**MET-IIT**

**C++**

**1).** If 5 th argument of a function has a default value then \_\_\_\_\_\_\_\_ argument must also have a default value.

(a) 4 th

(b) 6 th

(c) 3 rd

(d) None of the above

**2).** C++ can be best described as \_\_\_\_\_\_\_\_ language.

A: Structured

B: object oriented

C: Multiparadigm

D: Procedural

**3).** In C++, \_\_\_\_\_\_\_\_\_ operators are used for Memory Deallocating.

A: Release()

B: malloc() and calloc()

C: Free()

D: delete

**4).** Which of the following is not an OOP feature in C++?

A: Encapsulation.

B: Abstraction.

C: Polymorphism.

D: Exceptions.  
**Correct Answer:** D

**5).** Object oriented programming employs\_\_\_\_\_\_\_\_\_ programming approach.

A: Top-down

B: Procedural

C: Bottom-up

D: All of these.

**6).** A struct is the same as a class except that

**Answer Choices**

A: There are no member functions.

B: All members are *public*.

C: Cannot be used in inheritance hierarchy.

D: It does have thispointer.

**7).** How do we declare an abstract class?

A: By providing at least one pure virtual method (function signature followed by ==0;) in a class

B: By declaring at least one method abstract using the keyword ‘abstract’ in a class

C: By declaring the class abstract with the keyword ‘abstract’

D: It is not possible to create abstract classes in C++

8**).** Which of the following is a valid destructor of the class name “Country" ?

A:int ~Country().

B:void Country().

C: int ~Country(Country obj) .

D: void ~Country().

**9).** If default constructor is not defined, then how the objects of the class will be created?

A: The compiler will generate error.

B: Error will occur at run-time.

C: Compiler provides its default constructor to build the object.   
D: None of these.

**10).** *Which of the following correctly describes the meaning of ‘namespace’ feature in C++?*

A:Namespaces refer to the memory space allocated for names used in a program.

B:Namespaces refer to space between the names in a program.

C: Namespaces refer to packing structure of classes in a program.

D: Namespaces provide facilities for organizing the names in a program to avoid name clashes.

**11).** Which keyword is used to access the variable in namespace?

A: using.

B: dynamic.

C: const.  
D: static.

**12).** The relationship between Customer and Order is \_\_\_\_\_\_\_\_.

(a) Inheritance

(b) Composition

(c) Aggregation

(d) none of above

**13).** The relationship between Hotel and Guest is \_\_\_\_\_\_\_\_.

(a) Inheritance

(b) Composition

(c) Aggregation

(d) none of above

**14).** All the classes in C++ standard library are included in \_\_\_\_\_\_\_ namespace.

(a) std

(b) object

(c) io

(d) none of above

**15).** A copy constructor takes

A:No argument.

B:One argument.

C: Two arguments.

D: Arbitrary no. of arguments.

**16).** The default copy constructor performs

A: Deep copy.

B: Shallow copy.

C: Hard copy.  
D: Soft copy.

**17** What is polymorphism?

A: Ability to take more than one form.

B: Ability to destroy destructor.

C: Ability to create constructor.  
D: None of above.

**18).**Which of the following permits function overloading on c++?

A:Type.

B:Number of arguments.

C: Both of the mentioned.

D: None of the mentioned.

**19).** Function overloading is also similar to which of the following?

A: Operator overloading.

B: Constructor overloading.

C: Destructor overloading.  
D: None of the mentioned.

**20).**The operator << when overloaded in a class.

A:Must be a member function.

B:Must be a non-member function.

C: Can be both (A) & (B) above.

D: Cannot be overloaded.

**21).** Scope resolution operator is used\_\_\_\_\_\_ .

A: To resolve the scope of global variables only.

B: To resolve the scope of functions of the classes only.

C: To resolve scope of global variables as well as functions of the classes.  
D: None of above.

**22).**What does inheritance allows you to do?

A:Create a class.

B:Create a hierarchy of classes.

C: Access methods

D: Create a hierarchy of interfaces.

**23).** Which of the following relationship is known as inheritance relationship?

A: ‘has-a’ relationship.

B: ‘is-a’ relationship.

C: association relationship.

D: None of the mentioned.

**24).**Which of the following advantages we lose by using multiple inheritance?

A:Dynamic binding.

B:Polymorphism.

C: Both A & B

D: None of the mentioned.

**25).** class derived: public base1, public base2 { } is an example of

A: Polymorphic inheritance.

B: Multilevel inheritance

C: Hierarchical inheritance.

D: Multiple inheritance.

**26).**Classes B and C inherit virtually from class A. Class D inherits from both B and C.

When an instance of class D is created, the constructor of class \_\_\_\_\_\_\_\_ is invoked first.

(a) A

(b) B

(c) D

(d) none of above

**27).** Class B defines a virtual member function m() which is invoked from its another

non-virtual member function n ().

Class C inherits from B and overrides member function m().

In the following code

B\* b = new C;

b->n();

member function m will \_\_\_\_\_\_\_\_.

(a) be invoked from C

(b) be invoked from B

(c) not be invoked

(d) Both A & B

**28).** Syntax for Pure Virtual Function is \_\_\_\_\_\_\_\_\_\_\_\_\_\_ **.**  
A:virtual void show()==0.

B:void virtual show()==0.

C: virtual void show()=0.

D: void virtual show()=0

**29).** Run time polymorphism can be achieved with\_\_\_\_\_\_ .  
A:Virtual Base class

B:Container class.

C: Virtual function.

D: Both a and c

**30).**  What does the following statement mean?  
    int (\*fp)(char\*)

A: pointer to a pointer  
B: pointer to an array of chars  
C: pointer to function taking a char\* argument and returns an int  
D: function taking a char\* argument and returning a pointer to int

**31).** Identify the correct statement.

A: typedef does not create different types. It only creates synonyms of existing types.  
B: typedef create different types.  
C: Both a & b  
D: none of the mentioned

**32).**To perform File I/O operations, we must use \_\_\_\_\_\_\_\_\_\_\_\_\_ header file**.**  
A: < ifstream>

B: < ofstream>

C: < fstream>

D: Any of these

**33).** What is use of eof() ?

A: Returns true if a file open for reading has reached the next character.

B: Returns true if a file open for reading has reached the end.

C: Returns true if a file open for reading has reached the next word.

D: Returns true if a file open for reading has reached the middle..

**34).**What is the validity of template parameters?

A: inside that block only  
B: inside the class  
C: whole program  
D: any of the mentioned.

**35).** Compile-time generation of code from a template is known as its \_\_\_\_\_\_\_\_.

(a) Generalization

(b) instantiation

(c) specialization

(d) None of the above

**36).** Which are done by compiler for templates?

**Answer Choices**

**A:** type-safe

**B:** portability

**C:**  code elimination

**D:** all of the mentioned

**37).** A and B are abstract classes. Class C inherits from both A and B

and implements their pure virtual member functions. In the following code

A\* a = new C;

B\* b = X<B\*>(a);

the correct replacement for X is \_\_\_\_\_\_\_\_.

(a) const\_cast

(b) static\_cast

(c) dynamic\_cast

(d) None of the above

**38).** The \_\_\_\_\_\_\_\_ STL container stores keys in their sorted order.

(a) std::vector

(b) std::list

(c) std::set

(d) std::map

**39).** The \_\_\_\_\_\_\_\_ STL container provides random access and efficient insertion of elements at any location.

(a) std::deque

(b) std::list

(c) std::vector

(d) std::hash

**40).** The \* operator of an STL iterator returns a \_\_\_\_\_\_\_\_ the container's element.

(a) copy of

(b) reference of

(c) pointer to

(d) none of above