

Almost 300 Solved MCQs of CS201

By

Default constructor takes _____.

- one parameter
- two parameters
- no parameters
- character type parameter

All the preprocessors directives start with _____.

- \$
- &
- #
-

The members of a class declared with the keyword struct are _____ by default.

- static
- private
- protected
- public

Loops are _____ Structure

- Decision
- Sequential
- Repetition
- None of the given options

We cannot use _____ pointer for storing and reading data from it.

- NULL
- integer
- double
- zero

When an object of a class is defined inside another class then,

Destructor of enclosing class will be called first

Destructor of inner object will be called first

Constructor and Destructor will be called simultaneously

None of the given options

Consider the following code segment. Which of the following will be called while executing code at line 2? String s1 , s2; s1 = s2 ;

Copy constructor

Default constructor

Assignment operator

Parameterized constructor

We cannot increment _____.

pointers

arrays

references

variables

In statement Matrix m2 = m1 ;

Assignment operator is being used

Copy constructor is being used.

Statement has syntax error

None of the given options

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

float [5] name;

name[5] float;

float name[5];

None of the given options

If an array has 50 elements, what is allowable range of subscripts?

0 – 49

1 – 49

0 – 50

1 – 50

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

- values
- variables
- data
- None of the given

If a function has not been declared before its definition, It is a

- logical error
- syntax error
- run time error
- None of these

When the if statement consists more than one statement then enclosing these statement in curly braces is,

- Not required
- Good programming
- Relevant
- Must

_____ allow us to have a memory location and use it as int or char interchangeably

- structures
- union
- construct
- None of the given

In Analysis, we try to have a _____

- Determined the inputs
- Break up of problem
- Precise problem statement
- None of the given

_____ function give the position of the next character to be read from that file.

- tellp()
- tellg()
- seekg()
- seekp()

Pointers store the _____

- value of a variable
- memory address
- characters
- None of the given

In order to get the right most digit of a number, we divide this number by 10 and take its

- Remainder
- Quotient
- Divisor
- None of the given options

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

- int isalpha(int c)
- int isalnum(int c)
- int isxdigit(int c)
- int isdigit(int c)

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

- 15
- 18
- 16
- 17

_____ contains functions for manipulations of character data.

- ctype.h
- iostream.h
- string.h
- None of the given

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

- int isalpha(int c)
- int isalnum(int c)
- int isxdigit(int c)
- int isdigit(int c)

If `int sum = 54;` Then the value of the following statement is `sum = sum - 3 ;`

- 52
- 50
- 51
- 57

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

- referencing operator
- dereferencing operator
- simple operator
- None of the given

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

- Reference
- Value
- Type
- Data

The string in the array is terminated by a _____

- zero
- nil
- null
- one

Structures are syntactically defined with the word _____.

- struc
- struct
- structure
- None of the given

C is widely known as development language of _____ operating system.

- Linux
- Unix
- Windows
- Mac OS

<http://vustudents.ning.com>

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

analysis phase

design phase

Implementation phase

None of the given

While developing a program; should we think about the user interface?

Yes

No

What will be the result of arithmetic expression $5+25/5*5$?

45

6

30

9

Why we use "cin"?

To send data to printer

To read data from keyboard

To display message

To display output on the screen

_____operator uses the sign ^.

Bit-wise OR

Exclusive OR

AND Operator

NOT operator

C++ is a _____ language.

- High level
- Low level
- Machine
- Fourth Generation

$12 \& 8 = (1000)_2 = \underline{\hspace{2cm}}$. & is used to AND two numbers bit-wise

- 4
- 8
- 6
- 12

From the following; which one is used as an assignment operator?

- Equal sign '='
- Double equal sign '=='
- Both equal and double equal sign
- None of the given options

What will be the value of 'a' and 'b' after executing the following statements? `int a = 9; int b = a++; cout <<`

- 10,9
- 9,10
- 9,9
- 10,10

These functions `seekg()` and `seekp()` requires an argument of type _____ to let them how many bytes to move forward or backward.

- int
- short
- long
- double

A character is stored in the memory in _____

- byte
- integer
- string
- None of the given

dereferencing operator is represented by _____

- *
- +
-
- None of the given

_____ transfers the executable code from main memory to hard disk.

- Loader
- Debugger
- Compiler
- Linker

When the logical operator OR (||) combine two expressions exp1 and exp2 then the result will be false only,

- When both exp1 and exp2 are true
- When both exp1 and exp2 are false
- When exp1 is true and exp2 is false
- When exp1 is false and exp2 is true

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

- y[4];
- y[3];
- y[2];
- none of given

we have opened a file stream myfile for reading (getting), myfile.tellg () gives us the current get position of the file pointer. It returns a whole number of type_____

- long
- int**
- short
- double

ofstream is used for_____

- Input file stream
- Output file stream**
- Input and output file stream
- All of the given

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

- values
- variables**
- data
- None of the given

The first character of a variable name must be an alphabet or

- ▶ **Underscore**
- ▶ Digit
- ▶ Special character
- ▶ Comma

Suppose **int multi[5][10]**; when we are using ****multi** , it means,

- ▶ Single dereferencing
- ▶ Single referencing
- ▶ Double referencing
- ▶ **Double dereferencing**

eof(), bad(), good(), clear() all are manipulators.

▶ True

▶ False

http://vustudents.ning.com

It is possible to return an object from a function through **this** pointer.

▶ True

▶ False

Function implementation of friend function must be defined outside the class.

▶ True

▶ False

The default scope for members of structures is **public** whereas the default visibility for class members is **private**.

▶ True

▶ False

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

▶ True

▶ False

How many bytes are occupied by declaring following array of characters?

```
char str[] = "programming";
```

- ▶ 10
- ▶ 11
- ▶ **12**
- ▶ 13

What does STL stand for?

- ▶ Source template library
- ▶ **Standard template library**
- ▶ Stream template library
- ▶ Standard temporary library

Which of the following array is the most suitable for storing a matrix structure

- ▶ Single-dimensional array
- ▶ **Two-dimensional array**
- ▶ Three-dimensional array
- ▶ Four-dimensional array

What will be the output of following code segment?

```
main(){  
int x = 5 ;  
  
{  
int x = 4 ;
```

```
cout << x << "," ;  
}  
cout << x ;  
}
```

- ▶ 5, 5
- ▶ 4, 4
- ▶ **4, 5**
- ▶ 5, 4

Single line comments explaining code would be preceded like in the following example.

- ▶ /*
- ▶ //
- ▶ /
- ▶ /**

The _____ statement interrupts the flow of control.

- ▶ switch
- ▶ continue
- ▶ goto
- ▶ **break**

Which of the following will be the correct function call for function prototype given below?

int func (int &);

- ▶ func(int num);
- ▶ func(&num);
- ▶ **func(num);**
- ▶ func(*num);

If there is a symbol (& sign) used with the variable name followed by data type then it refers to _____ and if & is being used with variable name then it refers to _____.

- ▶ Address of variable, reference variable
- ▶ Reference variable, value of variable
- ▶ **Reference variable, address of variable**
- ▶ Address of variable, value of variable

Which of the following operator the compiler overloads for objects by default?

- ▶ + operator
- ▶ - operator
- ▶ = operator
- ▶ **== operator**

If overloaded plus operator is implemented as member function then which of the following option will be true for the statement given below?

obj3 = obj1 + obj2 ;

▶ obj1 will be passed as an argument to + operator whereas obj2 will drive the + operator

▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator

▶ Both objects (obj1, obj2) will be passed as arguments to the + operator

▶ Any of the objects (obj1, obj2) can drive the + operator

The operator function will be implemented as _____, if both objects (obj1, obj2) are passed as arguments to - operator in the statement given below.

obj3 = obj1 - obj2;

▶ friend function

▶ member function

▶ non-member function

▶ either non-member or friend function

The input/output streams cin and cout are _____ therefore have _____.

▶ Structures, function

▶ Objects, member functions

▶ Functions, objects

▶ None of the given options

What will be the output of following statement?

```
cout << setfill('0') << setw(7) << 128
```

- ▶ 0000128
- ▶ 0128128
- ▶ 1280000
- ▶ 0012800

<http://vustudents.ning.com>

The static data members of a class will be _____

- ▶ shared by objects
- ▶ created for each object
- ▶ **initialized within class**
- ▶ initialized within main function

Which of the following is used for allocating space for static variables?

- ▶ Heap
- ▶ **Static storage area**
- ▶ Free store
- ▶ Stack

Templates provide way of abstracting _____ information.

- ▶ **type**
- ▶ data
- ▶ method
- ▶ access

A pointer is a special type of variable that contain _____

- ▶ **Memory Address**
- ▶ Data values
- ▶ Both Values and Memory
- ▶ None of given of options

Which is NOT a protection level provided by classes in C++?

- ▶ protected
- ▶ hidden
- ▶ private
- ▶ **public**

Users must not know about _____.

- ▶ Functions Name within Class
- ▶ Class implementation of Functionality and Interfaces
- ▶ **Methods Functionality with in Class**
- ▶ None of the given options

Assignment operator is used to initialize a newly declared object from existing object

- ▶ **True**
- ▶ False

The operator function for << (stream insertion) >> and stream extraction must be

- ▶ Member function of class
- ▶ **Non-member function of class**
- ▶ Both member and non-member function
- ▶ None of the given options

http://vustudents.ning.com

A template function must have

- ▶ **One or more than one arguments**
- ▶ Only one argument
- ▶ Zero arguments
- ▶ None of the given options

Truth tables are used for analyzing _____.

- ▶ **logical expressions**
- ▶ arithmetic expressions
- ▶ both logical and arithmetic expressions
- ▶ none of the given options.

Which of the following array is the most suitable for storing a matrix structure?

- ▶ Single-dimensional array
- ▶ **Two-dimensional array**
- ▶ Three-dimensional array
- ▶ Four-dimensional array

How many bytes are occupied by declaring following array of characters?

```
char str[] = "programming";
```

- ▶ 10
- ▶ 11
- ▶ **12**
- ▶ 13

11 bytes for 11 characters of word programming and 1 for '\n'

When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

- ▶ **True**
- ▶ False

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

Copy constructor becomes necessary while dealing with _____ allocation in the class.

- ▶ **Dynamic memory**
- ▶ Static memory
- ▶ Both Dynamic and Static memory
- ▶ None of the given options

Dealing with structures and functions passing by reference is the most economical method

- ▶ **True**
- ▶ False

1st...what is the function of flush command?

1): when we specify the buffer size, normally the operating system or compiler does this for us. A typical size of buffer is 512 bytes. When the information is of 512 byte size, output will take place. But in the program, we may want at some point that whatever is in the buffer, show them. For that purpose the normal mechanism is flush. Flush the stream. The flush command forces the data from the buffer to go to its destination which is normally a screen or file and make the buffer empty. **Lec 34**

2nd...what are the types of templates?

a template is a sketch to draw some shape or figure.

There are two different types of templates in C++ language i.e.' function templates and class templates. **Lec 41**

The declarator of Plus (+) member operator function is

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

$12 \& 8 = (1000)_2 = \underline{\hspace{2cm}}$. & is used to AND two numbers bit-wise

Select correct option:

- 4
- 8**
- 6
- 12

Is ka answer 8 hy, see handouts page number 246.

Truth table for &

Bit1	Bit2	Bit1 & Bit2
1	1	1
1	0	0
0	1	0
0	0	0

Therefore, when we apply the conditions, we get

$12 = 1110$ (binary conversion of 12)

$8 = 1000$ (binary conversion of 8)

1000, which is equals to 8

The reserved words public and private comes under the category

Which of the following operators can not be overloaded?

- 1) :new
- 2) :delete
- 3) :+=
- 4) :sizeof**

The reserved words public and private comes under the category

- 1) :structures
- 2) :strings
- 3) :accessibility modifiers
- 4) :types of functions

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

What is the sequence of event(s) when allocating memory using new operator?

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor**
- ▶ Constructor is called first before allocating memory

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

What is the sequence of event(s) when deallocating memory using delete operator?

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ **Destructor is called first before deallocating memory**

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

new and delete operators cannot be overloaded as member functions.

- ▶ True
- ▶ **False**

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

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

- ▶ True
- ▶ **False**

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

A template function must have at least ----- generic data type

- ▶ Zero
- ▶ One
- ▶ Two
- ▶ **Three**

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

If we do not mention any *return_value_type* with a function, it will return an _____ value.

- ▶ **int**
- ▶ void
- ▶ double
- ▶ float

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

Suppose a program contains an array declared as **int arr[100]**; what will be the size of array?

- ▶ 0
- ▶ 99
- ▶ **100**
- ▶ 101

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

The name of an array represents address of first location of array element.

- ▶ **True**
- ▶ False

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

Reusing the variables in program helps to save the memory

- ▶ **True**
- ▶ False

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

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: 20 (Marks: 1) - Please choose one
new and delete are _____ whereas malloc and free are _____.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions**
- ▶ Operators, classes

Question No: 21 (Marks: 1) - Please choose one
Like member functions, _____ can also access the private data members of a class.

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

Question No: 22 (Marks: 1) - Please choose one
Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ **Friend function must be declared at the top within class definition.**
- ▶ It can be declared anywhere in class as these are not affected by the public and private keywords.

Question No: 23 (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: 24 (Marks: 1) - Please choose one
For non-member operator function, object on left side of the operator may be

- ▶ Object of operator class
- ▶ Object of different class
- ▶ **Built-in data type**
- ▶ All of the given options

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

The operator function will be implemented as _____, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.

obj3 = obj1 - obj2;

- ▶ Member function
- ▶ Non-member function
- ▶ **Friend function**
- ▶ None of the given options

Question No: 26 (Marks: 1) - Please choose one

Which one of the following is the declaration of overloaded pre-increment operator implemented as member function?

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;
- ▶ **Class-name operator ++() ;**
- ▶ Class-name operator ++(int) ;

Question No: 27 (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: 28 (Marks: 1) - Please choose one

Class is a user defined_____.

- ▶ **data type**
- ▶ memory referee
- ▶ value
- ▶ none of the given options.

<http://vustudents.ning.com>

Question No: 29 (Marks: 1) - Please choose one

We can also define a user-defines manipulators.

- ▶ True
- ▶ **False**

Question No: 30 (Marks: 1) - Please choose one
Automatic variable are created on _____.

- ▶ Heap
- ▶ Free store
- ▶ **static storage**
- ▶ stack

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

A pointer variable can be,

- ▶ Decremented only
- ▶ Incremented only
- ▶ Multiplied only
- ▶ **Both 1 and 2**

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

setprecision is a parameter less manipulator.

- ▶ True
- ▶ **False**

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

We can change a Unary operator to Binary operator through operator overloading.

- ▶ **False**
- ▶ True

What is the functionality of the following statement?

```
String str[5] = {String("Programming"), String("CS201")};
```

▶ Default constructor will call for all objects of array

▶ **Parameterized constructor will call for all objects of array**

▶ Parameterized constructor will call for first 2 objects and default constructor for remaining objects

▶ Default constructor will call for first 3 objects and Parameterized constructor for remaining objects

There is an array of characters having name 'course' that has to be initialized by string 'programming' which of the following is the correct way to do this,

- i. `course[] = {'p', 'r', 'o', 'g', 'r', 'a', 'm', 'm', 'i', 'n', 'g'};`
- ii. `course[] = 'programming';`
- iii. `course[12] = "programming";`
- iv. `course = "programming";`

Choose the correct options.

▶ (i) and (ii) only

▶ (i) and (iv) only

▶ **(i) and (iii) only**

▶ (ii) and (iii) only

Overloaded member operator function is always called by _____

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

Consider the following code segment

```
class M {  
    friend int operator!(const M &);  
    ...  
};
```

```
!s           // code of line implies that operator!(s)  
...
```

Let assume if s is an object of the class then function is implemented as _____

- ▶ Member function
- ▶ **Non-member function**
- ▶ Binary operator function
- ▶ None of the given options

None of the given options

Copy constructor becomes necessary while dealing with _____ allocation in the class.

- ▶ **Dynamic memory**
- ▶ Static memory
- ▶ Both Dynamic and Static memory
- ▶ None of the given options

1) C/C++ string constant is enclosed in _____ <http://vustudents.ning.com>

Small braces

Curly braces

Double quote

Single quote

2) Unary operator takes argument

Zero

One

Two

Three

3) When define array of objects

Constructor will call

Destructor will call

The size of int data type is

- ▶ 1 bytes
- ▶ 2 bytes
- ▶ 3 bytes
- ▶ **4 bytes**

In Flow chart process is represented by

- ▶ **Rectangle**
- ▶ Arrow symbol
- ▶ Oval
- ▶ Circle

If the break statement is missed in switch statement then,

- ▶ The compiler will give error
- ▶ **This may cause a logical error**
- ▶ No effect on program
- ▶ Program stops its execution

When we are using const keyword with a variable x then initializing it at the time of declaration is,

- ▶ **Must**
- ▶ Optional
- ▶ Not necessary
- ▶ A syntax error

Which of the following is the correct way to assign an integer value 5 to element of a matrix say 'm' at second row and third column?

- ▶ **m[2][3] = 5 ;**
- ▶ m[3][2] = 5 ;
- ▶ m[1][2] = 5 ;
- ▶ m[2][3] = '5';

How many total elements must be in two-dimensional array of 3 rows and 2 columns?

- ▶ 4
- ▶ 5
- ▶ **6**
- ▶ 7

Which of the following is the correct statement for the following declaration?

const int *ptr.

- ▶ ptr is a constant pointer
- ▶ ptr is constant integer pointer
- ▶ ptr is a constant pointer to int
- ▶ ptr is a pointer to const int

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) ;
```

- ▶ 3
- ▶ 9
- ▶ 12
- ▶ 2

What will be the correct syntax to assign an array named arr of 5 elements to a pointer ptr?

- ▶ *ptr = arr ;
- ▶ ptr = arr ;
- ▶ *ptr = arr[5] ;
- ▶ ptr = arr[5] ;

The variables having a name, type and size are just like empty boxes.

- ▶ False
- ▶ True

What's wrong with this for loop?

```
for (int k = 2, k <= 12, k++)
```

- ▶ the increment should always be ++k
- ▶ the variable must always be the letter i when using a for loop
- ▶ there should be a semicolon at the end of the statement
- ▶ the commas should be semicolons

Most efficient method of dealing with structure variables is to define the structure globally

▶ True

False ▶

Syntax of union is identical to _____

▶ **Structure**

▶ Class

▶ Function

▶ None of the given options

Like member functions, _____ can also access the private data members of a class.

Non-member functions

▶ **Friend functions**

Any function outside class

None of the given options

Function created with in function called?

nested

overloaded

grouped

none of them