

Arts Commerce and science college bodwad

Class : S.Y Bsc Computer SEM III Sub: **CPP Prgramming I**

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