

Question Bank

S.Y. B.Sc. Sem-III

Subject: - CPP Prgramming I

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**Multiple Choice Questions**

1 Which of the following is not a type of constructor?

- A. Copy constructor
- B. Friend constructor**
- C. Default constructor
- D. Parameterized constructor

2 Which of the following is not the member of class?

- A. Static function
- B. Friend function**
- C. Const function
- D. Virtual function

3 Which of the following concepts means determining at runtime what method to invoke?

- A. Data hiding
- B. Dynamic Typing
- C. Dynamic binding**
- D. Dynamic loading

4 Which of the following term is used for a function defined inside a class?

- A. Member Variable
- B. Member function**

**C.** Class function

**D.** Classic function

5 Which of the following concept of oops allows compiler to insert arguments in a function call if it is not specified?

**A.** Call by value

**B.** Call by reference

**C.** **Default arguments**

**D.** Call by pointer

6 Which of the following cannot be friend?

**A.** Function

**B.** Class

**C.** **Object**

**D.** Operator function

7 Which of the following concepts of OOPS means exposing only necessary information to client?

**A.** Encapsulation

**B.** Abstraction

**C.** **Data hiding**

**D.** Data binding

8 *cout* is a/an \_\_\_\_\_ .

**A.** operator

**B.** function

**C.** **object**

**D.** macro

9 Which of the following is an abstract data type?

- A. int
- B. double
- C. string
- D. **Class**

10 Which of the following statement is correct?

- A. **A constructor is called at the time of declaration of an object.**
- B. A constructor is called at the time of use of an object.
- C. A constructor is called at the time of declaration of a class.
- D. A constructor is called at the time of use of a class.

11 Which of the following approach is adapted by C++?

- A. Top-down
- B. **Bottom-up**
- C. Right-left
- D. Left-right

12 Which of the following is correct about function overloading?

- A. The types of arguments are different.
- B. The order of argument is different.
- C. The number of argument is same.
- D. **Both A and B.**

13 Which of the following is correct about class and structure?

- A. class can have member functions while structure cannot.
- B. class data members are public by default while that of structure are private.
- C. Pointer to structure or classes cannot be declared.

**D.** class data members are private by default while that of structure are public by default.

14 Which of the following concepts means wrapping up of data and functions together?

**A.** Abstraction

**B.** Encapsulation

**C.** Inheritance

**D.** Polymorphism

15 Which of the following concepts means waiting until runtime to determine which function to call?

**A.** Data hiding

**B.** Dynamic casting

**C.** Dynamic binding

**D.** Dynamic loading

16 Which of the following operator is overloaded for object `cout`?

**A.** `>>`

**B.** `<<`

**C.** `+`

**D.** `=`

17 Which of the following is the correct class of the object `cout`?

**A.** `iostream`

**B.** `istream`

**C.** `ostream`

**D.** `ifstream`

18 Which of the following functions are performed by a constructor?

**A.** Construct a new class

**B.** Construct a new object

C. Construct a new function

D. **Initialize objects**

19 Which of the following problem causes an exception?

A. Missing semicolon in statement in *main()*.

B. A problem in calling function.

C. A syntax error.

D. **A run-time error.**

20 Which of the following concepts is used to implement late binding?

A. **Virtual function**

B. Operator function

C. Const function

D. Static function

21 Which of the following ways are legal to access a class data member using this pointer?

A. *this->x*

B. *this.x*

C. *\*this.x*

D. *\*this-x*

22 Which of the following is a mechanism of static polymorphism?

A. Operator overloading

B. Function overloading

C. Templates

D. **All of the above**

23 Which of the following operators cannot be overloaded?

A. []

B. ->

C. ?:

D. \*

24 Which of the following header file includes definition of *cin* and *cout*?

A. *istream.h*

B. *ostream.h*

C. *iomanip.h*

**D. *iostream.h***

25 Which of the following keyword is used to overload an operator?

A. *overload*

**B. *operator***

C. *friend*

D. *override*

26 Which of the following is an invalid visibility label while inheriting a class?

A. *public*

B. *private*

C. *protected*

**D. *friend***

27 Which one of the following options is correct?

- A. Friend function can access public data members of the class.
- B. Friend function can access protected data members of the class.
- C. Friend function can access private data members of the class.
- D. All of the above.**

28 Which of the following statements is correct in C++?

- A. Classes cannot have data as protected members.
- B. Structures can have functions as members.**
- C. Class members are public by default.
- D. Structure members are private by default.

29 What is correct about the static data member of a class?

- A. A static member function can access only static data members of a class.
- B. A static data member is shared among all the object of the class.
- C. A static data member can be accessed directly from *main()*.
- D. Both A and B.**

30 Which of the following statement is correct?

- A. Class is an instance of object.
- B. Object is an instance of a class.**
- C. Class is an instance of data type.
- D. Object is an instance of data type.

31 Like constructors, can there be more than one destructors in a class?

- A. Yes
- B. No**

- C. May Be
- D. Can't Say

32 Which of the following function / types of function cannot have default parameters?

- A. Member function of class
- B. Main()**
- C. Member function of structure
- D. Both B and C

33 Unary scope resolution operator is denoted by

- A. !!
- B. % %
- C. :
- D. ::**

34 A programmer can create custom header files that must be end with

- A. .h extension**
- B. .l extension
- C. .ios extension
- D. .a extension

35 Choose the correct statements regarding inline functions.

- A. It speeds up execution
- B. It slows down execution
- C. It decreases the code size
- D. Both A and C**

**36 Choose the correct answer for following piece of C++ pseudo code**

```
void func(int a, int &b)
```

```
{
```

```
}
```

```
int main(){
```

```
int a,b;

func(a,b);

}
```

- A. a is pass by value and b is pass by reference
- B. a is pass by reference and b is pass by value
- C. a is pass by value and b is pass by address
- D. a is pass by value and b is pass by pointer

### 37 Overloaded functions in C++ oops are

- A. Functions preceding with virtual keywords.
- B. Functions inherited from base class to derived class.
- C. **Two or more functions having same name but different number of parameters or type.**
- D. None of above

38 Which of the following is a valid inline function foo?

- (A) **inline void foo() { }** (B) void foo() inline{ } (C) inline:void foo(){ } (D) none

39 Default values for a function are specified when\_\_\_\_\_

- (A) Function is defined (B) **Function is declared** (C) Both (A) and (B) (D) None

40 Which of the following permits function overloading on c++?

- a) type
- b) number of arguments
- c) **type & number of arguments**
- d) number of objects

41 Function overloading is also similar to which of the following?

- a) operator overloading
- b) **constructor overloading**
- c) destructor overloading
- d) function overloading

42 Overloaded functions are \_\_\_\_\_

- a) Very long functions that can hardly run
- b) One function containing another one or more functions inside it
- c) Two or more functions with the same name but different number of parameters or type**
- d) Very long functions

43 What will happen while using pass by reference?

- a) The values of those variables are passed to the function so that it can manipulate them
- b) The location of variable in memory is passed to the function so that it can use the same memory area for its processing**
- c) The function declaration should contain ampersand (& in its type declaration)
- d) The function declaration should contain \$

44 What should be passed in parameters when function does not require any parameters?

- a) void
- b) blank space**
- c) both void & blank space
- d) tab space

45 What are the advantages of passing arguments by reference?

- a) Changes to parameter values within the function also affect the original arguments
- b) There is need to copy parameter values (i.e. less memory used)
- c) There is no need to call constructors for parameters (i.e. faster)
- d) All of the mentioned**

46 If the user did not supply the value, what value will it take?

- a) default value**
- b) rise an error
- c) both default value & rise an error
- d) error

47 Which value will it take when both user and default values are given?

- a) user value**
- b) default value
- c) custom value
- d) defined value

48 To which does the function pointer point to?

- a) variable
- b) constants
- c) function**
- d) absolute variables

49 What will we not do with function pointers?

- a) allocation of memory
- b) deallocation of memory
- c) both allocation & deallocation of memory**
- d) finds memory status

50 which keyword is used to define the macros in c++?

- a) macro
- b) define
- c) #define**
- d) #macro

51 Which symbol is used to declare the preprocessor directives?

- a) #**
- b) \$
- c) \*
- d) ^

52 What is the mandatory preprocessor directive for c++?

- a) #define <iostream>
- b) #include <iostream>**
- c) #undef <iostream>
- d) #macro <iostream>

53 Which of the following supports the concept that reusability is a desirable feature of a language?

- a) It reduces the testing time
- b) It reduces maintenance cost
- c) It decreases the compilation time
- d) It reduced both testing and maintenance time**

54 . Which of the following feature is not provided by C?

- a) Pointers

- b) Structures
- c) References**
- d) Functions

55 What happens if the following program is executed in C and C++?

```
#include <stdio.h>

void main()

{

    printf("Hello World");

}
```

- a) Error in both C and C++
- b) Successful run in both C and C++
- c) Error in C and successful execution in C++

**d) Error in C++ and successful execution in C**

56 What happens if the following program is executed in C and C++?

```
#include<stdio.h>

int main()

{

    foo();

}

int foo()

{

    printf("Hello");

}
```

```
return 0;
```

```
}
```

- a) Error in both C and C++
- b) Warning in both C and C++
- c) Error in C++ but Warning in C**
- d) Error in C but Warning in C++

57 Which of the following feature is not provided by C?

- a) Pointers
- b) Structures
- c) References**
- d) Functions

58 Which of the following is not a fundamental type is not present in C but present in C++?

- a) int
- b) float
- c) bool**
- d) void

59 Which of the following is C++ equivalent for scanf()?

- a) cin**
- b) cout
- c) print
- d) input

60 Which of the following is C++ equivalent for printf()?

- a) cin
- b) cout**
- c) print
- d) input

61 Which of the following is the correct difference between cin and scanf()?

- a) both are the same
- b) cin is a stream object whereas scanf() is a function**

- c) scanf() is a stream object whereas cin is a function
- d) cin is used for printing whereas scanf() is used for reading input

62 Which of the following is an exit-controlled loop?

- a) for
- b) while
- c) do-while**
- d) all of the mentioned

63 Which of the following is an entry-controlled loop?

- a) for
- b) while
- c) do-while
- d) both while and for**

64 Which of the following is the scope resolution operator?

- a) .
- b) \*
- c) ::**
- d) ~

65 Which of the following correctly declares an array?

- a) int array[10];**
- b) int array;
- c) array{ 10};
- d) array array[10];

66 What is the index number of the last element of an array with 9 elements?

- a) 9
- b) 8**
- c) 0
- d) Programmer-defined

67 What is the correct definition of an array?

- a) An array is a series of elements of the same type in contiguous memory locations**
- b) An array is a series of element
- c) An array is a series of elements of the same type placed in non-contiguous memory locations
- d) An array is an element of the different type

**68** Which of the following accesses the seventh element stored in array?

- a) **array[6];**
- b) array[7];
- c) array(7);
- d) array;

**69** How are the constants declared?

- a) const keyword
- b) #define preprocessor
- c) **both const keyword and #define preprocessor**
- d) \$define

**70** What are the parts of the literal constants?

- a) integer numerals
- b) floating-point numerals
- c) strings and boolean values
- d) **all of the mentioned**

**71** The constants are also called as \_\_\_\_\_

- a) const
- b) preprocessor
- c) **literals**
- d) variables

**72** The difference between x and 'x' is?

- a) **The first one refers to a variable whose identifier is x and the second one refers to the character constant x**
- b) The first one is a character constant x and the second one is the string literal x
- c) Both are same
- d) Both are string literal

**73** Which of the following statement is not true about preprocessor directives?

- a) These are lines read and processed by the preprocessor
- b) They do not produce any code by themselves
- c) These must be written on their own line
- d) **They end with a semicolon**

74 What does a class in C++ holds?

- a) data
- b) functions
- c) both data & functions**
- d) arrays

75 Constructor is executed when \_\_\_\_\_.

- A. An object goes out of scope.
- B. A class is declared
- C. An object is created**
- D. An object is used

76 Which category of data type a class belongs to?

- a) Fundamental data type
- b) Derived data type
- c) User defined derived data type**
- d) Atomic data type

77 Inline functions are avoided when \_\_\_\_\_

- a) function contains static variables
- b) function have recursive calls
- c) function have loops
- d) all of the mentioned**

78 Pick the correct statement.

- a) Macros and inline functions are same thing
- b) Macros looks like function calls but they are actually not**
- c) Inline functions looks like function but they are not
- d) Inline function are always large

79 Where does the object is created?

- a) class**
- b) constructor

- c) destructor
- d) attributes

**80** Pick out the other definition of objects.

- a) member of the class
- b) associate of the class
- c) attribute of the class
- d) instance of the class**

**82** How many objects can present in a single class?

- a) 1
- b) 2
- c) 3
- d) as many as possible**

**83** Which special character is used to mark the end of class?

- a) ;**
- b) :
- c) #
- d) \$

**84** Pick the other name of operator function.

- a) function overloading
- b) operator overloading**
- c) member overloading
- d) object overloading

**85** How to declare operator function?

- a) operator sign**
- b) operator
- c) name of the operator
- d) name of the class

**86** Operator overloading is \_\_\_\_\_

- a) making c++ operator works with objects
- b) giving new meaning to existing operator

c) making the new operator

**d) adding operation to the existing operators**

**87** C++ was originally developed by

- A. Sir Richard Hadlee
- B. Clocksin and Mellish
- C. Donald E. Knuth
- D. Bjame Stroustrup**

**88** Can main() function be made private?

- A. Yes, always
- B. Yes, if program doesn't contain any classes
- C. No, because main function is user defined
- D. No, never**

**89** Where does the execution of the program starts?

- a) user-defined function
- b) main function**
- c) void function
- d) else function

**90** What are mandatory parts in the function declaration?

- a) return type, function name**
- b) return type, function name, parameters
- c) parameters, function name
- d) parameters, variables

**91** Which is more effective while calling the functions?

- a) call by value
- b) call by reference**
- c) call by pointer
- d) call by object

**92** How many minimum number of functions should be present in a C++ program for its execution?

- a) 0
- b) 1**

c) 2

d) 3

**93** An inline function is expanded during \_\_\_\_\_

a) **compile-time**

b) run-time

c) never expanded

d) end of the program

**94** Which of the following is the correct way to declare a pointer ?

**A. int \*ptr**

B. int ptr

C. int &ptr

D. All of the above

**95** Which of the following gives the [value] stored at the address pointed to by the pointer : ptr?

A. Value(ptr)

B. ptr

C. &ptr

**D. \*ptr**

**96** A pointer can be initialized with

A. Null

B. Zero

C. Address of an object of same type

**D. All of the above**

**97** What does the following statement mean?

**int (\*fp)(char\*)**

A. Pointer to a pointer

B. Pointer to an array of chars

**C. Pointer to function taking a char\* argument and returns an int**

D. Function taking a char\* argument and returning a pointer to int

98 Which operator returns the address of unallocated blocks in memory?

- A. The delete operator
- B. The empty operator
- C. The new operator**
- D. All of them

99 A pointer contains \_\_\_\_\_.

- A. Address of a variable**
- B. Name of the variable
- C. Value of the variable
- D. None of the above

100 What will happen in this code?

```
int a = 100, b = 200;
```

```
int *p = &a, *q = &b
```

```
p = q;
```

- A. b is assigned to a
- B. p now points to b**
- C. a is assigned to b
- D. q now points to a