



CS-201 Introduction To Programming
Update MCQS For Mid Term
Solve By Vu Topper RM



80 To 100% Marks

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Question No:1

(Marks:1)

Vu-Topper RM

To read command line argument the main() function itself must be given—

- A. 1
- B. 2**
- C. 3
- D. 4

Question No:2

(Marks:1)

Vu-Topper RM

eof is used to check for the _____ of file when a file is being read.

- A. Start
- B. End**
- C. Middle
- D. Name

Question No:3

(Marks:1)

Vu-Topper RM

The ASCII code of null character is _____.

- A. 000**
- B. 010
- C. 111
- D. 110

Question No:4

(Marks:1)

Vu-Topper RM

_____ contains functions for manipulations of character data.

- A. Ctype.h**
- B. Iostream.h
- C. String.h
- D. None of the given

Question No:5

(Marks:1)

Vu-Topper RM

At the design phase, we try to break up the problem into _____.

- A. Small units
- B. Functional units**
- C. Non-functional units

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D. None of the given

Question No:6

(Marks:1)

Vu-Topper RM

From the following; hich one is the correct syntax of an array declaration: array size 5 and it is of float data type?

- A. float [5] name;
- B. name [5] float;
- C. float name[5];**
- D. None of the given options

Question No:7

(Marks:1)

Vu-Topper RM

char name [] ="Hello World";

In the above statement, a memory of _____ charaters will be allocated.

- A. 13
- B. 11
- C. 12**
- D. 10

Question No:8

(Marks:1)

Vu-Topper RM

Each array declaration must provide the information about all these things expect _____.

- A. Name of the array
- B. Type of data stored in the array
- C. The location of the first element to be stored**
- D. Number of elements of the array

Question No:9

(Marks:1)

Vu-Topper RM

When we access a multidimensional array, each array index is surrounded by _____.

- A. Single quotes "
- B. Double quotes ""
- C. Brackets []**
- D. Commas ,,

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Question No:10

(Marks:1)

Vu-Topper RM

In the case of pointer to pointer or _____, the first pointer contains the address of the second pointer, which contains the address of the variable, which contains the desired value.

- A. Different
- B. Float and double
- C. Single dereference

D. Double dereference

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Question No:11

(Marks:1)

Vu-Topper RM

Whenever some number is added in an array name, it will jump as many _____ as the added number.

- A. Rows**
- B. Value
- C. Column
- D. None of the given

Question No:12

(Marks:1)

Vu-Topper RM

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

- A. Value
- B. Variable
- C. None of given
- D. Memory Address**

Question No:13

(Marks:1)

Vu-Topper RM

char **argv can be read as _____.

- A. Pointer to Pimter
- B. Pointer to Char
- C. Pointer to Pointer to Char**
- D. None of given

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Question No:14

(Marks:1)

Vu-Topper RM

_____ are conventional names of the command line parameters of the 'main()' function.

- A. 'argb' and 'argv'
- B. **'argc' and 'argv'**
- C. 'argc' and 'argu'
- D. None of Given

Question No:15

(Marks:1)

Vu-Topper RM

_____ Returns true if c is a digit and false otherwise.

- A. int isalpha(int c)
- B. int isalnum(int c)
- C. int isxdigit(int c)
- D. **int isdigit(int c)**

Question No:16

(Marks:1)

Vu-Topper RM

dereferencing operator is represented by _____

- A. +
- B. *****
- C. -
- D. None

Question No:17

(Marks:1)

Vu-Topper RM

In _____, we try to have a precise problem statement

- A. **Analysis**
- B. Design
- C. Coding
- D. None of the given

Question No:18

(Marks:1)

Vu-Topper RM

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

- A. **2**
- B. 3

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- C. 1
- D. 4

Question No:19

(Marks:1)

Vu-Topper RM

For the following statement, how much memory will be allocated to myarray[0] Char*myarray[] = {"arif","sadia"}

A. 5 bytes

- B. 4 bytes
- C. 3 bytes
- D. 1 bytes

Question No:20

(Marks:1)

Vu-Topper RM

Following is the declaration of a _____ array. int arr[2][2];

- 1. 1 dimensional
- 2. 2 dimensional**
- 3. 4 dimensional
- 4. 3 dimensional

Question No:21

(Marks:1)

Vu-Topper RM

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

A. ifstream

Page 220

- B. ostream
- C. istream
- D.fstream

Question No:22

(Marks:1)

Vu-Topper RM

A structure is a collection of _____ under a single name.

- A. Array
- B. Pointer
- C. Datatype
- D. Variables**

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Question No:23

(Marks:1)

Vu-Topper RM

Following is an array of _____ rows and _____ columns. int num[3][4];

A. 4 and 4

B. 3 and 4

C. 4 and 3

D. 3 and 3

Question No:24

(Marks:1)

Vu-Topper RM

What is output of following code?

```
Int data [10] = { 10,20,30,40,50,60,70,80,90,100};
```

```
Int*xptr=&data[4];
```

```
Int *xptr =&data [6];
```

```
Cout<< xptr+yptr++;?
```

A. 120

B. 110

C. 115

D. 125

Question No:25

(Marks:1)

Vu-Topper RM

What will be the output of following program?

```
Int data[10]=[10,20,30,40,50,60,70,80,90,100];
```

```
Int*yptr=&data[5];
```

```
Cout<<++yptr
```

A. 61

B. 51

C. 60

D. 52

Question No:26

(Marks:1)

Vu-Topper RM

What will be the output of the following code segment?

```
Char myName[]="student ID";
```

```
Int n=sizeof(myName);
```

```
Cout<<n;
```

A. 10

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B. 11

C. 12

D. 15

Question No:27

(Marks:1)

Vu-Topper RM

Base address is the memory address of _____ element of an array.

A. 1st

B. 2nd

C. 3rd

D. 4th

Question No:28

(Marks:1)

Vu-Topper RM

The string in the array is terminated by a _____

A. Null

B. One

C. Two

D. Five

Question No:29

(Marks:1)

Vu-Topper RM

What will be the size of the following character array?

char name[]="Adeel";

A. 6

B. 5

C. 4

D. 3

Question No:30

(Marks:1)

Vu-Topper RM

By default, the starting index of an array in C++ is _____.

A. 2

B. 0

C. 1

D. 3

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Question No:31

(Marks:1)

Vu-Topper RM

Following is the declaration of 2D array how many column are declared for this array `int arr[3][2];`

- A. 3
- B. 4
- C. 2**
- D. 1

Question No:32

(Marks:1)

Vu-Topper RM

In computer system there are mainly — type of software

- A. 4
- B. 2**
- C. 6
- D. 8

Question No:33

(Marks:1)

Vu-Topper RM

If we assign 2.06721 to an integer variable x, what will be the output if we print x using `cout<<statement`

- A. 3
- B. 4
- C. 2**
- D. 1

Question No:34

(Marks:1)

Vu-Topper RM

The name of the array is a constant pointer which contains the memory address of the _____ of the array.

- A. First element**
- B. Last element
- C. Second element
- D. None of the given

Question No:35

(Marks:1)

Vu-Topper RM

By default the starting index of an array in C++ is—

- A. 0**

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- B. 1
- C. 2
- D. 3

Question No:36

(Marks:1)

Vu-Topper RM

At the _____, we try to break up the problem into functional units analysis phase

- A. Small units
- B. Design phase**
- C. Functional units
- D. None of the given

Question No:37

(Marks:1)

Vu-Topper RM

If $x=11$, and $x\%=3$, than values of x will be

- A. 4
- B. 2**
- C. 6
- D. 8

Question No:38

(Marks:1)

Vu-Topper RM

A variable of character data type occupies — bytes in memory

- A. 0
- B. 2
- C. 1**
- D. 3

Question No:39

(Marks:1)

Vu-Topper RM

If $y=20$ and $z=y++$ then the value of z will be—

- A. 21**
- B. 20
- C. 19
- D. 18

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Question No:40

(Marks:1)

Vu-Topper RM

What will be the output of the following code

```
String grade[3]={"A","B","C"};
```

```
Grade[2]="F";
```

```
Cout<<grade[2];
```

A. F

B. A

C. C

D. D

Question No:41

(Marks:1)

Vu-Topper RM

After evaluating the expression $X=10+3*4/2-1$ the value of x will be

A. 5

B. 10

C. 15

D. 20

Question No:42

(Marks:1)

Vu-Topper RM

If x is declare as an integer what will be result of the given expression

A. 2

B. 4

C. 6

D. 8

Question No:43

(Marks:1)

Vu-Topper RM

The result of $4\%3$ will be

A. 0

B. 1

C. 2

D. 3

Question No:44

(Marks:1)

Vu-Topper RM

Array indexes start from—

A. 0

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- B. 1
- C. 4
- D. 8

Question No:45

(Marks:1)

Vu-Topper RM

A while loop many execute — or more times

- A. 1
- B. 0**
- C. 2
- D. 3

Question No:46

(Marks:1)

Vu-Topper RM

Pointers are a special type of ___ in which a memory address is stored.

Location

Variables

Question No:47

(Marks:1)

Vu-Topper RM

What will be the size of the array declared as int array[1000];

999

1001

Question No:48

(Marks:1)

Vu-Topper RM

Suppose that an integer type contains a memory address 0x22f220.

What will be the new memory address if we increment this pointer by one?

0x22f223

0x22f224

Question No:49

(Marks:1)

Vu-Topper RM

We use _____ to open a file or stream for extraction.

In

Out

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Question No:50

(Marks:1)

Vu-Topper RM

Whenever some number is added in an array name, it will jump as many _____ as the added number.

Rows

Value

Question No:51

(Marks:1)

Vu-Topper RM

From the following; which one is the range of Random number generator function rand()?

0 – 32767

1 – 32767

Question No:52

(Marks:1)

Vu-Topper RM

Pointers store the _____

Value of a variable

Memory address

Question No:53

(Marks:1)

Vu-Topper RM

Which of the following function call is “call by reference” for the following function prototype? int add (int *);

add(&x);

add(int x);

Question No:54

(Marks:1)

Vu-Topper RM

The use of * sign in first and second statements is called _____ and _____ of pointer.

Referencing, dereferencing

Question No:55

(Marks:1)

Vu-Topper RM

Pointer points to a particular _____.

Memory address

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Question No:56

(Marks:1)

Vu-Topper RM

ptr is a constant pointer to an integer

Int*const ptr;

Question No:57

(Marks:1)

Vu-Topper RM

Which of the following is used to create an output stream?

iostream.h

Question No:58

(Marks:1)

Vu-Topper RM

ofstream is used for_____

Output file stream

Question No:59

(Marks:1)

Vu-Topper RM

Which of the following option is correct about array?

Only one type of elements can be stored in an array

Question No:60

(Marks:1)

Vu-Topper RM

Which of the following is not a file openingmode_____?

ios::trunc

Question No:61

(Marks:1)

Vu-Topper RM

In____, we have different data members and all of these have their own memory space.

Structures

Question No:62

(Marks:1)

Vu-Topper RM

When accessing a structure member, the identifier to the left of the dot operator is the name of _____.

Structure variable

Question No:63

(Marks:1)

Vu-Topper RM

To get the value stored at a memory address, we use the_____.

Deferencing operator

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Question No:64

(Marks:1)

Vu-Topper RM

Which of the following is the default mode of the file opening while using the ofstream class?

ios::out mod

Question No:65

(Marks:1)

Vu-Topper RM

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?

array[2][3] = 6 ;

Question No:66

(Marks:1)

Vu-Topper RM

Which of the following is a correct way to assign the address of the first element of array to pointer? int data[10];

Int*ptr= data [0]

Question No:67

(Marks:1)

Vu-Topper RM

What is the use of ios::trunc mode?

To truncate an existing file to zero

Question No:68

(Marks:1)

Vu-Topper RM

_____function is used to determine the next position to write a character while writing into a file.

Tellp()

Question No:69

(Marks:1)

Vu-Topper RM

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

string.h

Question No:70

(Marks:1)

Vu-Topper RM

If we have a pointer on the left hand side then the right hand side should have a/an_____.

Address

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Question No:71

(Marks:1)

Vu-Topper RM

_____ is used for input file or for reading from the file.

Tellg()

Question No:72

(Marks:1)

Vu-Topper RM

From following; which one is the correct syntax of an array initialize:
Array size is 10 and it is of double data type to value 0? arr[10]={0.0};

double arr[10]={0.0};

Question No:73

(Marks:1)

Vu-Topper RM

An object of _____ class can be created of saving the current position of any opened file before reading from the file.

Streampos

Question No:74

(Marks:1)

Vu-Topper RM

We can say that a pointer is a variable that hold the _____ address.

Memory

Question No:75

(Marks:1)

Vu-Topper RM

A character is stored in the memory in _____

byte

Question No:76

(Marks:1)

Vu-Topper RM

suppose we have int y[10]; To access the 4th element of the array we write _____ y[4];

y[3];

Question No:77

(Marks:1)

Vu-Topper RM

In C/C++; by default arguments are passed by _____ to a function.

Reference

Value

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Question No:78

(Marks:1)

Vu-Topper RM

_____Keyword is used to return some value from a function. break

Return

Question No:79

(Marks:1)

Vu-Topper RM

Which of the function call is call by value for the following function prototype?

float add(int); add(&x);

add(x);

Question No:80

(Marks:1)

Vu-Topper RM

The increment of a pointer depends on its_____ variable

data type

Question No:81

(Marks:1)

Vu-Topper RM

Transpose of a matrix means that when we interchange rows and columns_____ the first row becomes the Last column

The first row becomes the first column

Question No:82

(Marks:1)

Vu-Topper RM

!(x<3)mean in C++ that

X is greater than 3

Question No:83

(Marks:1)

Vu-Topper RM

Which of the following option is correct to complete the declaration of the function ——(parameter1, parameter2) {

//code to be executed}

Void function name

Question No:84

(Marks:1)

Vu-Topper RM

How we declare an array of integer data whose size is 20 with array name count

Int count[20];

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Question No:85

(Marks:1)

Vu-Topper RM

Which of the following is a reserve word for data types in C/C++

Int

Question No:86

(Marks:1)

Vu-Topper RM

C was developed with the help of— language

BCPL and B

Question No:87

(Marks:1)

Vu-Topper RM

An object of— class can be created for saving the current position of any opened file befor reading from the file

Streampos

Question No:88

(Marks:1)

Vu-Topper RM

C++is a — language

High level

Question No:89

(Marks:1)

Vu-Topper RM

In while loop the loop counter is initialized at—

Before entering the loop

Question No:90

(Marks:1)

Vu-Topper RM

What is the output of the following code if the 3rd case is ture

```
Switch(var) { Case "a";  
Cout<<"apple"<<endl; }
```

Mango

Question No:91

(Marks:1)

Vu-Topper RM

— character is used to indicate the end of the string

Null

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Question No:92

(Marks:1)

Vu-Topper RM

Which one of the following is used to perform bit wise exclusive or operation

|

Question No:93

(Marks:1)

Vu-Topper RM

Null character is represented by — C++

\0

Question No:94

(Marks:1)

Vu-Topper RM

There is a pointer variable named ptr of type float which type of variable address can be stored by ptr

Float

Question No:95

(Marks:1)

Vu-Topper RM

X is a integer variable what does X++ means

Add 1 X value

Question No:96

(Marks:1)

Vu-Topper RM

When we call a function its control

Transfers to its definition

Question No:97

(Marks:1)

Vu-Topper RM

“\0” takes — space in the memory

1 Byte

Question No:98

(Marks:1)

Vu-Topper RM

— will be used for enclosing function statement into a block

{ }

Question No:99

(Marks:1)

Vu-Topper RM

How can we declare an array of characters whose size is 12 with array name “country”

Char country[12];

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Question No:100 (Marks:1) **Vu-Topper RM**
We can access a global variable—
From anywhere in the program

Question No:101 (Marks:1) **Vu-Topper RM**
We use — to include all those functions in our program which are located in different files
Linker

Question No:102 (Marks:1) **Vu-Topper RM**
Which is not true regarding structures
We can declare array of structure

Question No:103 (Marks:1) **Vu-Topper RM**
Mr .Ahmad sleep thirty hours every day .this sentence is—
Grammatically correct but illogical

Question No:104 (Marks:1) **Vu-Topper RM**
— will explain the function of a program
Comments

Question No:105 (Marks:1) **Vu-Topper RM**
Char**argv can be read as—
Pointer to pointer to char

Question No:106 (Marks:1) **Vu-Topper RM**
What will be output of the following code String
name[4]={“ali”,”bilal”,”omer”,”ayeshan”};
Cout<,name[0];
Ali

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Question No:107

(Marks:1)

Vu-Topper RM

The data type before a function name represents its

Return type

Question No:108

(Marks:1)

Vu-Topper RM

The expression $((a+b)==10) \parallel ((x+y)==20)$ is true only if

Either $((a+b)==10)$ OR $((x+y)==20)$ is

True

False

Question No:109

(Marks:1)

Vu-Topper RM

We have opened a file stream my file for reading (getting) my file

tellg() given us the current get position of file pointer it returns a whole number of type—

Long

Question No:110

(Marks:1)

Vu-Topper RM

= operator is used for—

Assigning values to variables

Question No:111

(Marks:1)

Vu-Topper RM

What is the use of is::trunk mode

To truncate an existing file to zero

Question No:112

(Marks:1)

Vu-Topper RM

Structures use— allocation

Heap

Question No:113

(Marks:1)

Vu-Topper RM

A— is an array of characters that can store number of character

specified

String

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Question No:114

(Marks:1)

Vu-Topper RM

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

Break

Question No:115

(Marks:1)

Vu-Topper RM

Declaration of two dimensional array of integer having 3 rows and 5 column is following

In arr [3][5];

Question No:116

(Marks:1)

Vu-Topper RM

A=a+1; can be written as—

A+=1;

Question No:117

(Marks:1)

Vu-Topper RM

A record is a group of related

Fields

Question No:118

(Marks:1)

Vu-Topper RM

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

42

Question No:119

(Marks:1)

Vu-Topper RM

— construct is used to execute a set of instruction when a condition is true and other set when it is false

If/else

Question No:120

(Marks:1)

Vu-Topper RM

If an array has 50 element what is allowable range of subscripts

0-49

Question No:121

(Marks:1)

Vu-Topper RM

If int a=50; then the value of a=3; will be

16

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Question No:122

(Marks:1)

Vu-Topper RM

Whenever some number is added in an array name it will jump as many—

Rows

Question No:123

(Marks:1)

Vu-Topper RM

—— returns true if c is a digit or a letter and false otherwise

Int isalnum(int c)

Question No:124

(Marks:1)

Vu-Topper RM

Which of the following is the default mode of the opening using the of stream class

Ios::trunk

Question No:125

(Marks:1)

Vu-Topper RM

In which language the compiler of c language is written

C

Question No:126

(Marks:1)

Vu-Topper RM

While loop executes at least

One time

Question No:127

(Marks:1)

Vu-Topper RM

String are accessed by variable of type

Char

Question No:128

(Marks:1)

Vu-Topper RM

Which of the following is the correct operator to compare the values of two variables

==

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Question No:129 (Marks:1) **Vu-Topper RM**
Not operator is a —
Single input operator

Question No:130 (Marks:1) **Vu-Topper RM**
Pointer point to a particular
Memory address

Question No:131 (Marks:1) **Vu-Topper RM**
A function is a block of statement that can be defined once and used—
As many times as user wants

Question No:132 (Marks:1) **Vu-Topper RM**
— function is used to find the number of characters in a string
Strlen()

Question No:133 (Marks:1) **Vu-Topper RM**
!= operator is used to check whether the operand on the left-hand side
is—
Not equal

Question No:134 (Marks:1) **Vu-Topper RM**
A variable declared within a code block become — variable for that
block
Local

Question No:135 (Marks:1) **Vu-Topper RM**
If a file is opened with ios::out mode, then—
We can write in this file

Question No:136 (Marks:1) **Vu-Topper RM**
A function prototype is written — the function call
Before

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Question No:137

(Marks:1)

Vu-Topper RM

— loop is mostly used to perform repetition of a tasks for a known number of time

For

Question No:138

(Marks:1)

Vu-Topper RM

In shifting operations if zero is inserted at the left most bit the negative number will become a—

Positive

Question No:139

(Marks:1)

Vu-Topper RM

It is the job of — to transfer the executable code from hard disk to main memory

Loader

Question No:140

(Marks:1)

Vu-Topper RM

RAID stands for

Redundant array of inexpensive device

Question No:141

(Marks:1)

Vu-Topper RM

In call by reference — of a variable is passed to the called function

Address

Question No:142

(Marks:1)

Vu-Topper RM

The name of a location in memory is called—

Variable

Question No:143

(Marks:1)

Vu-Topper RM

Which statement is used to close a file

Myfile.close();

Question No:144

(Marks:1)

Vu-Topper RM

while handling files one can have— option

All of the given

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Question No:145 (Marks:1) **Vu-Topper RM**
Identify the logical error in the following if condition
If((i<5)&&(i>15))

Condition is always false

Question No:146 (Marks:1) **Vu-Topper RM**
The use of* sign in first and second statements is called
Int*ptr=&x;
Cout<<*ptr;

Referencing dereferencing

Question No:147 (Marks:1) **Vu-Topper RM**
C is widely known as development language of operating system

Linux

Question No:148 (Marks:1) **Vu-Topper RM**
What will be the correct syntax of declaration of the following
statement

Const int*ptr

Question No:149 (Marks:1) **Vu-Topper RM**
We can read write and manipulate the same file using

Fstream.h

Question No:150 (Marks:1) **Vu-Topper RM**
Return type of a function that does not return any values must be—

Void

Question No:151 (Marks:1) **Vu-Topper RM**
Pointer store the—

Memory address

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Question No:152

(Marks:1)

Vu-Topper RM

— operator uses the sign[^]

Exclusive OR

Question No:153

(Marks:1)

Vu-Topper RM

Compiler translates high level language program into — language code

Machine

Question No:154

(Marks:1)

Vu-Topper RM

When the logical operator AND(&&) combine two expression exp1 and exp2 then the result will be true only

When both exp1 and exp2 are true

Question No:155

(Marks:1)

Vu-Topper RM

Multi[3][3]element can also be accessed by

***(*(multi+3)+3)**

Question No:156

(Marks:1)

Vu-Topper RM

We get $12|8=$ — where “|”is(bit wise OR)

12

Question No:157

(Marks:1)

Vu-Topper RM

— is a substitute of multiple if statement

If— elseif statement

Question No:158

(Marks:1)

Vu-Topper RM

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

Question No:159

(Marks:1)

Vu-Topper RM

Which is not true regarding structures

We can not declare pointers to structure

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Question No:160 (Marks:1) **Vu-Topper RM**
— are used to compile the code
Compiler

Question No:161 (Marks:1) **Vu-Topper RM**
A— structure specifies that an action is to be repeated while some condition remains true
Repetition

Question No:162 (Marks:1) **Vu-Topper RM**
— is used for output during the process of writing to the file
Seekp()

Question No:163 (Marks:1) **Vu-Topper RM**
In case of a two-dimensional array if you add some number in a two-dimensional array name it will jump to the next—
Row

Question No:164 (Marks:1) **Vu-Topper RM**
Which step is not performed during a program design
Write details about the performance of program

Question No:165 (Marks:1) **Vu-Topper RM**
Suppose we have a file name myfile.txt what will be the correct syntax of file opening for input
Myfile.open(myfile.txt”,ios::in);

Question No:166 (Marks:1) **Vu-Topper RM**
Which operator has the highest precedence
(*,-,/,+)
***and/both have the same highest precedence**

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Question No:167

(Marks:1)

Vu-Topper RM

From the following which one is the range of random number generator function rand()

0-32767

Question No:168

(Marks:1)

Vu-Topper RM

_____ variables are those that are defined outside of main

Global

Question No:169

(Marks:1)

Vu-Topper RM

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

Compiler does member wise assignment

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