

# CS201 FINAL MCQS BY JUNAID

## Question no.1

Which of the following function call is “call by Reference” for the following function prototype?

- a. **Func(&num)**
- b. Func(name)
- c. A&b
- d. None of the given option

## Question no.2

When break statement is encountered in switch statement, it \_\_\_\_\_

- a. **Exits from switch statement**
- b. enter from switches statement
- c. both a&b
- d. none of the given option

## Question no.3

The operator ++ and – used to increment or decrement the value of a variable by \_\_\_\_\_

- a.3
- b.2
- c. 1**
- d.4

## Question no.4

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Which of the following operator is used to access the value of variable pointed by a pointer?

- a. \*operator
- b. ->operator
- c. &&operator
- d. & operator

## Question no.5

In case of single dereferencing the value of the \_\_\_\_\_ is the address of the \_\_\_\_\_

- a. Pointer ,variable
- b. pointer, constant
- c. variable, pointer
- d. constant, pointer

## Question no.5

The remainder(%) operator is a \_\_\_\_\_ operator.

- a. logical
- b. Arithmetic
- c. Relational
- d. Conditional

## Question no.6

What will be the output of the following code?

```
Intx=10;  
Cout<<"x="<<x;
```

- a. x=10
- b. 10
- c. 10=x

## Question no.7

The perpose of using cout<<is to \_\_\_\_\_

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- a. Read the data from keyboard
- b. Read the data from file
- c. Write into a file
- d. Display information on the screen

## Question no.8

When an array element is passed to function, it is passed by \_\_\_\_\_

- a. reference
- b. data type
- c. value
- d. data

## Question no.9

.C is a/an \_\_\_\_\_ language.

Ans. function oriented

## Question no.10

\_\_\_\_\_ of a function is also known as signature of a function.

- a.
- b. Declaration
- c.
- d.

## Question no.11

While programming, it is good to provide an easy to understand and easy to use interface; this programming skill is called \_\_\_\_\_

- a. Scalability
- b. Reliability
- c. sustainability
- d. usability

## Question no.12

How many dimensions does n-dimensional array has?

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- a. 2n dimension
- b. (n+1) dimension
- c. (n-1) dimension
- d. n dimensions

## Question no.13

Which of the following function call is "call by reference" for the following function protocol?

**Void func(int\*)**

- a. func(int&num)
- b. func(&num)
- c. func(\*num)
- d. func(num)

## Question no.14

The loop which is most suitable to be used when the number of iteration is known is called\_\_\_\_\_

- a. for
- b. while
- c. do-while
- d. all looping processes require that the iterations be known

## Question no.15

In C/C++, the string constant is enclosed in\_\_\_\_\_

- a. curly braces()
- b. parentheses()
- c. single quotes'
- d. double quotes" "

## Question no.16

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

- a. Its remainder

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- b. Its quotient
- c. Its divisor
- d. The number

## Question no.17

What is the correct syntax to declare an array of size 10 of int data type?

- a. `int[10] name;`
- b. `name[10] int;`
- c. `int name[10];`
- d. `int name[];`

## Question no.18

How many bytes of memory are occupied by array 'star'?

`Char str[]="programming";`

- a. 10
- b. 11
- c. 12
- d. 13

## Question no.19

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

- a. Not required
- b. Good programming
- c. Relevant
- d. Must

## Question no.20

Suppose that an integer type pointer contains a memory address 0x22f230. What will be the new memory address if we increment this pointer by one?

- a. 0x22f231

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- b. 0x22f234
- c. 0x22f226
- d. 0x22f238

## Question no.21

Which of the following if missing would result in infinite recursion in case of recursive function?

- a. Recursive call
- b. Base case
- c. Function parameters
- d. Local variables

## Question no.22

Whenever we use a library function or a predefined object or macro, we need to use a \_\_\_\_\_

- a. Source file
- b. Object file
- c. header file
- d. exe file

## Question no.23

Switch statement deals with \_\_\_\_ type of data

- a. Integer
- b. Float
- c. Character
- d. Both Integer and Character

## Question no.24

All a template function must have at least \_\_\_\_\_ generic data type?

- a. Zero
- b. One
- c. Two
- d. Three

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## Question no.25

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

- a. Class-name operator+()
- b. Class-name operator+(int)
- c. Class-name operator++()
- d. Class-name++operator++(int)

## Question no.26

Class is a user defined \_\_\_\_\_.

- a. Data type
- b. Memory reference
- c. Value
- d. None of the given option

## Question no.27

How many bytes will the pointer intPtr of type int move in the following statement? `intPtr+=3;`

- a. 3 bytes
- b. 6 bytes
- c. 12 bytes
- d. 24 bytes

## Question no.28

Which of the following is the correct C++ syntax to allocate space dynamically for an array 10 int?

- a. `new int(10);`
- b. `new int[10];`
- c. `int new(10);`
- d. `int new[10];`

## Question no.29

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A pointer is a special variable that contain

- a. Data values
- b. Memory address
- c. Both data and value
- d. None of the given option

## Question no.30

Reference Value Type Data the code is written to\_\_\_\_\_

- a. Implement
- b. Design
- c. Analysis
- d. None of the given option

## Question no.31

Operator overloading can be performed through\_\_\_\_\_

- a. Classes
- b. Operator
- c. Function
- d. Reference

## Question no.32

When a value is referred by a normal variable then it is known as,

- a. Direct reference
- b. Indirect reference
- c. Partial reference
- d. Proper reference

## Question no.33

Which of the following function is used to increase the size of already allocated memory chunk?

- a. malloc
- b. calloc
- c. realloc



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d. free

## Question no.34

Which of the following is NOT a preprocessor directive?

- a. #error
- b. #define
- c. #line
- d. #undef

## Question no.35

The Stream object **cin** and **cout** are included in which header file?

- a. **iostream.h**
- b. fstream.h
- c. istream.h
- d. ostream.h

## Question no.36

Overloaded delete operator function takes the same parameter as an arguments returned by a new operator function.

- a. **True**
- b. False

## Question no.37

When an array of object is created by dynamically then there is no way to provide parameterized constructors for array of object.

- a. **True**
- b. False

## Question no,38

C is widely known as development language of \_\_\_ operating system.

- a. Linux
- b. **Unix**

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- c. Windows
- d. Mac os

## Question no.39

Computer can understand only machine language code.

- a. True
- b. False

## Question no.40

We cannot define a function as a friend of a Template class.

- a. True
- b. False

## Question no.41

What will be the value of 'a' and 'b' after executing the following statement?

A=3;

b= a++;

- a. 3,4
- b. 4,4
- c. 3,3
- d. 4,3

## Question no.42

\_\_\_\_\_ is used to trace the logic of the program and correct the logical errors.

- a. Compiler
- b. Editor
- c. Linker
- d. Debugger

## Question no.43

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New and delete are \_\_\_\_\_ whereas malloc and free are \_\_\_\_\_.

- a. Function, operator
- b. Classes , operator
- c. Operator , function
- d. Operator, classes

## Question no.45

Like member function, \_\_\_\_\_ can also access the private data members of a class.

- a. Non-member function
- b. Friend function
- c. Any function outside class
- d. None of the given options

## Question no.46

Which situation would require the use of non-member overloaded operator?

- a. The overloaded operator is an Assignment operator
- b. The left most operand is an object of a class.
- c. The left operand is built-in data type.
- d. The operator returns a reference.

## Questions no.47

The stream insertion and stream extraction operator are already overloaded for \_\_\_\_\_.

- a. User-defined data type
- b. Built in data type
- c. Both "a" and "b"
- d. None of the given option

## Question no.48

If we define an identifier with the statement **#define PI 3.1415926** then the execution of the program the value of PI \_\_\_\_\_.

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- a. Can not be replaced
- b. None of the given option
- c. Remain constant
- d. Can be changed by some option

## Question no.49

Assignment operator is \_\_\_\_\_ associative.

- a. Right
- b. Left
- c. Binary
- d. Unary

## Question no.50

Whenever dynamic memory allocation is made in C/C++, it is freed \_\_\_\_\_.

- a. Explicitly
- b. Implicitly
- c. Both explicitly and implicitly
- d. None of the given option

## Question no.51

The appropriate data type to store the number of rows and columns of the matrix is \_\_\_\_\_.

- a. Float
- b. Int
- c. Char
- d. None of the given option

## Question no.52

The function free() return back the allocated memory got through calloc and malloc to \_\_\_\_\_.

- a. Stack
- b. Heap

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- c. Stack and heap
- d. None of the given option

## Question no.53

**Width()** is member function of \_\_\_\_.

- a. Cin object
- b. Cout object
- c. Both cin and cout object
- d. None of the given object

## Question no.54

Templates are not type safe.

- a. True
- b. false

## Question no.57

A Matrix can be composed of int, float or doubles as their elements. Best way is to handle this,

- a. write a separate class to handle each
- b. use string to store all types
- c. use templates
- d. none of the given option

## Question no.58

In if structure the block of statement is executed only,

- a. when the condition is false
- b. when it contain arithmetic operator
- c. when it contain logical operator
- d. when the condition is true

## Question no.59

Header file **fstream.h** include the definition of the stream classes\_\_\_\_\_.

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- a. **ifstream, ofstream, ofstream**
- b. ifstream, ofstream, cout
- c. ifstream, cin, cout
- d. None of the given option

## Question no.60

To access the data members of structure \_\_\_\_\_ is used.

- a. **Dot operator(.)**
- b. \* operator
- c. &operator
- d. None of the given

## Question no.61

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

- a. **True**
- b. False

## Question no.62

Which kind of function can access private member variables of a class?

- a. **Friend function of the class**
- b. Private member function of the class
- c. Public member function of the class
- d. Friend, private and public function

## Question no.63

The return type of operator function must always be void.

- a. True
- b. **False**

## Question no.64

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

- a. Member function

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- b. Non-member function
- c. Private function
- d. Public function

## Question no.65

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

- a. True
- b. False

## Question no.66

The normal source of cin object is,

- a. File
- b. Disk
- c. Keyboard
- d. Ram

## Question no.67

Which of the following is correct way to initialize a variable x of int type with value 10?

- a. Int x; x = 10
- b. Int x=10;
- c. Int x, x = 10
- d. X =10

## Question no.68

With the function, the compiler automatically detects the passed data and generate a new copy of function using passed data.

- a. True
- b. False

## Question no.69

What will be the correct syntax to declare two-dimensional array of float data type?

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- a. `Float{2}{2};`
- b. `Float arr[2][2];`
- c. `Float arr[2,2]`
- d. `Float[2][2]`

## Question no.70

Heap is a constantly changing in size.

- a. True
- b. False

## Question no.71

While calling function, the arguments are assigned to the parameters from\_\_\_\_\_.

- a. Left to right
- b. Right to left
- c. No space order is followed
- d. None of the given option

## Question no.72

Classes defined inside other classes are called\_\_\_\_\_.

- a. Looped
- b. Nested
- c. Overloaded
- d. None of the given option

## Question no.73

If we define an identifier with the statement `#defined PI 3.1415926` then during the execution of the program the value of PI\_\_\_\_\_.

- a. Cannot be replaced
- b. None of the given option
- c. Remain constant
- d. Can be changed by some operation

## Question no.74



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Which value is returned by the destructor of a class?

- a. A pointer to the class.
- b. An object of the class
- c. A status code determining whether the class was destructed
- d. **Destructor do not return a value.**

## Question no.75

Every class contains\_\_\_\_\_.

- a. Constructor
- b. Destructor
- c. **Both a and b**
- d. None

## Question no.76

A template function must have

- a. **One or more than one arguments**
- b. Only one arguments
- c. Zero arguments
- d. None

## Question no.77

Structured query language is used for\_\_\_\_\_.

- a. **Database management**
- b. Network
- c. Writing operating system
- d. None

## Question no.78

When a call to user defined function finishes the variable defined inside the function still in existence.

- a. True
- b. **False**

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## Question no.79

The precedence of an operator can be changed through operator overloading.

- a. True
- b. False

## Question no.80

“delete” operator is used to return memory to free store, which is allocated by the “new” operator.

- a. True
- b. False

## Question no.81

Pointer is a variable which stores.

- a. Data
- b. Memory address
- c. Data type
- d. values

## Question no.82

All preprocessor directives are started with the symbol\_\_\_\_\_.

- a. \*
- b. +
- c. @
- d. #

## Question no. 83

The number 544.53 must be stored in\_\_\_\_\_ data type.

- a. Int
- b. Short
- c. Float
- d. Char

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## Question no.84

A template function can have different types of arguments.

- a. True
- b. False

## Question no.85

Templates class cannot have static variable.

- a. True
- b. False

## Question no.86

Which of the following is used with bit manipulation?

- a. Signed integer
- b. Un signed integer
- c. Signed double
- d. Un-signed double

## Question no.87

Structure is a collection of \_\_\_ under a single name.

- a. Only function
- b. Only variable
- c. Both function and variable
- d. None

## Question no,88

We can also do conditional compilation with preprocessor directives.

- a. True
- b. False

## Question no.89

If a symbolic constant has been defined, it will be an error to define it again.

- a. True

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b. False

## Question no.90

The code is written is to \_\_\_ the program.

- a. Implement
- b. Design
- c. Analysis
- d. None

## Question no.91

Template are not type safe.

- a. True
- b. false

## Question no.92

\*doc is \_\_\_\_\_ by type.

- a. sequential file
- b. Random Access File
- c. Data File
- d. Record File

## Question no.93

Which of the following is NOT a preprocessor directive?

- a. #error
- b. #define
- c. #line
- d. #undef

## Question no.94

The return type of operator function must always be void.

- a. True
- b. false

## Question no.95

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What does (\*this) represent?

- a. The current function of the class.
- b. The current pointer of the class.
- c. The current object of the class.
- d. A value of a data number.

## Question no.96

The statement **cin.get()** is used to

- a. Read a string from keyboard
- b. Read a char from keyboard
- c. Read a string from file
- d. Read a char from file

## Question no.97

C++ is a sensitive language

- a. True
- b. False

## Question no.98

Which one of the statement given below is equivalent to **sum+=j\*j**?

- a. **sum=sum+j\*j**
- b.  $sum = sum + j$
- c.  $sum = sum * j$
- d.  $sum * j = j$

## Question no.99

.All element of an array must be of \_\_\_\_\_

- a.different data type
- b.:same datatype
- c.float data type
- d. char data type

## Question no.100

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In C/C++, null character is represented as\_\_\_\_\_

- a. **/n**
- b. %c
- c. #d
- d. \*c

## Question no.101

The dynamic memory allocation uses memory from the\_\_\_\_\_

- a. **Heap**
- b. Stack
- c. Values
- d. none

## Question no.102

When a value is referred by a normal variable then it is known as\_\_\_\_\_

- a. **Direct Referance**
- b. Indirect reference
- c. Both a and b
- d. none

## Question no.103

Assignment operator is used for\_\_\_\_\_

- a. **assigning values to variables**
- b. assigning value to a constant
- c. assigning constant and variables
- d. none of the given option

## Question no.104

Which of the following is not an example of int datatype?

- a. **-4.0**
- b. +4.2
- c. -3.0
- d. -2.0

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## Question no.105

For which array, the size of the array should be one more than the number of elements in an array?

- a. Char
- b. Variable
- c. Float
- d. Integer

## Question no.106

Which header file should be included to use functions like malloc() and calloc()?

Ans:stdio.h

## Question no.107

Using a segment of source code again by adding new functionalities with slight or no modification is termed as\_\_\_\_\_

Ans:code reusability

## Question no.108

The program in which we allocate static memory run essentially on\_\_\_\_\_

Ans:Stack

## Question no,109

TWAIN stand for\_\_\_\_\_

Ans:Technology Without An Interesting Name

## Question no.110

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

Ans:func(&num)

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## Question no.111

The operator used for casting in C is standard\_\_\_\_\_

Ans:cast

## Question no.112

The stream insertion and extraction operators\_\_\_\_\_

Ans:must be overloaded as non-member function

## Question no.113

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

Ans:Non-Member function of Class

## Question no.114

In statement Matrix m2=m1;

Ans:Assignment operator is being used

## Question no.115

A template function must have at least\_\_\_\_\_generic datatype

Ans:One

## Question no.116

Templates provide way of abstracting\_\_\_\_\_information.

Ans:type

## Question no.117

ANSI stand for\_\_\_\_\_

Ans:American National Standards Institute

## Question no.118

By using object as class members,\_\_\_\_\_is achieved.

Ans:Accessibility



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## Question no.119

In operator overloading, a non-member unary operator function takes \_\_\_\_\_ arguments.

Ans:1

## Question no.120

A class whose object is contained as const object, must have \_\_\_\_\_

Ans:Parameterized Constructor

## Question no.121

It is possible to define a class within other class.

- a. True
- b. false

## Question no.122

Where we can include a header file in the program?

- a. Any where
- b. In start
- c. At the end
- d. None of the given option

## Question no.123

The return type of the operator function >> operator.

- a. Class for which we overloaded this operator
- b. Reference of ostream class
- c. Reference of istream class
- d. Void

## Question no.124

With user defined data type variables(object) self assignment can produce \_\_\_\_\_.

- a. Syntax error
- b. Logical error

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- c. Link error
- d. None of the given option

## Question no.125

We can also do conditional compilation with preprocessor directives.

- a. True
- b. False

## Question no.126

What will be the output of the following statement?

`Cout<<setbase(16)<<52;`

- a. 74
- b. 52
- c. 34
- d. 64

## Question no.127

Dec, her, oct are all\_\_\_\_\_.

- a. Member function
- b. Object of input/output stream
- c. Parameterized manipulator
- d. Non- parametrized manipulator

## Question no.127

The input output stream; cin cout are\_\_\_\_\_.

- a. Operator
- b. Function
- c. Object
- d. Structures

## Question no.128

Friend function are\_\_\_\_\_of a class

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- a. Member functions
- b. Public member function
- c. Private member function
- d. Non-member function

## Question no.129

Template class can not have static variables.

- a. True
- b. False

## Question no.130

In a group of a nested loops, which loop is executed the most member of times?

- a. The outermost loop
- b. The innermost loop
- c. All loops are executed
- d. Cannot be determined

## Question no.131

Which looping process checks the test condition at the end of the loop?

- a. For
- b. While
- c. Do while
- d. No looping process checks the test condition at the end.

## Question no.131

We can delete an array of object without specifying[] bracket if a class is not dynamic memory allocation internally.

- a. True
- b. False

## Question no.132

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A stream is an ordered sequence of bytes.

- a. True
- b. False

## Question no.133

The normal source of cin object is,

- a. File
- b. Disk
- c. Keyboard
- d. Ram

## Question no.134

We can also create an array of user define data type.

- a. True
- b. False

## Question no.135

Which of the following is valid class declaration?

- a. Class A{int x};
- b. Class B{ }
- c. Public class A{ }
- d. Object A{ int x};

## Question no.136

If Num is an integer variable then Num++ means,

- a. Add 1 two times with Num
- b. Add 1 with Num
- c. Add 2 with Num
- d. Subtract 2 from Num

## Question no.137

Automatic variable are created on-\_\_\_\_\_.

- a. Heap

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- b. Free storage
- c. Static storage
- d. Stack

## Question no.138

We can also define a user-defines manipulator.

- a. True
- b. False

## Question no.139

Class is a user defined\_\_\_\_\_.

- a. Data type
- b. Memory reference
- c. Value
- d. None of the given option

## Question no.140

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

- a. At file scope
- b. Within class definition
- c. Within member function
- d. Within main function

## Question no.141

The data members of the class are initialized\_\_\_\_\_

- a. At runtime
- b. Within main group
- c. Outside the function
- d. At compile time

## Question no.142

In flow chart, flow of control is represented by\_\_\_\_\_

- a. Rectangle
- b. Circle

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- c. Diamond
- d. Arrow

## Question no.143

A constructor has the same name as that of \_\_\_\_\_

- a. Variable
- b. Class
- c. Structure
- d. Function

## Question no.144

Whenever **New** operator is called to create an object, the \_\_\_\_\_

- a. Constructor
- b. Destructor
- c. Pointer
- d. Array

## Question no.145

The destructor for all the objects in the program is automatically called when \_\_\_\_\_

- a. Memory is dynamically allocated to object
- b. Object are used inside function
- c. Array of object is declared
- d. Program is terminated

## Question no.146

What will be the correct syntax of declaration of the following statement?

Ptr is a pointer to const int

- a. Const int\*ptr
- b. Int\* const ptr,
- c. Int const\* ptr

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d. Const\* int ptr

## Question no.148

Sequence of event(s) when deallocating memory using delete operator\_\_\_\_\_

- a. Only block of memory is deallocated for object
- b. Only destructor is called for object
- c. Memory is deallocated first before calling destructor
- d. Destructor is called first before deallocating memory

## Question no.149

Consider the following segment'

Class M{

Public;

M&operator+ (constM&);

- a. Member function
- b. Non- member function
- c. Friend function
- d. Virtual function

## Question no.150

if there is a symbol(& sign) used with the variable name following by data type then it refers to \_\_\_\_\_

- a. Logic expression
- b. Value of variable
- c. Reference variable
- d. Address of variable

## Question no.151

New and delete are also used with \_\_\_\_\_and primitive data typed as well.

- a. Loops
- b. Sructures , pointer

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- c. **Classes , structures**
- d. Constant

## Question no.152

Users must not know about \_\_\_\_\_

- a. **Methods functionality with in class**
- b. Object of class
- c. Functions name within class
- d. Class implementation of functionality and interfaces

## Question no.153

What should be the return type of the constructed?

- a. Void
- b. Int
- c. Same as object type
- d. **Construction do not return any thing**

## Question no.154

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

- a. Protected
- b. **Hidden**
- c. Private
- d. Public

## Question no.155

A macro when takes arguments is called \_\_\_\_\_

- a. Function
- b. Procedure
- c. **Parameterized macro**
- d. Simple macro

## Question no.156

The order of destruction of an object is \_\_\_\_\_



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- a. Same as the construction order
- b. Reverse as the construction order
- c. Independent of the construction order
- d. Same as the order of object declared

## Question no.157

We can use cin.peek() function to\_\_ -

- a. See the next character that we are going to get
- b. Get to the end of the object buffer
- c. Get to the end of input buffer
- d. See the first character of input buffer

## Question no.158

The normal source of cin object is\_\_\_\_\_

- a. File
- b. Disk
- c. Keyboard
- d. Ram

## Question no.159

The initializer list is used to initialize the contained objects of a class at\_\_\_\_\_

- a. Run time
- b. Debugging time
- c. Construction time
- d. Compile time

## Question no.160

\_\_\_\_\_data members of a contained object can be accessed from inside of the containing class.

- a. Private
- b. Public
- c. Protected

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d. All

## Question no.161

A class whose object is contained as const object, must have\_\_\_\_\_

- a. Getter/setter function
- b. Default constructor
- c. Parameterized constructor
- d. Operator overloading function

## Question no.162

The appropriate data type to store the number of rows and columns of the matrix\_\_\_\_\_

- a. Float
- b. Strings
- c. Int
- d. Char

## Question no.163

The code is written to\_\_\_\_\_ the program

- a. Implement
- b. Design
- c. Analysis
- d. Test

## Question no.164

When a call to user-defined function finishes, the variable defined inside the function will\_\_\_\_\_

- a. Still in existence
- b. Not exist further
- c. Finish but a copy will remain in memory
- d. None of the given

## Question no.165

The static data member of a class can be accessed by\_\_\_\_\_

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- a. Only class
- b. Only object
- c. Both class and object
- d. Function out side the class

## Question no.166

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

- a. At file scope
- b. Within class definition
- c. Within member function
- d. Within main function

## Question no.167

A structure brings together a group of\_\_\_\_\_

- a. Same data type
- b. Different data type
- c. Constant
- d. Both a,b

## Question no.168

The C language was developed in late 60's and 70's in\_\_\_\_\_

- a. Richards laboratories
- b. Microsoft laboratories
- c. Bell laboratories
- d. IBM laboratories

## Question no.169

To assigned a value to a character type variable\_\_\_\_\_are used around the value.

- a. Parenthesis()
- b. Single quotes ' '
- c. Double quotes " "
- d. Curly braces{ }

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## Question no.170

The order of destruction of an object is \_\_\_\_\_

- a. Same as the construction order
- b. Reverse as the construction order
- c. Independent of the construction order
- d. Same as the order of object declare

## Question no.171

In flow chart, flow of control is represented by\_\_\_\_\_.

(Please select correct option)

- a. Circle
- b. Diamond
- c. Arrow
- d. All

## Question no.172

The operator ++ and – are used to increment or decrement the value of a variable by \_\_\_\_\_.

- a. 3
- b. 2
- c. 1
- d. 4

## Question no.173

To assigned a value to a character type variable, \_\_\_\_\_are used around the value.

- a. Parenthesis ( )
- b. Single quotes ‘ ’
- c. Double quotes “ ”
- d. Curly braces { }

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## Question no.174

Which of the following syntax will be used to initialize an array of size 5 of int data type to value 0?

- a. `Arr[5] = {0};`
- b. `int arr[5] = 0;`
- c. `int arr[5] = (0);`
- d. `int arr[] = 0;`

## Question no.175

Let ptr 1 and ptr 2 are pointer variables that points to integer data types then which one of the following arithmetic is allowed?

- a. `Ptr1 + ptr2`
- b. `Ptr1 - ptr2`
- c. `Ptr1 * ptr2`
- d. `Ptr1 / ptr2`

## Question no.176

When an argument is passed by reference,\_\_\_\_\_

- a. The function cannot access the argument's value
- b. A variable is created in the function to hold the argument's value
- c. A temporary variable is created in the calling program to hold the argument's value
- d. The function accesses the argument's original value in the calling program

## Question no.177

In year \_\_\_\_\_ C was approved as a standard language worldwide.

- a. 1988
- b. 1967

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c. 1989

d. 1986

## **Question no.178**

The C language was developed in late 60's and early 70's, in

\_\_\_\_\_

a. Richards Laboratories

b. Microsoft Laboratory

c. Bell Laboratory

d. IBM Laboratory

## **Question no.179**

If a friend function outside the class declares itself friend of the class, this may violate the concept of \_\_\_\_\_

a. Encapsulation and data accessing

b. Encapsulation and data hiding

c. Friend member functions of the class

d. Interface of the class

## **Question no.180**

A structure brings together a group of \_\_\_\_\_

a. Same data type

b. Different data type

c. Constants

d. Both a, b

## **Question no.181**

You can use a \_\_\_\_\_ statement to transfer control elsewhere out of the nested structure.

a. Continue

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- b. Goto
- c. Pause
- d. Break

## Question no.182

Which of the given operator is not a valid compound assignment operator?

- a. >>=
- b. =>>
- c. \*=
- d. &=

## Question no.183

The purpose of using cout<< is to \_\_\_\_\_

- a. Display information on the screen
- b. Read the data from keyboard
- c. Read the data from file
- d. Write into a file

## Question no.184

Assignment operator is used for \_\_\_\_\_

- a. Calculation
- b. Reading
- c. Assigning values to variables
- d. Equality checking

## Question no.185

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Missing semicolon ' ; ' at the end of C++ statement causes a \_\_\_\_\_ error.

- a. Logical
- b. Syntax
- c. Runtime
- d. Compile time

## Question no.186

Which of the following is not an example of int data type?

- a. 0
- b. -32
- c. 65531
- d. -4.0

## Question no.189

For which array , the size of the array should be one more than the number of elements in array?

- a. Int
- b. Double
- c. Float
- d. Char

## Question no.190

If an integer takes 4 bytes in the memory then how many bytes will be in the memory for following code?

```
#include<iostream.h>
```



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```
#include< conio.h>
```

```
Int main()
```

- a. 12 bytes
- b. 24 bytes
- c. 48 bytes
- d. 32 bytes

## Question no.191

Using a segment of source code again by adding new functionalities with slight or no modification is termed as \_\_\_\_\_

- a. Code efficiency
- b. Code reusability
- c. Code notification
- d. Code compatibility

## Question no.192

A matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this\_\_\_\_\_

- a. Write a separate class to handle each
- b. Use templates
- c. Use strings to store all types
- d. None of the given option

## Question no.193

When a call user defined function finishes, the variable defined inside the function is still in existence.

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- a. True
- b. false

## Question no. 194

Within the statement **obj1 = obj2 ; obj1** will call the assignment operator function and **obj2** will be passed as an argument to function.

- a. True
- b. False

## Question no.195

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

- a. Only block of memory is deallocated for object
- b. Only destructor is called for objects
- c. Memory is deallocated first before calling destructor
- d. Destructor is called first before deallocating memory

## Question no.196

The second parameter of operator function for << and >> are objects of the class for which we are overloading these operator.

- a. True
- b. False

## Question no.197

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For which values of the integer\_ value will be the following code becomes an infinite loop?

```
Int number=1;
While(true) {
  Cout<< number;
  If(number==3) break;
  Number+= integer_ value: }
```

- a. Any number other than 1 or 2
- b. Only 0
- c. Only 2
- d. Only 1

## Question no.198

Unary operator implemented as member function takes\_\_\_\_ arguments whereas non-member function takes\_\_\_\_arguments.

- a. New int (10)
- b. New int [10]
- c. Int new (10)
- d. Int new [10]

## Question no.199

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

- a. \*ptr = arr;

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- b. Ptr = arr;
- c. \*ptr = arr[5];
- d. Ptr = arr[5];

## Question no.200

We can also do conditional compilation with preprocessor directive?

- a. True
- b. false

