

**CS201 Latest Solved MCQs**  
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Quiz Start Time: 09:34 PM   Time Left   82  
sec(s)

Question # 1 of 10 ( Start time: 09:34:54 PM )      Total Marks: 1  
While developing a program; should we think about the user interface? //handouts main  
reusability hay..us ki yahan option hi nahi hay  
Select correct option:

**Yes**

No

Quiz Start Time: 09:34 PM   Time Left   75  
sec(s)

Question # 2 of 10 ( Start time: 09:35:20 PM )      Total Marks: 1  
A character is stored in the memory in \_\_\_\_\_  
Select correct option:

byte

integer

**string**

None of the given



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Quiz Start Time: 09:34 PM

Question # 3 of 10 ( Start time: 09:36:21 PM )      Total Marks: 1

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

Select correct option:

**int**

short

long

double

Quiz Start Time: 09:34 PM    Time Left      85  
sec(s)

Question # 4 of 10 ( Start time: 09:37:30 PM )      Total Marks: 1

dereferencing operator is represented by \_\_\_\_\_

Select correct option:

**\***

+

—

None of the given

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Quiz Start Time: 09:34 PM Time Left 86  
sec(s)

Question # 5 of 10 ( Start time: 09:38:55 PM ) Total Marks: 1  
\_\_\_\_\_ transfers the executable code from main memory to hard disk.

Select correct option:

**Loader**

Debugger

Compiler

Linker

Quiz Start Time: 09:34 PM Time Left 85  
sec(s)

Question # 6 of 10 ( Start time: 09:40:21 PM ) Total Marks: 1  
When the logical operator OR (||) combine two expressions exp1 and exp2 then the result will be false only, //bitwise “or” applies here....  
Select correct option:

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



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Quiz Start Time: 09:34 PM Time Left 79  
sec(s)

Question # 7 of 10 ( Start time: 09:41:43 PM ) Total Marks: 1  
suppose we have int y[10]; To access the 4th element of the array we write \_\_\_\_\_  
Select correct option:

y[4];

y[3];

y[2];

none of given

Quiz Start Time: 09:34 PM Time Left 82  
sec(s)

Question # 8 of 10 ( Start time: 09:43:10 PM ) Total Marks: 1  
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 \_\_\_\_\_  
Select correct option:

long

int

short

double



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Quiz Start Time: 09:34 PM Time Left 80  
sec(s)

Question # 9 of 10 ( Start time: 09:44:42 PM ) Total Marks: 1  
ofstream is used for \_\_\_\_\_  
Select correct option:

Input file stream

**Output file stream**

Input and output file stream

All of the given

Quiz Start Time: 09:34 PM Time Left 80  
sec(s)  
<http://vustudents.ning.com>

Question # 10 of 10 ( Start time: 09:46:11 PM ) Total Marks: 1  
A structure is a collection of \_\_\_\_\_ under a single name.  
Select correct option:

values

**variables**

data

None of the given

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

In C/C++ the string constant is enclosed ..... **corrected r red one**

▶ In curly braces

▶ In small braces

▶ In single quotes

▶ **In double quotes**

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

The size of int data type is

▶ 1 bytes

▶ 2 bytes

▶ 3 bytes

▶ **4 bytes**

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

In Flow chart process is represented by

▶ **Rectangle**

▶ Arrow symbol

▶ Oval

▶ Circle

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

If the break statement is missed in switch statement then, **// a break statement with no label always completes abruptly, the reason being a break with no label. If no switch, while, do, or for statement in the immediately enclosing method, constructor or initializer encloses the break statement, a compile-time error occurs.**

▶ **The compiler will give error**

▶ **This may cause a logical error**

▶ No effect on program

▶ Program stops its execution

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

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

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

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' ;`

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

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

▶ 4

▶ 5

▶ 6

▶ 7

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

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

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

Consider the following code segment. What will be the output of this code segment? As arrays starts from 0 index.....at 1<sup>st</sup> position is 3.....n at position 4<sup>th</sup> is 5...  
.....5-3=2

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

▶ 3

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- ▶ 9
- ▶ 12
- ▶ **2**

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

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] ;`

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

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

- ▶ low level
- ▶ object based
- ▶ **object oriented**
- ▶ function oriented

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

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

- ▶ False
- ▶ **True**

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

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**

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

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

- ▶ **True**
- ▶ False

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

Syntax of union is identical to \_\_\_\_\_

▶ **Structure**

▶ Class

▶ Function

▶ **None of the given options**

**FINAL TERM EXAMINATION**

Fall 2008

CS201- Introduction to Programming

Time: 120 min

Marks: 75

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

There are mainly ----- types of software.//

▶ **Two**

▶ Three

▶ Four

▶ Five

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

seekg() and write() are functionally \_\_\_\_\_ .//

**Write() Writes a specified number of bytes from a memory location to the file.**

**seekg() Moves the file position indicator to a specific location in the file.**

**The Position property of TFileStream simplifies seeking in a file and performs the same function as the ifstream methods tellg() and seekg(). You can read Position to determine the current file position, or you can write to Position to move the file position.**

▶ Different

▶ **Identical**

▶ **Two names of same function**

▶ None of the above

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

When a pointer is incremented, it actually jumps the number of memory addresses

▶ **According to data type**

▶ 1 byte exactly

▶ 1 bit exactly

▶ A pointer variable can not be incremented

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

setw is a parameterized manipulator.

- ▶ True
- ▶ False

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

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

- ▶ True
- ▶ False

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

In functions that return reference, use \_\_\_\_\_ variables.

- ▶ Local
- ▶ Global
- ▶ Global or static
- ▶ None of the given option

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

The declarator of Plus (+) member operator function is

**//not confirmed**

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

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

The compiler does not provide a copy constructor if we do not provide it.....

**//Normally it provides but in some cases of classes it is good practice to provide user define copy constructor...**

- ▶ True
- ▶ False

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

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What is the functionality of the following syntax to delete an array of 5 objects named **arr** allocated using new operator?

**delete arr ;**

- ▶ Deletes all the objects of array
- ▶ Deletes one object of array
- ▶ Do not delete any object
- ▶ Results into syntax error

**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**

---

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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?

// **new** is an operator that allows dynamic memory allocation on the heap. Except for a form called the "placement new", new attempts to allocate enough memory on the heap for the new data and, if successful, returns the address to the newly allocated memory. However if new can not allocate memory on the heap it will throw an exception of type `std::bad_alloc`. This removes the need to explicitly check the result of an allocation.

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- ▶ 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

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**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.

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

We can also define a user-defines manipulators.

- ▶ **True**
- ▶ **False**

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**Question No: 30 ( Marks: 1 ) - Please choose one**

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

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

Current

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

Compiler is a

- ▶ **System software**
- ▶ Application Software
- ▶ Driver
- ▶ Editor

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

Operating System is

- ▶ An application software
- ▶ **System Software**
- ▶ Computer Language
- ▶ Interpreter

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

Which one is the correct syntax for defining an identifier **PI** with preprocessor directive?

- ▶ #define PI 3.1415926;
- ▶ **#define PI 3.1415926**
- ▶ #define PI = 3.1415926 ;
- ▶ #define PI = 3.1415926

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

Character strings are arrays of characters that can store

- ▶ Only one character
- ▶ **Limited number of characters**
- ▶ **Number of characters specified.**
- ▶ None of the given option

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**Question No: 5 ( Marks: 1 ) - Please choose one**  
Which of the following is NOT a preprocessor directive?

- ▶ #error
- ▶ #define
- ▶ #line
- ▶ #undef

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

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

- ▶ Friend functions of the class
- ▶ Private member functions of the class
- ▶ Public member functions of the class
- ▶ Friend, private and public functions

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

Let suppose `int a, b, c, d, e;`, `a = b = c = d = e = 42;`

This can be interpreted by the compiler as:// **assignment is right-associative.**

- ▶ **`a = (b = (c = (d = (e = 42))));`**
- ▶ `(a = b = (c = (d = (e = 42))));`
- ▶ `a = b = (c = (d = (e = 42)))`;
- ▶ `(a = b) = (c = d) = (e = 42);`

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

Friend function of a class is \_\_\_\_\_. <http://vustudents.ning.com>

- ▶ **Member function**
- ▶ Non-member function
- ▶ Private function
- ▶ Public function

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

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

- ▶ **True**
- ▶ False



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**Question No: 10 ( Marks: 1 ) - Please choose one**  
When we define an array of objects then,

- ▶ Constructor will be called once for whole array
- ▶ **Constructor will be called for each object of the array**
- ▶ Constructor will never call
- ▶ Depends on the size of array

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

---

The stream objects **cin** and **cout** are included in which header file?

- ▶ **iostream.h**
- ▶ fstream.h
- ▶ istream.h
- ▶ ostream.h

**Question No: 12 ( 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: 13 ( Marks: 1 ) - Please choose one**

---

Missing semicolon ';' at the end of C++ statement is

- ▶ Logical error
- ▶ **Syntax error**
- ▶ Runtime error
- ▶ None of the given options

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

---

An array stores the numbers into consecutive memory locations.

- ▶ **True**
- ▶ False

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

---

The template functions do NOT promote the code reuse

- ▶ True
- ▶ **False**

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

---

What will be the correct syntax for initialization of pointer *ptr* of type int with variable *x*?

- ▶ int ptr = &x ;
- ▶ int ptr = x ;
- ▶ **int \*ptr = &x ;**
- ▶ int ptr\* = &x ;

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

---

Which of the following function calling mechanism is true for the function prototype given below?

**float func(float &);**

- ▶ **Call by value**
- ▶ Call by reference using pointer
- ▶ Call by reference using reference variable
- ▶ None of the given options

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

---

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

**obj3 = obj1 + obj2 ;**

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



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

Which of the following object(s) will call the member operator function within the statement given below?

**obj1=obj2+obj3;**

- ▶ Object obj1
- ▶ Object obj2
- ▶ **Object obj3**
- ▶ Any of the object

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

For cin, the source is normally a \_\_\_\_\_ and destination can be \_\_\_\_\_.

- ▶ File, native data type
- ▶ Disk, user-define type
- ▶ **Keyboard, variable**
- ▶ File, user-define type

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

The static data members of a class will be \_\_\_\_\_

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

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

Which of the following function cannot be overloaded?

- ▶ Member functions
- ▶ Utility functions
- ▶ Constructor
- ▶ **Destructor**

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

The region of memory, available for allocation at run time in C language is called \_\_\_\_\_ memory whereas in C++ language is called as \_\_\_\_\_.

- ▶ Heap, Stack
- ▶ Stack, Free Store
- ▶ Heap, Free Store
- ▶ **None of above**



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

---

A variable which is defined inside a function is called

- ▶ **Automatic variable**
- ▶ Global variable
- ▶ Functional variable
- ▶ None of the given option

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

---

The default copy constructor provides member wise assignment.

- ▶ **True**
- ▶ False

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

---

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

- ▶ **implement**
- ▶ design
- ▶ analysis
- ▶ none of the given options.

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

---

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

- ▶ True
- ▶ **False**

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

---

To avoid dangling reference, always return the reference of a local variable from a function.

- ▶ **True**
- ▶ False

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

---

Analysis is the ----- step in designing a program.

- ▶ Last
- ▶ Middle
- ▶ Post Design



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► **First**

**Question No: 30 ( Marks: 1 ) - Please choose one**

---

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

► **True**

► False

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

---

In C/C++ if we define an array of size eight (8) i.e. int Arr [8]; then the last element of this array will be stored at,

► Arr[0]

► Arr[8]

► **Arr[7]**

► Arr[-1]

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

---

When an array is passed to a function then default way of passing this array is,

► By data

► **By reference**

► By value

► By data type

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

---

Array is a data structure which store

► **Memory addresses**

► Variables

► Data Type

► Data

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

---

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

► **True**

► False



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

---

When we define an array of objects then,

- ▶ Destructor will call once for whole array
- ▶ **Destructor will call for each object of the array**
- ▶ Destructor will never call
- ▶ Depends on the size of array

### Question No: 6 ( 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: 7 ( Marks: 1 ) - Please choose one

---

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

- ▶ True
- ▶ **False**

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

---

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

- ▶ **True**
- ▶ False

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

---

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

- ▶ `int x ; x = 10 ;`
- ▶ **`int x = 10 ;`**
- ▶ `int x, x = 10;`
- ▶ `x = 10 ;`



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

---

Default mechanism of function calling in case of array is \_\_\_\_\_ and in case of variable is \_\_\_\_\_. <http://vustudents.ning.com>

- ▶ Call by value, call by reference
- ▶ Call by reference, call by reference
- ▶ **Call by reference, call by value**
- ▶ Call by value, call by value

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

---

What does STL stand for?

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

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

---

Skill(s) that is/are needed by programmers \_\_\_\_\_.

- ▶ Paying attention to detail
- ▶ Think about the reusability
- ▶ Think about user interface
- ▶ **All of the given options**

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

---

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

- ▶ int
- ▶ double
- ▶ float
- ▶ **char**

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

---

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

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

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

---

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

- ▶ Member functions
- ▶ Public member functions
- ▶ Private member functions
- ▶ **Non-member functions**

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

---

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: 17 ( Marks: 1 ) - Please choose one**

---

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

**obj3 = obj1 + obj2 ;**

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



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**Question No: 18 ( 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: 19 ( Marks: 1 ) - Please choose one**

---

For cin, the source is normally a \_\_\_\_\_ and destination can be \_\_\_\_\_.

- ▶ File, native data type
- ▶ Disk, user-define type
- ▶ **Keyboard, variable**
- ▶ File, user-define type

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

---

We can also do conditional compilation with preprocessor directives.

- ▶ **True**
- ▶ False

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

---

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

- ▶ Heap
- ▶ System Cache
- ▶ None of the given options
- ▶ **Stack**

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

---

The default value of a parameter can be provided inside the \_\_\_\_\_

- ▶ function prototype
- ▶ **function definition**
- ▶ both function prototype or function definition
- ▶ none of the given options.



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

---

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

- ▶ left to right.
- ▶ right to left
- ▶ **no specific order is followed**
- ▶ none of the given options.

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

---

When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are.

- ▶ Zero
- ▶ One
- ▶ Two
- ▶ **N arguments**

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

---

With user-defined data type variables (Objects), self assignment can produce \_\_\_\_\_.

- ▶ Syntax error
- ▶ **Logical error**
- ▶ Link error
- ▶ Non of the given options

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

---

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

- ▶ **True**
- ▶ False

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

---

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

- ▶ Constructor of enclosing class will be called first
- ▶ **Constructor of inner object will be called first**
- ▶ Constructor and Destructor will be called simultaneously
- ▶ None of the given options



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

---

In the member initializer list, the data members are initialized,

- ▶ From left to right
- ▶ From right to left
- ▶ **In the order in which they are defined within class**
- ▶ None of the given options

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

---

new operator allocates memory from free store and return \_\_\_\_\_.

- ▶ **A pointer**
- ▶ A reference
- ▶ An integer
- ▶ A float

**Question No: 30 ( Marks: 1 ) - Please choose one**

---

"new" and "delete" keywords are \_\_\_\_\_ in C++ language.

- ▶ Built-in- Function
- ▶ Operators
- ▶ **Memory Allocation Function**
- ▶ None of the given options