

Cs-201 Important Mcq's For Final Term

Solve By Vu Topper RM

What's app 03224021365

Paid Tasks = LMS Handling + Online Classes + Project

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

Select correct option:

Tightly

Loosely coupled

Independent

Encapsulated

2 -

Question # 2

Total Marks: 1

Friend function declaration can go _____ the class

Select correct option:

Only outside

Only within

In the member function of

Anywhere in

3 -

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

Select correct option:

True

False

4 -

The _____ data type always represents an empty set of values in C++

Select correct option:

Nil

Void

Zero

Null

5 -

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

Select correct option:

Class members are not assigned properly

compiler does not allow default assignment opera

Compiler does member wise assignment None of the above

None of the above

6 -

Once an object is declared as a friend, _____.

Select correct option:

It has access to all non-public members as if they

It has access to public members only

It has no access to data members of the class

It has to protected data members only

7 –

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

Select correct option:

Public

Private

Static

Globally declared

8 –

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

Select correct option:

Int*iptr;

Iptr = new int[5]

Integer iptr **;

Iptr = new int[5]

Int iptr ;

Iptr = int[5]

Iptr = new[5]

9 –

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

Select correct option:

Left object of the assignment

Right object of the assignment operator

Both objects will be passed

No objects will be passed

10 –

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

Select correct option:

Pointer

Reference

Data type

None of the given

•

Question # 1 of 10 (Start time: 01:42:57 PM) Total Marks: 1

reference is a thing by which we can create _____ of any data type.

Select correct option:

copy

Synonym

Pointer

None of the given

Question # 2 of 10 (Start time: 01:43:33 PM) Total Marks: 1

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

Select correct option:

- Only block of memory is deallocated for object
- Only destructor is called for object
- Memory is deallocated first before calling destructor
- Destructor is called first before deallocating memory

Answer: 3

Quiz Start Time: 01:42 PM Time Left 90
sec(s)

Question # 3 of 10 (Start time: 01:45:03 PM) Total Marks: 1

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

Select correct option:

- Must be an object of same class
- Must be user-defined data type
- Must be built-in data type
- Can be any data type

Answer:3

Quiz Start Time: 01:42 PM Time Left 87
sec(s)

Question # 4 of 10 (Start time: 01:46:31 PM) Total Marks: 1

Overloaded new operator function takes parameter of type size_t and returns

Select correct option:

- void (nothing)
- void pointer
- object pointer
- int pointer

Answer: 3

Quiz Start Time: 01:42 PM Time Left 87
sec(s)

Question # 5 of 10 (Start time: 01:48:15 PM) Total Marks: 1

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

Select correct option:

dot operator
ampersand sign &
^ sign
* operator

Answer: 2

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Question # 6 of 10 (Start time: 01:48:58 PM) Total Marks: 1

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

Select correct option:

- Left object of the assignment operator
- Right object of the assignment operator
- Both objects will call the operator function
- No object will call the operator function

Answer: 2

MC130202766 : Baber Ali

Quiz Start Time: 01:42 PM Time Left 87
sec(s)

Question # 7 of 10 (Start time: 01:49:08 PM) Total Marks: 1

We can _____ pointer.

Select correct option:

- increment
- decrement
- reassign
- all of the given**

Answer: 4

Quiz Start Time: 01:42 PM Time Left 89
sec(s)

Question # 8 of 10 (Start time: 01:49:21 PM) Total Marks: 1

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

Select correct option:

Left object of the assignment operator
Right object of the assignment operator
Both objects will be passed
No objects will be passed

Answer: 1

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Quiz Start Time: 01:42 PM Time Left 88
sec(s)

Question # 9 of 10 (Start time: 01:49:43 PM) Total Marks: 1
It is possible to return an object from function using this pointer.
Select correct option:

True
False

Answer: 1

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

protected
private
public
friend

Functions declared with the *friend* specifier in a class member list are called *friend functions* of that class. Classes declared with the *friend* specifier in the member list of another class are called *friend classes* of that class.

Public or private keywords can be _____

written only for once in the class or structure declaration
written multiple times in the class or structure declaration
written only twice in the class declaration
written outside the class

good practice is to write **public** or **private** keywords only once in the class or structure declaration, though there is no syntactical or logical problem in writing them multiple times.

The *friend* keyword provides access _____.

in one direction only
in two directions
to all classes
to the data members of the friend class only

The *friend* keyword provides access in one direction only. This means that while *OtherClass* is a friend of *ClassOne*, the reverse is not true.

References cannot be uninitialized. Because it is impossible to _____

reinitialize a pointer
reinitialize a reference
initialize a NULL pointer
cast a pointer
[http://en.wikipedia.org/wiki/Reference_\(C%2B%2B\)](http://en.wikipedia.org/wiki/Reference_(C%2B%2B))
References cannot be uninitialized. Because it is impossible to reinitialize a reference,

new operator can be used for _____.

only integer data type
only char and integer data types
integer , float, char and double data types
dot operator
Similarly, new operator can be used for other data types like char, float and double etc.

The destructor is used to _____.

allocate memory
deallocate memory
create objects
allocate static memory

Reference is not really an address it is _____.

a synonym

an antonym
a value
a number

Difference Between References and Pointers

The reference in a way keeps the address of the data entity. But it is not really an address it is a synonym,

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

int *iptr ; iptr = new int[5] ;

integer iptr** ; iptr= new int[5]

int iptr ; iptr= int [5]

iptr= new[5]

Memory allocated from heap or free store _____.

can be returned back to the system automatically

can be allocated to classes only

cannot be returned back unless freed explicitly using malloc and realloc

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

The memory allocated from **free store** or **heap** is a system resource and is not returned back to the system unless explicitly freed using **delete** or **free** operators.

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

Compilers

Operands

Function names
Applications

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

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

free

del

delete

remove

1- Memory allocated from heap or free store _____.

Select correct option:

can be returned back to the system automatically

can be allocated to classes only

cannot be returned back unless freed explicitly using malloc and realloc

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

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

Select correct option:

local variables

non static variables

static variables

automatic variables

Once the static variables are created, they exist for the life of the program. They do not die. So returning their reference is all right.3- The members of a class declared with the keyword struct are _____by default.

Select correct option:

static

private

protected

public.

The members of a class declared with the keyword struct are public by default. A structure is inherited publicly by default.

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

Select correct option:

malloc function returns 1

malloc function returns 0

malloc functions returns NULL pointer

malloc function returns free space

if the memory in the free store is not sufficient enough to fulfill the request. malloc() function returns NULL pointer if the memory is not enough. In C++, 0 is returned instead of NULL pointer.

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

Select correct option:

dot operator

ampersand sign &

^ sign

- operator

6- Once an object is declared as a friend, _____.

Select correct option:

it has access to all non-public members as if they were public

it has access to public members only

it has no access to data members of the class

it has to protected data members only

- Friend declarations introduce extra coupling between classes
- **Once an object is declared as a friend**, it has access to all non-public members as if they were public
- Access is unidirectional If B is designated as friend of A, B can access A's non-public members; A cannot access B's
- A friend function of a class is defined outside of that class's scope

7- Reference variables must _____.

Select correct option:

not be initialized after they are declared

be initialized after they are declared

contain integer value

contain zero value

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

Select correct option:

the new operator returns 2

the new operator returns 1

malloc functions returns NULL pointer

malloc function returns free space

9- Reference is not really an address it is _____.

Select correct option:

a synonym

an antonym

a value

a number

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

Select correct option:

the new operator returns 2

the new operator returns 1

the operator returns 0

free operator returns nothing

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

Select correct option:

protected

private

Public

friend

Functions declared with the *friend* specifier in a class member list are called *friend functions* of that class. Classes declared with the *friend* specifier in the member list of another class are called *friend classes* of that class.

12- public or private keywords can be _____

Select correct option:

written only for once in the class or structure declaration

written multiple times in the class or structure declaration

written only twice in the class declaration

written outside the class

13-The friend keyword provides access _____.

Select correct option:

in one direction only

in two directions

to all classes
to the data members of the friend class only

The *friend* keyword provides access in one direction only. This means that while *OtherClass* is a friend of *ClassOne*, the reverse is not true.

14- References cannot be uninitialized. Because it is impossible to _____
Select correct option:

- reinitialize a pointer
- reinitialize a reference**
- initialize a NULL pointer
- cast a pointer

[http://en.wikipedia.org/wiki/Reference_\(C%2B%2B\)](http://en.wikipedia.org/wiki/Reference_(C%2B%2B))

References cannot be uninitialized. Because it is impossible to reinitialize a reference,

15- new operator can be used for _____.

Select correct option:

- only integer data type
- only char and integer data types

integer , float, char and double data types

dot operator

Similarly, new operator can be used for other data types like char, float and double etc.

16- The destructor is used to _____.

Select correct option:

- allocate memory
- deallocate memory**
- create objects
- allocate static memory

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

Select correct option:

int *iptr ; iptr = new int[5] ;

integer iptr** ; iptr= new int[5]

int iptr ; iptr= int [5]

iptr= new[5]

17- Memory allocated from heap or free store _____.

Select correct option:

- can be returned back to the system automatically
- can be allocated to classes only
- cannot be returned back unless freed explicitly using malloc and realloc

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

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

Select correct option:

- Compilers
- Operands**
- Function names

Applications

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

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

Select correct option:

free

del

delete

remove

The operator to free the allocated memory using new operator is delete. So whenever, we use new to allocate memory, it will be necessary to make use of 'delete' to deallocate the allocated memory.

20- The concept of friend function negates the concept of _____.

Select correct option:

inheritance

polymorphism

persistence

encapsulation

1_ The members of a class declared without any keyword are _____ by default
private

2_ Memory allocated from heap or free store _____.

3_ The operator to free the allocated memory using new operator is _____.

4_ C++ offers _____ levels of data access control inside a class
two

5_ Assignment operator is used to initialize a newly declared object from existing object.
True

6_ When operator function is implemented as member function then return type of function _____.

7_ The concept of _____ allows us to separate the interface from the implementation of the class.

encapsulation

8_ *this is a pointer that always points to
Current pointer of the class

9_ What functionality the following program is performing? #include <iostream> using namespace std; int main() { const int SIZE = 80; char buffer[SIZE]; cout << " Enter a sentence : ";
get and write member functions of cout and cin objects are used respectively to read a sentence from the key board and then print it on the screen.

10_ Which of the following syntax is best used to delete an array of 5 objects named 'string' allocated using new operator.
delete string[5];

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

- ▶ Zero
- ▶ One (Page 499)
- ▶ Two
- ▶ Three

Question No: 3 (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 ++() ; (Page 389)**
- ▶ Class-name operator ++(int) ;

Question No: 4 (Marks: 1) - Please choose one

Class is a user defined_____.

data type (Page 317)

- ▶ memory referee
- ▶ value
- ▶ none of the given options.

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

How many bytes will the pointer intPtr of type int move in the following statement? intPtr += 3 ;

2

- ▶ 3 bytes
- ▶ 6 bytes
- 12 bytes**
- ▶ 24 bytes

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

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];

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

A Pointer is a special variable that contain

- ▶ Data values
- ▶ **Memory Address (Page 267)**
- ▶ Both data and values
- ▶ None of the given option

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

Reference Value Type Data The code is written to _____ the program.

▶ **implement**

- ▶ design
- ▶ analysis
- ▶ none of the given options

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

Computer can understand only machine language code.

- ▶ **True**
- ▶ False

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

We can not define a function as a friend of a Template class.

- ▶ True
- ▶ **False (Page 151)**

If it is required to copy an array to another array then,

- ▶ **Both arrays must be of the same size and data type**
- ▶ Both arrays may be of different size
- ▶ Both arrays may be of different data type

- ▶ Both arrays may be of different size and type

For being copy able, both arrays need to be of same data type and same size

Question No: 2 (M - 1) .

Dealing with structures and functions passing by reference is the most economical method

- ▶ True

- ▶ False

passing by reference is the most economical method of dealing with structures and functions. The function will access the actual address locations of where the structures are stored as opposed to working with copies of the structures.

Question No: 3 (M - 1) .

eof(), bad(), good(), clear() all are manipulators.

- ▶ True

- ▶ False

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

- ▶ void (nothing)

- ▶ void pointer

- ▶ object pointer

- ▶ int pointer

*new operator takes a parameter of type *size_t*. This parameter holds the size of the object being allocated, and the compiler automatically sets its value whenever we use new. Also note that the new operator returns a void pointer. Any new operator we write must have this parameter and return type.*

Question No: 5 (M - 1) .

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

- ▶ True

- ▶ False

If we overload new or delete operator at global level, the corresponding built-in new or delete operator will not be visible to whole of the program

Question No: 6 (M - 1) .

If there is more than one statement in the block of a for loop, which of the following

must be placed at the beginning and the ending of the loop block?

- ▶ parentheses ()
- ▶ braces { }
- ▶ brackets []
- ▶ arrows

BLOCK – is a group of one ore more statements enclosed in curly braces {}.

Question No: 7 (M - 1) .

The return type of a function that do not return any value must be _____

- ▶ float
- ▶ int
- ▶ void
- ▶ double

UNIX has been developed in _____ language.

- ▶ JAVA
- ▶ B
- ▶ C
- ▶ FORTRAN

UNIX operating system was written by using this C language

Question No: 9 (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

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

The **endl** and **flush** are _____

- ▶ Functions
- ▶ Operators
- ▶ Manipulators
- ▶ Objects

Question No: 13 (M - 1) .

If a symbolic constant has been defined, it will be an error to define it again.

- ▶ True
- ▶ False

The operator used for casting, in C, is standard _____ operator.

- ▶ none of the given options.
- ▶ cast
- ▶ cost
- ▶ const

The operator used for casting, in C, is standard cast operator.

Question No: 15 (M - 1) .

Constructors can not be overloaded like ordinary functions.

- ▶ True
- ▶ False

Just like ordinary methods, constructors can be [overloaded](#) in order to make it so that an object can be created with different attributes specified

Question No: 16 (M - 1) .

Which of the following function call is correct for the function prototype?

`defaultParameters (int a, int b = 7, char z = '*');`

- ▶ `defaultParameters (5);`
- ▶ `defaultParameters (5, '8');`
- ▶ `defaultParameters (6, '#');`
- ▶ `defaultParameters (0, 0, '*', 0);`

Question No: 17 (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: 18 (M - 1) .

We can not define a variable of user-defined data type in the class.

- ▶ True
- ▶ False

Question No: 19 (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

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.

.

Question No: 20 (M - 1) .

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

- ▶ float
- ▶ int
- ▶ char
- ▶ none of the given options.

Question No: 21 (M - 1) .

Class is a user defined_____.

- ▶ data type
- ▶ memory referee
- ▶ value
- ▶ none of the given options.

A class is a user defined data type

Question No: 22 (M - 1) .

A pointer variable can be,

- ▶ Decrementd
- ▶ Incremented
- ▶ Multiplied
- ▶ Both Decrementd and Decrementd

Question No: 23 (M - 1) .

NULL value has been defined in _____ and _____ header files.

- ▶ strings.h and iostream.h
- ▶ ctype.h and conio.c
- ▶ conio.c and conio.h
- ▶ stdlib.h and stddef.h

NULL has been defined in the header files stdlib.h and stddef.h.

Question No: 24 (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

Question No: 25 (M - 1) .

"setprecision" manipulator will set

- ▶ The number of digits after the decimal point
- ▶ The number of digits before the decimal point
- ▶ The number of digits in a number
- ▶ None of the given options

setprecision. This is the parameterized, inline- manipulator that sets the places after the decimal point.

Question No: 26 (M - 1) .

Which of the following option will be true, if we overload "-=" operator?

- ▶ only - operator needs to be overloaded (not sure)
- ▶ Minus (-) and = operators need to be overloaded
- ▶ the -= operator need to be overloaded explicitly
- ▶ the - and = operators need to be overloaded implicitly

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

- a. true ANS
- b. false

4. While using _____ operator we do not need to supply number of bytes allocated.

- a.insertion
- b.dot
- c.malloc
- d.new ANS

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

- a.1 ANS
- b.2
- c.0
- d. N

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

- a.left ANS
- b. right
- c. both

7. We can _____references. (reassign)

- 8.Reference is not really an address it is _____
- a.an antonym
- b.a value

- c.a number
- d. synonym ANS

9.We cannot increment _____.

- a.pointers
- b.arrays
- c.references ANS
- d.variable

10.how many arguments are used while using unary operator function.

- a.1
- b.2
- c.0 ANS
- d.3

**Pointers are a special type of _____ in which a memory address is stored
Select correct option:**

- variables
- Location**
Characters
None of the given

Question # 2 of 10 (Start time: 06:14:55 AM) Total Marks: 1

If x is declare as an integer, what will be result of the given expression? $x = 2 + 3 * 5 \% (2 + 2) / 2$

Select correct option:

- 4
- 3.5
- 3
- 3.75

Question # 3 of 10 (Start time: 06:16:07 AM) Total Marks: 1

Which of the following is not a valid variable name in C++?

Select correct option:

- NameOfStudent**
- nameOfStudent**
- _studentName**
- **@studentName**

Question # 4 of 10 (Start time: 06:17:11 AM) Total Marks: 1

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

Select correct option:

- 10
- 40.5
- 42
- 41

Question # 5 of 10 (Start time: 06:17:44 AM) Total Marks: 1

< , <= , > , >= are called _____ operators.

Select correct option:

- Arithmetic**
- Logical**
- **Relational**
- Conational**

Question # 6 of 10 (Start time: 06:18:15 AM) Total Marks: 1
Pointers work by pointing to a particular _____
Select correct option:

- Value
- variable
 - data type

None of the given

Question # 8 of 10 (Start time: 06:19:32 AM) Total Marks: 1
How many times the following loop will execute? `int j = 3; while(j > 0) { cout
"Statements" endl; j -= 2; }`
Select correct option:

- 0
 - 1
- 2
- 3

Question # 9 of 10 (Start time: 06:20:57 AM) Total Marks: 1
Loops are _____ Structure
Select correct option:

- Decision
- Sequential
 - Repetition
- None of the given options

Question # 10 of 10 (Start time: 06:21:58 AM) Total Marks: 1
Structures use _____ allocation.
Select correct option:

- Queue
 - Heap
- Cache
- Stack

There are mainly ----- types of software

- ▶ **Two**
- ▶ Three
- ▶ Four
- ▶ Five

Software is categorized into two main categories
System Software
Application Software

Question No: 2(M - 1) .

When `x = 7`; then the expression `x%= 2`; will calculate the value of x as,

- ▶ **1**
- ▶ 3
- ▶ 7
- ▶ 2

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Question No: 3(M - 1) .

A pointer variable can be,

- ▶ Decremented only
- ▶ Incremented only
- ▶ Multiplied only
- ▶ **Both 1 and 2**

Question No: 4(M - 1) .

setprecision is a parameter less manipulator.

▶ True

▶ **False**

Question No: 5(M - 1) [_](#)

We can change a Unary operator to Binary operator through operator overloading.

▶ **False**

▶ True

Question No: 6(M - 1) [_](#)

delete operator is used to return memory to free store which is allocated by the **new** operator

▶ **True**

▶ False

The objects are created with the **new** operator on free store, they will not be destroyed and memory will not be de-allocated unless we call **delete** operator to destroy the objects and de-allocate memory.

Question No: 7(M - 1) [_](#)

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

▶ **True**

▶ False

reference is a thing by which we can create _____ of any data type.
Select correct option:

copy

Synonym

Pointer

None of the given

Answer: 2

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Quiz Start Time: 01:42 PM Time Left 90
sec(s)

Question # 2 of 10 (Start time: 01:43:33 PM) Total Marks: 1

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

Select correct option:

Only block of memory is deallocated for object

Only destructor is called for object

Memory is deallocated first before calling destructor

Destructor is called first before deallocating memory

Answer: 3

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sec(s)

Question # 3 of 10 (Start time: 01:45:03 PM) Total Marks: 1
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of function _____.
Select correct option:

- Must be an object of same class
- Must be user-defined data type
- Must be built-in data type**
- Can be any data type

Answer:3

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Quiz Start Time: 01:42 PM Time Left 87
sec(s)

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returns
Select correct option:

- void (nothing)
- void pointer
- object pointer**
- int pointer

Answer: 3

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ampersand sign &

^ sign

* operator

Answer: 2

MC130202766 : Baber Ali

Quiz Start Time: 01:42 PM Time Left 89
sec(s)

Question # 6 of 10 (Start time: 01:48:58 PM) Total Marks: 1
In overloading the assignment (=) operator, which object(s) will call the
operator function?
Select correct option:

Left object of the assignment operator

Right object of the assignment operator

Both objects will call the operator function

No object will call the operator function

Answer: 2

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sec(s)

Question # 7 of 10 (Start time: 01:49:08 PM) Total Marks: 1
We can _____ pointer.
Select correct option:

- increment
- decrement
- reassign
- all of the given**

Answer: 4

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sec(s)

Question # 8 of 10 (Start time: 01:49:21 PM) Total Marks: 1
In overloading the assignment (=) operator, which object will be passed as an
argument(s) in the operator function?
Select correct option:

- Left object of the assignment operator**
- Right object of the assignment operator
- Both objects will be passed
- No objects will be passed

Answer: 1

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sec(s)

Question # 9 of 10 (Start time: 01:49:43 PM) Total Marks: 1
It is possible to return an object from function using this pointer.
Select correct option:

True
False

Answer: 1

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Quiz Start Time: 01:42 PM Time Left 36
sec(s)

Question # 10 of 10 (Start time: 01:50:26 PM) Total Marks: 1
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, _____
Select correct option:

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