



**FINALTERM EXAMINATION**  
**Fall 2009 (22 February 2010)**  
**CS201- Introduction to Programming**  
**By VuAskari(MIT)**

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

Operating system falls under the category of \_\_\_\_\_ types of software

- ▶ **System Software**
- ▶ Application Software
- ▶ Device drivers
- ▶ None of the above

**Question No: 2 ( Marks: 1 ) - Please choose one**

Header file `fstream.h` include definitions of stream class \_\_\_\_\_

- ▶ `ifstream.h`, `ofstream.h`
- ▶ **`cout`, `cin`**
- ▶ **`omanip.h`**
- ▶ `stdlib`

**Question No: 3 ( Marks: 1 ) - Please choose one**

`setprecision` is a parameter less manipulator.

- ▶ True
- ▶ **False**

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

A friend function of a class has access

- ▶ **To all data member and functions of the class**
- ▶ Only to other friend functions of the class
- ▶ Only to private data of the class
- ▶ Only to public data of the class

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

The declarator of Plus (+) member operator function is

- ▶ **Class-Name operator + (Class-Name rhs)**
- ▶ Operator Class-Name + ( )
- ▶ Operator Class-Name + ( rhs)
- ▶ Class-Name operator + ( )

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

We can change the arity (number of operands) through operator overloading.

- ▶ **False**
- ▶ True

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

Only operator compiler loads for users is:



- ▶ Delete operator
- ▶ **Assignment Operator**
- ▶ New Operator
- ▶ None of the above

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

cerr and clog are the objects of stream class

- ▶ **True**
- ▶ False

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

Loader loads the executable code from main memory to hard disk.

- ▶ True
- ▶ **False**

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

Pre processor Directive functions before \_\_\_\_\_ Phase.

- ▶ **Compiler**
- ▶ Execution
- ▶ Linking
- ▶ None of the given options

**Question No: 11 ( Marks: 1 ) - Please choose one**

A template function can not have static variables.

- ▶ True
- ▶ **False**

**Question No: 12 ( Marks: 1 ) - Please choose one**

Consider the following code segment. What will be the output of this code segment?

- ```
int arr[6] = {2, 3, 7, 4, 5, 6};  
int *ptr1 = &arr[1];  
int *ptr2 = &arr[4];  
cout << (ptr2 - ptr1);
```
- ▶ 6
  - ▶ 7
  - ▶ **2**
  - ▶ 3

**Question No: 13 ( Marks: 1 ) - Please choose one**

The UNIX system was developed in

- ▶ Java Language
- ▶ C++
- ▶ FORTRON Language



▶ C Language

**Question No: 14 ( Marks: 1 ) - Please choose one**

Friend function of a class are \_\_\_\_\_ of a class.

- ▶ Non-member functions
- ▶ Friend functions
- ▶ Any function outside class
- ▶ None of the given options

**Question No: 15 ( Marks: 1 ) - Please choose one**

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

**Question No: 16 ( Marks: 1 ) - Please choose one**

In the S2=S1, \_\_\_ is the object that is calling or driving the = operator. \_\_\_ object is being passed as an argument to the = operator.

- ▶ S1, S2
- ▶ S2,S1
- ▶ =, +
- ▶ None of the Above

**Question No: 17 ( Marks: 1 ) - Please choose one**

The static data members of a class are initialized \_\_\_\_\_

- ▶ at file scope
- ▶ within class definition
- ▶ within member function
- ▶ within main function

**Question No: 18 ( Marks: 1 ) - Please choose one**

We can do condition compilation with pre processor directives.

- ▶ True
- ▶ False

**Question No: 19 ( Marks: 1 ) - Please choose one**

Self-assignment is dangerous especially at a time when we have memory manipulation in a class

- ▶ True
- ▶ False

**Question No: 20 ( Marks: 1 ) - Please choose one**

A template function must have at least ----- or more arguments

- ▶ Zero
- ▶ One



- ▶ Two
- ▶ Three

**Question No: 21 ( Marks: 1 ) - Please choose one**

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Stream insertion ( << ) and extraction operators ( >> ) are always implemented as -- \_\_\_\_\_ functions.

- ▶ Member
- ▶ **Non Member**
- ▶ Objects
- ▶ Classes

**Question No: 22 ( Marks: 1 ) - Please choose one**

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Overloaded member operator function is always called by \_\_\_\_\_

- ▶ Class
- ▶ **Object**
- ▶ Compiler
- ▶ Primitive data type

**Question No: 23 ( Marks: 1 ) - Please choose one**

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The operator function of << and >> operators are always the member function of a class.

- ▶ True
- ▶ **False**

**Question No: 24 ( Marks: 1 ) - Please choose one**

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Which of the following option is true about new operator to dynamically allocate memory to an object?

- ▶ The new operator determines the size of an object
- ▶ Allocates memory to object and returns pointer of valid type
- ▶ Creates an object and calls the constructor to initialize the object
- ▶ **All of the given options**

**Question No: 25 ( Marks: 1 ) - Please choose one**

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The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ **inside, outside the class**
- ▶ outside, inside the class
- ▶ outside, outside the class

**Question No: 26 ( Marks: 5 ) - Please choose one**

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Write a simple program using the **read()** member function of **cin** object reading a text of **30** characters from the keyboard, store them in an array and then using **write()** member function of **cout** object to display them on the screen.

**Question No: 27 ( Marks: 5 ) - Please choose one**



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Is it possible to define two functions as given below? Justify your answer.  
func(int x, int y)  
func(int &x, int &y)

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**Question No: 28 ( Marks: 3 ) - Please choose one**

What care must be taken while writing macros?

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**Question No: 29 ( Marks: 3 ) - Please choose one**

How to avoid compiler generated constructor?

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**Question No: 30 ( Marks: 3 ) - Please choose one**

What are the types of templates?

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**Question No: 31 ( Marks: 3 ) - Please choose one**

What is the function of flush command?

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**Question No: 32 ( Marks: 2 ) - Please choose one**

How to increase the already allocated chunk of memory?

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**Question No: 33 ( Marks: 10 ) - Please choose one**

Write a C++ program which enable user to enter values in 3x4 matrix followed by set of values row by row. Then display matrix in original form.

**OUTPUT \*/**

Enter 12 elements values into 3x4 matrix row by row.

1 2 3 4 5 6 7 8 9 10 11 12

Matrix Entered in its Original Form is as:

```
1    2    3    4
5    6    7    8
9    10   11   12
```

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