► 9
► 12
► **2**

Question No: 10 (Marks: 1) - Please choose one

What will be the correct syntax to assign an array named *arr* of 5 elements to a pointer *ptr*?

□□□□□□□►□*ptr = arr ;

□□□□□□□►□ptr = arr ;

□□□□□□□►□***ptr = arr[5] ;**

□□□□□□□►□ptr = arr[5] ;

Question No: 11 (Marks: 1) - Please choose one

C is a/an_____language
□□□□□□□►□low level
□□□□□□□►□object based
□□□□□□□►□**object oriented**
□□□□□□□►□function oriented

Question No: 13 (Marks: 1) - Please choose one

The variables having a name, type and size are just like empty boxes.
► □False
□□□□□□□►□True

Question No: 14 (Marks: 1) - Please choose one

What's wrong with this for loop?
for (int k = 2, k <=12, k++)

► the increment should always be ++k
► the variable must always be the letter i when using a for loop
► there should be a semicolon at the end of the statement
► the commas should be semicolons

Question No: 15 (Marks: 1) - Please choose one

Most efficient method of dealing with structure variables is to define the structure globally

□□□□□□□►□True
□□□□□□□ ►□False

Question No: 16 (Marks: 1) - Please choose one

Syntax of union is identical to _____

- Structure
- Class
- Function
- None of the given options

FINALTERM EXAMINATION
Fall 2008
CS201- Introduction to Programming

Time: 120 min
Marks: 75

Question No: 1 (Marks: 1) - Please choose one

There are mainly ----------types of software.//

- Two
- Three
- Four
- Five

Question No: 2 (Marks: 1) - Please choose one

seekg() and write() are functionally_____.//

Write() Writes a specified number of bytes from a memory location to the file.
seekg() Moves the file position indicator to a specific location in the file.
The Position property of TFileStream simplifies seeking in a file and performs the same function as the ifstream methods tellg() and seekg(). You can read Position to determine the current file position, or you can write to Position to move the file position.

- Different
- Identical
- **Two names of same function**
- None of the above

Question No: 3 (Marks: 1) - Please choose one

When a pointer is incremented, it actually jumps the number of memory addresses

- According to data type
- 1 byte exactly
- 1 bit exactly
- A pointer variable can not be incremented

Question No: 4 (Marks: 1) - Please choose one

setw is a parameterized manipulator.

- ► True
- ► False

Question No: 5 (Marks: 1) - Please choose one

eof( ), bad( ), good( ), clear( ) all are manipulators.

- ► True
- ► False

Question No: 6 (Marks: 1) - Please choose one

In functions that return reference, use_____variables.

- ► Local
- ► Global
- ► Global or static
- ► None of the given option

Question No: 7 (Marks: 1) - Please choose one

The declarator of Plus (+) member operator function is
//not confirmed

- ► Class-Name operator + (Class-Name rhs)
- ► operator Class-Name + ( )
- ► operator Class-Name + (rhs)
- ► Class-Name operator + ( )

Question No: 8 (Marks: 1) - Please choose one

The compiler does not provide a copy constructor if we do not provide it…….

//Normally it provides but in some cases of classes it is good practice to provide user define copy constructor…

- ► True
- ► False

Question No: 9 (Marks: 1) - Please choose one

What is the functionality of the following syntax to delete an array of 5 objects named ***arr*** allocated using new operator?
delete arr ;

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

Question No: 10 (Marks: 1) - Please choose one

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

- Only block of memory is allocated for objects
- Only constructor is called for objects
- Memory is allocated first before calling constructor
- Constructor is called first before allocating memory

Question No: 11 (Marks: 1) - Please choose one
What is the sequence of event(s) when deallocating memory using delete operator?

- Only block of memory is deallocated for objects
- Only destructor is called for objects
- Memory is deallocated first before calling destructor
- Destructor is called first before deallocating memory

Question No: 12 (Marks: 1) - Please choose one

new and **delete** operators cannot be overloaded as member functions.

- True
- **False**

Question No: 13 (Marks: 1) - Please choose one

The operator function of << and >> operators are always the member function of a class.

- True
- False

Question No: 14 (Marks: 1) - Please choose one

A template function must have at least ---------- generic data type

- Zero
- One
- Two
- Three

Question No: 15 (Marks: 1) - Please choose one

If we do not mention any *return_value_type* with a function, it will return an _____ value.

- int
- void
- double
- float

Question No: 16 (Marks: 1) - Please choose one

Suppose a program contains an array declared as **int arr[100];** what will be the size of array?

- 0
- 99
- 100
- 101

Question No: 17 (Marks: 1) - Please choose one

The name of an array represents address of first location of array element.

- True
- False

Question No: 18 (Marks: 1) - Please choose one

Reusing the variables in program helps to save the memory

- True
- False

Question No: 19 (Marks: 1) - Please choose one

Which of the following option is true about new operator to dynamically allocate memory to an object?

// **new** is an operator that allows dynamic memory allocation on the heap. Except for a form called the "placement new", new attempts to allocate enough memory on the heap for the new data and, if successful, returns the address to the newly allocated memory. However if new can not allocate memory on the heap it will throw an exception of type std::bad_alloc. This removes the need to explicitly check the result of an allocation.

- The new operator determines the size of an object
- Allocates memory to object and returns pointer of valid type
- Creates an object and calls the constructor to initialize the object
- **All of the given options**

Question No: 20 (Marks: 1) - Please choose one
new and delete are_____whereas malloc and free are_____.

- Functions, operators
- Classes, operators
- Operators, functions
- Operators, classes

Question No: 21 (Marks: 1) - Please choose one

Like member functions,_____can also access the private data members of a class.

- Non-member functions
- Friend functions
- Any function outside class
- None of the given options

Question No: 22 (Marks: 1) - Please choose one

Which of the following statement is best regarding declaration of friend function?

- Friend function must be declared after public keyword.
- Friend function must be declared after private keyword.
- Friend function must be declared at the top within class definition.
- It can be declared anywhere in class as these are not affected by the public and private keywords.

Question No: 23 (Marks: 1) - Please choose one
The operator function overloaded for an Assignment operator (=) must be

- Non-member function of class
- **Member function of class**
- Friend function of class
- None of the given options

Question No: 24 (Marks: 1) - Please choose one
For non-member operator function, object on left side of the operator may be

- Object of operator class
- Object of different class
- Built-in data type
- All of the given options

Question No: 25 (Marks: 1) - Please choose one
The operator function will be implemented as_____, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.
obj3 = obj1 - obj2;

- Member function
- Non-member function
- **Friend function**
- None of the given options

Question No: 26 (Marks: 1) - Please choose one
Which one of the following is the declaration of overloaded pre-increment operator implemented as member function?

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

Question No: 27 (Marks: 1) - Please choose one

The static data members of a class are initialized _____

- at file scope
- **within class definition**
- within member function
- within main function

Question No: 28 (Marks: 1) - Please choose one

Class is a user defined_____.

- data type
- memory referee
- value
- none of the given options.

Question No: 29 (Marks: 1) - Please choose one
We can also define a user-defines manipulators.

- **True**
- False

Question No: 30 (Marks: 1) - Please choose one

Automatic variable are created on_____.

- Heap
- Free store
- static storage
- stack

Current

Question No: 1 (Marks: 1) - Please choose one

Compiler is a

- System software
- Application Software
- Driver
- Editor

Question No: 2 (Marks: 1) - Please choose one

Operating System is

- An application software
- System Software
- Computer Language
- Interpreter

Question No: 3 (Marks: 1) - Please choose one

Which one is the correct syntax for defining an identifier **PI** with preprocessor directive?

- #define PI 3.1415926;
- #define PI 3.1415926
- #define PI = 3.1415926 ;
- #define PI = 3.1415926

Question No: 4 (Marks: 1) - Please choose one

Character strings are arrays of characters that can store

- Only one character
- Limited number of characters
- **Number of characters specified.**
- None of the given option

Question No: 5 (Marks: 1) - Please choose one
Which of the following is NOT a preprocessor directive?

- #error
- #define
- #line
- **#ndefine**

Question No: 6 (Marks: 1) - Please choose one

Which kind of functions can access private member variables of a class?

- Friend functions of the class
- Private member functions of the class
- Public member functions of the class
- Friend, private and public functions

Question No: 7 (Marks: 1) - Please choose one
Let suppose int a, b, c, d, e;, a = b = c = d = e = 42;
This can be interpreted by the complier as:// **assignment is right-associative.**

- **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 No: 8 (Marks: 1) - Please choose one

Friend function of a class is_____. http://vustudents.ning.com

- **Member function**
- Non-member function
- Private function
- Public function

Question No: 9 (Marks: 1) - Please choose one

Function implementation of friend function must be defined outside the class.

- **True**
- False

Question No: 10 (Marks: 1) - Please choose one
When we define an array of objects then,

- ► Constructor will be called once for whole array
- ► **Constructor will be called for each object of the array**
- ► Constructor will never call
- ► Depends on the size of array

Question No: 11 (Marks: 1) - Please choose one

The stream objects **cin** and **cout** are included in which header file?

- ► **iostream.h**
- ► fstream.h
- ► istream.h
- ► ostream.h

Question No: 12 (Marks: 1) - Please choose one

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

- ► Only block of memory is allocated for objects
- ► Only constructor is called for objects
- ► **Memory is allocated first before calling constructor**
- ► Constructor is called first before allocating memory

Question No: 13 (Marks: 1) - Please choose one
Missing semicolon ';' at the end of C++ statement is

- ► Logical error
- ► **Syntax error**
- ► Runtime error
- ► None of the given options

Question No: 14 (Marks: 1) - Please choose one

An array stores the numbers into consecutive memory locations.

- ► **True**
- ► False

Question No: 15 (Marks: 1) - Please choose one

The template functions do NOT promote the code reuse

- ► True
- ► **False**

Question No: 16 (Marks: 1) - Please choose one

What will be the correct syntax for initialization of pointer ***ptr*** of type int with variable ***x***?

- ► int ptr = &x ;
- ► int ptr = x ;
- ► **int *ptr = &x ;**
- ► int ptr* = &x ;

Question No: 17 (Marks: 1) - Please choose one

Which of the following function calling mechanism is true for the function prototype given below?
float func(float &);

- ► **Call by value**
- ► Call by reference using pointer
- ► Call by reference using reference variable
- ► None of the given options

Question No: 18 (Marks: 1) - Please choose one

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?
obj3 = obj1 + obj2 ;

- ► **obj2 will be passed as an argument to + operator whereas obj2 will drive the + operator**
- ► obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
- ► Both objects (obj1, obj2) will be passed as arguments to the + operator
- ► Any of the objects (obj1, obj2) can drive the + operator

Question No: 19 (Marks: 1) - Please choose one
Which of the following object(s) will call the member operator function within the statement given below?
obj1=obj2+obj3;

- Object obj1
- Object obj2
- **Object obj3**
- Any of the object

Question No: 20 (Marks: 1) - Please choose one

For cin, the source is normally a_____and destination can be_____.

- File, native data type
- Disk, user-define type
- **Keyboard, variable**
- File, user-define type

Question No: 21 (Marks: 1) - Please choose one

The static data members of a class will be _____

- shared by objects
- created for each object
- initialized within class
- **initialized within main function**

Question No: 22 (Marks: 1) - Please choose one

Which of the following function cannot be overloaded?

- Member functions
- Utility functions
- Constructor
- **Destructor**

Question No: 23 (Marks: 1) - Please choose one

The region of memory, available for allocation at run time in C language is called _____ memory whereas in C++ language is called as_____.

- Heap, Stack
- Stack, Free Store
- Heap, Free Store
- **None of above**

Question No: 24 (Marks: 1) - Please choose one

A variable which is defined inside a function is called

- **Automatic variable**
- Global variable
- Functional variable
- None of the given option

Question No: 25 (Marks: 1) - Please choose one

The default copy constructor provides member wise assignment.

- **True**
- False

Question No: 26 (Marks: 1) - Please choose one

The code is written to_____the program.

- **implement**
- design
- analysis
- none of the given options.

Question No: 27 (Marks: 1) - Please choose one

When a call to a user-defined function finishes, the variable defined inside the function is still in existence.

- True
- **False**

Question No: 28 (Marks: 1) - Please choose one

To avoid dangling reference, always return the reference of a local variable from a function.

- **True**
- False

Question No: 29 (Marks: 1) - Please choose one

Analysis is the----------step in designing a program.

- Last
- Middle
- Post Design

► **First**

Question No: 30 (Marks: 1) - Please choose one

"delete" operator is used to return memory to free store, which is allocated by the "**new**" operator.

► **True**
► False

Question No: 1 (Marks: 1) - Please choose one

In C/C++ if we define an array of size eight (8) i.e. int Arr [8]; then the last element of this array will be stored at,

► Arr[0]
► Arr[8]
► Arr[7]
► Arr[-1]

Question No: 2 (Marks: 1) - Please choose one

When an array is passed to a function then default way of passing this array is,

► By data
► By reference
► By value
► By data type

Question No: 3 (Marks: 1) - Please choose one

Array is a data structure which store

► **Memory addresses**
► Variables
► Data Type
► Data

Question No: 4 (Marks: 1) - Please choose one

We can also create an array of user define data type.

► True
► False

Question No: 5 (Marks: 1) - Please choose one

When we define an array of objects then,

- ► Destructor will call once for whole array
- ► Destructor will call for each object of the array
- ► Destructor will never call
- ► Depends on the size of array

Question No: 6 (Marks: 1) - Please choose one

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

- ► Only block of memory is allocated for objects
- ► Only constructor is called for objects
- ► Memory is allocated first before calling constructor
- ► Constructor is called first before allocating memory

Question No: 7 (Marks: 1) - Please choose one

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

- ► True
- ► False

Question No: 8 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

- ► **True**
- ► False

Question No: 9 (Marks: 1) - Please choose one

Which of the following is correct way to initialize a variable x of int type with value 10?

- ► int x ; x = 10 ;
- ► **int x = 10 ;**
- ► int x, x = 10;
- ► x = 10 ;

Question No: 10 (Marks: 1) - Please choose one

Default mechanism of function calling in case of array is_____and in case of variable is ___. http://vustudents.ning.com

- ► Call by value, call by reference
- ► Call by referene, call by reference
- ► **Call by reference, call by value**
- ► Call by value, call by value

Question No: 11 (Marks: 1) - Please choose one

What does STL stand for?

- ► Source template library
- ► **Standard template library**
- ► Stream template library
- ► Standard temporary library

Question No: 12 (Marks: 1) - Please choose one

Skill(s) that is/are needed by programmers_____.

- ► Paying attention to detail
- ► Think about the reusability
- ► Think about user interface
- ► **All of the given options**

Question No: 13 (Marks: 1) - Please choose one

For which array, the size of the array should be one more than the number of elements in an array?

- ► int
- ► double
- ► float
- ► **char**

Question No: 14 (Marks: 1) - Please choose one

new and delete are_____whereas malloc and free are_____.

- ► Functions, operators
- ► Classes, operators
- ► **Operators, functions**
- ► Operators, classes

Question No: 15 (Marks: 1) - Please choose one

Friend functions are_____of a class.

- ► Member functions
- ► Public member functions
- ► Private member functions
- ► **Non-member functions**

Question No: 16 (Marks: 1) - Please choose one

The prototype of friend functions must be written____the class and its definition must be written ____

- ► inside, inside the class
- ► inside, outside the class
- ► **outside, inside the class**
- ► outside, outside the class

Question No: 17 (Marks: 1) - Please choose one

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?
obj3 = obj1 + obj2 ;

► **obj2 will be passed as an argument to + operator whereas obj2 will drive the + operator**

► obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator

► Both objects (obj1, obj2) will be passed as arguments to the + operator

► Any of the objects (obj1, obj2) can drive the + operator

Question No: 18 (Marks: 1) - Please choose one

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

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

Question No: 19 (Marks: 1) - Please choose one

For cin, the source is normally a_____and destination can be_____.

- File, native data type
- Disk, user-define type
- **Keyboard, variable**
- File, user-define type

Question No: 20 (Marks: 1) - Please choose one

We can also do conditional compilation with preprocessor directives.

- **True**
- False

Question No: 21 (Marks: 1) - Please choose one

The programs, in which we allocate static memory, run essentially on _____

- Heap
- System Cache
- None of the given options
- **Stack**

Question No: 22 (Marks: 1) - Please choose one

The default value of a parameter can be provided inside the _____

- function prototype
- **function definition**
- both function prototype or function definition
- none of the given options.

Question No: 23 (Marks: 1) - Please choose one

While calling function, the arguments are assigned to the parameters from_____.

- ▶ left to right.
- ▶ right to left
- ▶ **no specific order is followed**
- ▶ none of the given options.

Question No: 24 (Marks: 1) - Please choose one

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

- ▶ Zero
- ▶ One
- ▶ Two
- ▶ **N arguments**

Question No: 25 (Marks: 1) - Please choose one

With user-defined data type variables (Objects), self assignment can produce _____.

- ▶ Syntax error
- ▶ **Logical error**
- ▶ Link error
- ▶ Non of the given options

Question No: 26 (Marks: 1) - Please choose one

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

- ▶ **True**
- ▶ False

Question No: 27 (Marks: 1) - Please choose one

When an object of a class is defined inside an other class then,

- ▶ Constructor of enclosing class will be called first
- ▶ **Constructor of inner object will be called first**
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options

Question No: 28 (Marks: 1) - Please choose one

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

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

Question No: 29 (Marks: 1) - Please choose one

new operator allocates memory from free store and return_____.

- **A pointer**
- A reference
- An integer
- A float

Question No: 30 (Marks: 1) - Please choose one

"new" and "delete" keywords are_____in C++ language.

- Built-in- Function
- Operators
- **Memory Allocation Function**
- None of the given options

Cs201 quiz today made by Abdullah

1. which software testing refers to tests that do not rely on knowledge of software's interior composition

(white-box testing)

2. The language understood by a computer without translation is known as:

(Machine language)

3. which one is a unary operator?

(NOT)

4. In the case of highly standardized language, compiler designers often provide feature ,sometimes called

(Language extension)

5. Under_____paradigm a program is viewed as an entity that accept inputs and produces outputs

(functional)

6. in c++,symbolic representation of "Assignment" operator is _____

(=)

7. A translator which takes assembly language program as input & produce machine language code as output is know as:

(Assembler)

8. Which of the following statement is used in c++.

(cout<<)

9. We used_____to reduce unnecessary dependencies or effects on other module

(information hiding)

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

(void)

11. default constructor takes_____

(no parameters)

12. In a class we have_____constructor(s).

(many)

13. which one of the following in mandatory preprocessor directive for c++?

(#include <iostream>)

14. Header files provide_____so the program running on the operating system can run without an error on the other system

(accessibility)

15. With the use of dynamic allocation of memory,the system resources can be_____

(Used efficiently)

16. _____for parameters is also done for inline functions.

(automatic type checking)

17. 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

(double underscore)

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

(Cout<<1)

19. c++ was developed by _____

(bejama stoustrup)

20. special name which is substituted in code by its definition and as a result we get an expanded code is called

(macro)

21. a=a+1; can be written as_____

(a + = 1;)

22. The compilar generates_____automatically

(constuctors)

23. The data numbers of the class are initialized_____

(At runtime)

24. _____for parameters is also done for infine functions

(automatic type checking)

25. AN instance of a class is called_____

(object)

26. with the use of dynamic allocation of memory. The system resources can be _____

(used efficiently)

27. When we include header file in the angle brackets the compiler search for it in_____

(specific directory)

28. _____is a special type of pointer we have to castit before we use it.

(void)

29. Multiplicative, additive and assignment operators are_____operators.

(binary)

30. a =a+1; can be written as_____

(a + = 1;)

31. The compiler generates_____automatically

(constructors)

32. The data members of the class are initialized_____

(at runtime)

33. _____for parameters is also done for inline functions

(automatic type checking)

34. AN instance of class of a class is called_____

(object)

35. with the use of dynamic allocation of memory ,
the system resources can be_____

(used efficiently)

36. for converting a void type pointer ptr, the correct syntax is:

(Int* ptr)

37. header files provide___so the program running on one operating system can run without an error on the other system

(reliability)

38. a pointer with value null is defined in the header files___and____

(stdlib.h,stdef.h)

39. molic function returns____to the____from the available memory

(void pointer,starting of chunk of memory...from the array)

40. constructor is a special function, called whenever we_____

(Instantiate an object of a class)

41. we should not use such variable names that are starting with_____because in c++there are lots of internal constant....with it

(double underscope)

42. CONStructor is itself a_____of c++ and_____

(function can be overloaded)

43what is the other name of variable

(Identifier)

44. what will be the output of the following c++ code?

#include<iostream.h>

#define max 100

Main()

{#ifdef max

Cout<"hello world"

(error)

45. In shifting operations if zero is inserted at the left most bit,the negative number will become a___number

(positive)

46. The compilar generates____automatically

(constructors

47.A class is_____

(a member function)

48. bugs can occur due to_____

(uninitialized data)

49. the heap memory structure_____

(constantly change in size

50 how many bits form a byte

(8)

51.the function calloc takes two arguments. First argument is the_____ and the second argument is the_____

(require space in terms of number ,size of space)

52the main advantage of function overloading is that___

(the program become more redable)

53.A pointer with value null is defined in the header files_____and_____

(stdlib.h.....)

54. the_____is the increment operator in c++

(++)

55. what will be the output of the given code)

X=32; y=45;

(x=24 y=46)

56. the constructor constains_____

(no returntype)

57. multiplicative,additive and assignment operators are_____operators

(Binary)

58 for accessing data members we use____operator

(dot)

59. in a class we can have_____constructor

(Only one)

60. object code is machine code but it is not____and_____

(relocatable ,executable)

61. shifting the binary number Is similar to shifting the__number

(decimal)

62. The____is called automatically when an object destroys

(destructor)

63. an integer uses four bytes and the integer calculation occur in___bytes

(2byte)

64. which of the following code segment represents a left shift operator?

(cout<<1)

65. Raid stand for___

(redundant array of inexperience device)

66. windows operating system may itself takes memory from_____

(list)

67what is the storage space of double data type

(8)

68. dynamic memory allocation uses____Whereas static memory allocation uses_____

(Heap , stack)

69.which one is the correct example of a unary operator

(-)

70.which is the output of following code

(b correct answr)

71. array indexes start from_____

0

72.which one of the following is used to perform bit-wise exclusive or operation

(^)

73.getche() is a_____function and defined in_____header file

(build-in function,iostream.h)

74.In c++, a variable can be declared anywhere in the program, this will increase____

(Portability)

75the compilar use a name mangling technique to_____

Compile the function

76.macros are categorized into type(s)

Two

77constructor is a special function called whenever we____

Instantiate an object of a clas

Cs201 today quiz

1.Once the_____are created, they exist for the life time of the program

(static variable)

2.A class can be declared as a_____of other class.

(friend)

3.Reference variabales must_____

(be initialized after they are declared)

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

(False)

5.operator overloading is to allow the same operator to be bound to more than one implementation, depending on the types of the

(operands)

6.the friend keyword provides access_____

(in one direction only)

7.the friend functions are_____

(not member of a class)

8.temary operator is shown as_____

(?:)

9.Reference is not really an address it is_____

(a synonym)

10. Reference is a thing by which we can create_____of any data type

(synonym)

11. In c++ operators. Which of the following operator cannot

19. to prevent dangling reference the functions returning reference should be used with_____

(static and global variables)

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

(assignment(=) operator

21. if operator function is non-member function that object on left side of operator cannot be_____?

(object of operator class)

22. which of the following functionality can be achieved through overloading?

(new operators cannot be defined through operator overloading)

23. oveloaded member operator function is always called by_____

(class)

24 Overloaded member operator function is always called by _____

► **Class**
► Object
► Compiler
► Primitive data type

25 Loader loads the executable code from hard disk to main memory.

► **True**
► False

26 Which of the following is the correct C++ syntax to allocate space dynamically for an array of 10 int?

► new int(10) ;
► **new int[10] ;**
► int new(10) ;
► int new[10];

27. The prototype of friend functions must be written_____the class and its definition must be written _____

► inside, inside the class
► **inside, outside the class**
► outside, inside the class
► outside, outside the class

28. Like member functions,_____can also access the private data members of a class.

► Non-member functions
► Friend functions
► Any function outside class
► None of the given options

29. To perform manipulation with input/output, we have to include_____header file.

► **iostream.h**
► stdlib.h
► iomanip.h
► fstream.h

30. The **endl** and **flush** are _____

► Functions
► Operators
► **Manipulators**
► Objects

31 If we want to use stream insertion and extraction operators with_____then we have to overload these operators.

► int, float, double
► objects of class
► int, float, object
► **int, char, float**

32. The static data members of a class can be accessed by _____

► only class
► only objects
► **both class and objects**
► none of given options

33. Classes defined inside other classes are called_____classes

► looped
► **nested**
► overloaded
► none of the given options.

34. Which value is returned by the destructor of a class?

► A pointer to the class.
► An object of the class.
► A status code determining whether the class was destructed correctly
► **Destructors do not return a value.**

35. Consider the following code segment
class M {

friend int operator!(const M &);

…

};

!s // code of line implies that operator!(s)
…
Let assume if s is an object of the class then function is implemented as _____

► **Member function**
► Non-member function
► Binary operator function
► None of the given options

36. If **text** is a pointer of class **String** then what is meant by the following statement?
text = new String [5];
► **Creates an array of 5 string objects statically**
► Creates an array of 5 string objects dynamically
► Creates an array of pointers to string
► Creates a string Object

37. Static variable which is defined in a function is initialized_____.
► **Only once during its life time**
► Every time the function call

► Compile time of the program
► None of the above

38. In functions that return reference, use_____variables.
► Local
► Global
► **Global or static**
► None of the given option

39. What is the functionality of the following syntax to delete an array of 5 objects named ***arr*** allocated using new operator?
delete arr ;
► Deletes all the objects of array
► Deletes one object of array
► Do not delete any object
► **Results into syntax error**

40. What is the sequence of event(s) when allocating memory using new operator?
► Only block of memory is allocated for objects
► Only constructor is called for objects
► Memory is allocated first before calling constructor
► **Constructor is called first before allocating memory**

41. What is the sequence of event(s) when deallocating memory using delete operator?

► Only block of memory is deallocated for objects
► Only destructor is called for objects
► Memory is deallocated first before calling destructor
► **Destructor is called first before deallocating memory**

42. **new** and **delete** operators cannot be overloaded as member functions.
► True
► **False**

43. The operator function of << and >> operators are always the member function of a class.
► True
► **False**

44. Which of the following option is true about new operator to dynamically allocate memory to an object?

► **The new operator determines the size of an object**
► Allocates memory to object and returns pointer of valid type
► Creates an object and calls the constructor to initialize the object
► All of the given options

45. new and delete are_____whereas malloc and free are_____.

► Functions, operators
► Classes, operators
► **Operators, functions**
► Operators, classes

46. Which of the following statement is best regarding declaration of friend function?

► Friend function must be declared after public keyword.
► Friend function must be declared after private keyword.
► Friend function must be declared at the top within class definition.
► **It can be declared anywhere in class as these are not affected by the public and private keywords.**

47. The operator function will be implemented as_____, if obj1 drive the – operator whereas obj2 is passed as arguments to – operator in the statement given below.
obj3 = obj1 – obj2;

► Member function
► **Non-member function**
► Friend function
► None of the given options

48. Which one of the following is the declaration of overloaded pre-increment operator implemented as member function?
► Class-name operator +() ;
► Class-name operator +(int) ;

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

49. Class is a user defined_____.

► **data type**
► memory referee
► value
► none of the given options.

50. The static data members of a class are initialized _____

► at file scope
► within class definition
► within member function
► **within main function**

51. There are mainly----------types of software

► **Two**
► Three
► Four
► Five

52. When x = 7; then the expression x%= 2; will calculate the value of x as,

► **1**
► 3
► 7
► 2

53. A pointer variable can be,

► Decremented only
► Incremented only
► Multiplied only
► **Both 1 and 2**

54. setprecision is a parameter less manipulator.

► True
►**False**

55. We can change a Unary operator to Binary operator through operator overloading.

►**False**
► True

56. **delete** operator is used to return memory to free store which is allocated by the **new** operator

► **True**
►False

57. When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

► **True**
►False

58. What is the functionality of the following statement?

String str[5] = {String("Programming"), String("CS201")};
► Default constructor will call for all objects of array
► Parameterized constructor will call 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 3 objects and Parameterized constructor for remaining objects vuzs

59. What is the sequence of event(s) when allocating memory using new operator?

► Only block of memory is allocated for objects
► Only constructor is called for objects
► **Memory is allocated first before calling constructor**
► Constructor is called first before allocating memory

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

► **True**
►**False**

61. Which of the following data type will be assumed if no data type is specified with constant?

► short
► float
► **int**
► double

62. There is an array of characters having name 'course' that has to be initialized by string 'programming' which of the following is the correct way to do this,

i. course[] = {'p', 'r', 'o', 'g', 'r', 'a', 'm', 'm', 'i', 'n', 'g'};
ii.course[] = 'programming' ;
iii. course[12] = "programming" ;
iv. course = "programming" ;
Choose the correct options.
► (i) and (ii) only
► (i) and (iv) only
► **(i) and (iii) only**
► (ii) and (iii) only

63. What will be the correct syntax of the following statement?

***ptr is a constant pointer to integer*.**
► const int *ptr ;
► const *int ptr ;
► int const *ptr ;
► **int *const ptr ;**

The keyword **const** for pointers can appear before the type, after the type, or in both places. The following are legal declarations:

```
const int * ptr1;       /* A pointer to a constant integer:
                           the value pointed to cannot be changed */
int * const ptr2;       /* A constant pointer to integer:
                           the integer can be changed, but ptr2
                           cannot point to anything else          */
const int * const ptr3; /* A constant pointer to a constant integer:
                           neither the value pointed to
                           nor the pointer itself can be changed    */
```

Declaring an object to be const means that the this pointer is a pointer to a const object. A const this pointer can by used only with const member functions vuzs.info

64. Overloaded member operator function is always called by _____

- ► Class
- ► Object
- ► **Compiler**
- ► Primitive data type

65. Loader loads the executable code from hard disk to main memory.

- ► **True**
- ► **False**

66. Which of the following is the correct C++ syntax to allocate space dynamically for an array of 10 int?

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- ► **new int[10] ;**
- ► int new(10) ;
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- ► outside, inside the class
- ► outside, outside the class

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- ► **Friend functions**
- ► Any function outside class
- ► None of the given options

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- ► stdlib.h
- ► iomanip.h
- ► fstream.h

70. The **endl** and **flush** are _____

- ► Functions
- ► Operators
- ► **Manipulators**
- ► Objects

71. If we want to use stream insertion and extraction operators with_____then we have to overload these operators.

- ► int, float, double
- ► **objects of class**
- ► int, float, object
- ► int, char, float

72. If we want to use stream insertion and extraction operators with_____then we have to overload these operators.

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- ► **objects of class**
- ► int, float, object
- ► int, char, float

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- ► looped
- ► **nested**
- ► overloaded
- ► none of the given options.

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- ► An object of the class.
- ► A status code determining whether the class was destructed correctly
- ► **Destructors do not return a value**

75. Consider the following code segment

```
class M {
 friend int operator!(const M &);
...
};
```

!s // code of line implies that operator!(s)

...

Let assume if s is an object of the class then function is implemented as _____

- ► Member function
- ► Non-member function
- ► Binary operator function
- ► None of the given options

None of the given options

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

► **compiler does member wise assignment.**

► compiler does not allow default overload of assignment (=) operator
► member of the class are not assigned properly
► None of the given options

77. If **text** is a pointer of class **String** then what is meant by the following statement?

text = new String [5];
► Creates an array of 5 string objects statically
► **Creates an array of 5 string objects dynamically**
► Creates an array of pointers to string
► Creates a string Object

78. Static variable which is defined in a function is initialized_____.

► **Only once during its life time**
► Every time the function call
► Compile time of the program
► None of the above

79. The appropriate data type to store the number of rows and is_____.

► floatcolums of the matrix
► **int**
► char
► none of the given options.

80. Copy constructor becomes necessary while dealing with_____allocation in the class.

► **Dynamic memory**
► Static memory
► Both Dynamic and Static memory
► None of the given options

81.