

# Searching file for quiz Create by Orange Monkey team first file 99% correct

For console input and output we use \_\_\_\_\_ ?

???

$a = a + 1$ ; can be written as:

$a += 1$ ;

The compiler generates \_\_\_\_\_ automatically

Constructors

The data members of the class are initialized \_\_\_\_\_.

At runtime

\_\_\_\_\_ For parameters is also done for inline functions

Automatic type checking

An instance of class is called:

Object

With the use of dynamic allocation of memory, the system resources can be

**Use efficiently**

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

**Specific directory**

\_\_\_\_\_ is a special type of pointer we have to cast it before we use it.

**Void**

Multiplicative, Additive and assignment operators are \_\_\_\_\_ operators.

**Binary**

Special name which is substituted in code by its definition and as a result we get an expanded code is

**Called Macro**

For converting a void type pointer ptr into integer type, the correct syntax is

**int" ptr**

Header files provide \_\_\_\_\_ so the program running on one operating system can run without an error on the other system.

**???**

A pointer with value NULL is defined in the header files \_\_\_\_\_ and \_\_\_\_\_ .

stdlib.h typedef h

for parameters is also done for inline functions.

Automatic type checking

malloc function returns \_\_\_\_\_ to the \_\_\_\_\_ from the available memory

???

Constructor is a special function, called whenever we \_\_\_\_\_ ?

Instantiate an object of a class

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

Constructor is itself a \_\_\_\_\_ of C++ and

Function, can be overloaded

What is the other name for a variable?

Identifier

< and > both are \_\_\_\_\_ operators.

Logical

Find out the logical error in following lines of code. If (x = 10) cout "x is 10";

## Assignment operator should not be used for Comparison

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

5

Default mechanism of calling a function by passing it array is call by \_\_\_\_\_ and in case of passing variable is call by \_\_\_\_\_.

Reference, value

When the break statement is encountered in a loop's body, it transfers the control \_\_\_\_\_ from the current loop.

Outside

\_\_\_\_\_ statement is used to terminate the processing of a particular case and exit from switch structure.

Break

If we pass more than one arguments to a function then they are separated by \_\_\_\_ .

Comma,

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);`

17

Window operating system may itself takes memory from\_\_\_\_\_.

Heap

Initializing the data member within the class\_\_\_\_\_.

Not an error

Constructor has\_\_\_\_\_.

The same name as of class

The compiler generates\_\_\_\_\_.

Constructor

What is the storage space of double data type?

8bytes

The dynamic allocation \_\_\_\_\_ whereas static memory allocation uses\_\_\_\_\_

Heap, stack

Which one of is the correct example of a unary operator?

.

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

0

C++ was developed by\_\_\_\_\_.

Bejame stroustrup

In **shifting** operations if zero is inserted at the left most bit, the negative number will become a \_\_\_\_\_ number.

Positive

The compiler generates \_\_\_\_\_ automatically.

Constructors

A class is \_\_\_\_\_ -

A member function

Bugs can occur due to \_\_\_\_\_.

Uninitiated data

The heap memory structure \_\_\_\_\_.

Constantly change in size

How many bits from a byte?

8

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

Required space in term of numbers, size of space

The main advantage of function overloading is that \_\_\_\_\_.

The program become more readable

A pointer with value null is defined IN THE header files \_\_\_\_\_ and \_\_\_\_\_.

## Stdlib.h, stddef.h

The increment operator in c++

++

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

## Void

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

## No return types

Multiplication, additive and assignment operators are \_\_\_\_\_operators.

## Binary

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

## Dot

In a class we can have \_\_\_\_\_constructor(s).

## Only one

Object code is machine code but it is not \_\_\_\_\_and\_\_\_\_\_.

## Relocatable, executable

With the use of dynamic allocation of memory the system resources can be\_\_\_\_\_.

## Used efficiently

The main advantage of function overloading is that -----

The program becomes more readable

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

**Dot .**

Object code is machine code but it is not \_\_\_\_\_ and \_\_\_\_\_.

**Reloadable, executable**

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

**Void**

The \_\_\_\_\_ is the increment operator in c++.

**++**

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

**No return type**

A class is \_\_\_\_\_

**A user defined data type**

In a class we can have \_\_\_\_\_ constructor(s).

**Many**

When we include the header file in the angle brackets the compiler searches \_\_\_\_\_.

### Specific directory

What is the other name of a variable?

### Identifiers

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

### Object

\_\_\_\_\_ is a special type of pointer we here to cast it before we use it.

### Void

A=a+1 ; can be written as

### A+ =1;

With the use of dynamic allocation memory, the system resources can be \_\_\_\_\_

### Use efficiently

It shifting operations if zero is inserted at the left most bit , the negative number will become will become a \_\_\_\_\_ number

### Positive

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

```
#include <isotream.h>
```

```
#define max 100
```

```
Main ()  
{  
#ifndef max  
cout<<"hellow;  
}
```

## Error

We should not use such variable name that are starting with \_\_\_\_ because in c++ , there are lots of internal contents and symbolic names that start with it.

## Double underscore

Header file provide \_\_\_\_\_ so the program running on one operating system can run without an error on the other system.

## Accessibility

Bugs can occur due to \_\_\_\_\_

## Uninitialized data

The data members of the class are initialized \_\_\_\_\_

## At runtime

For converting a void type pointer ptr into integer type, the correct syntax is;

## Int\*ptr

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

## Two

Class can be defined as

A class includes both data members as well as functions to manipulate that data.

C++ was developed by \_\_\_\_\_

Bejame Stroustrup

\_\_\_\_\_ operator uses the sign ^ .

Exclusive OR

For console input and output we use \_\_\_\_\_

stdiib.h header file

Header files provide \_\_\_\_\_ so the program running on one operating system can run without an error on the other system.

Accessibility

The function calloc takes two arguments, first argument is te \_\_\_\_\_ and the second argument is the \_\_\_\_\_

Required space in terms of numbers, size of space

Constructor has \_\_\_\_\_

The same name of an class

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

`cout<<1;`

The object code of our program is combined with the \_\_\_\_\_

**object code of the library functions**

The malloc function takes \_\_\_\_\_ argument(s)

**Two**

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

**Void**

\_\_\_\_\_ is a special type of pointer we have to cast it before we use it.

**Void**

The function overloading requires \_\_\_\_\_

**the argument list to be different**

Bugs can occur due to \_\_\_\_\_

**Uninitialized data**

Which of the following code segment represents left shift shifts operate?

**Result = number << 1;**

The name of the destructor is the same as that of a class proceeding with a \_\_\_\_\_

~ sign

The Compiler generates \_\_\_\_\_ automatically.

Constructors

Constructor is itself a \_\_\_\_\_ of C++ and \_\_\_\_\_

Function, can be overloaded

Constructor is a special function, called whenever we \_\_\_\_\_

Instantiate an object of a class

The heap memory structure \_\_\_\_\_

Constantly changes in size

A pointer with value null is defined in the header files \_\_\_\_\_ and \_\_\_\_\_

stdlib.h, stddef.h

\_\_\_\_\_ for parameters is also done for inline functions.

automatic type checking

How many bits form a type.

8

Manipulate, Additive and assignment operators are \_\_\_\_\_ operators.

Binary

Special name which is substituted in code by its definition and as a result we get an expanded code is called

**Macro**

For converting a void type pointer into integer type, the correct syntax is;

**int \* ptr**