Technical Test : C and C++

aniket.nward22@sinhgad.edu Switch accounts

Draft saved

Your email address will be recorded when you submit this form

* Indicates required question

Questions

1. Which of the following statement is correct about the program given below? *

```
 #include<stdio.h>
int main()
{
    int x = 80;
   int y& = x;
    x++;
   cout << x << " " << --y;
   return 0;
 }
```

- ○ The program will print the output 80 80.
- ○ The program will print the output 81 80
- ○ The program will print the output 81 81.
- ◉ It will result in a compile time error.

2. What will be the output of the program ? *

```
#include<stdio.h>
  int main()
{
      union var
      {
         int a, b;
       };
    union var v;
     v.a=10;
      v.b=20;
     printf("%d\n", v.a);
     return 0;
 }
```

- ○ 10
- ◉ 20
- ○ 30
- ○ 0

3. How "Late binding" is implemented in C++? *

- ○ Using C++ tables
- ◉ Using Virtual ta les
- ○ Using Indexed virtual tables
- ○ .Using polymorphic tables

4. Which of the following is the correct way of declaring a func ion as constant? *

- ○ const int ShowData(void) { /* statements */ }
- ○ int const ShowData(void) { /* statements */}
- ○ int ShowData(void) const { /* statements */ }
- ◉ Both A and B

5. Which of the following operators cannot be overloaded? *

- ○ [ ]
- ○ ->
- ◉ ?:
- ○ *

6. Which of the following function prototype is perfectly acceptable? *

- ◉ int Function(int Tmp = Show());
- ○ float Function(int Tmp = Show(int, float));
- ○ Both A and B.
- ○ float = Show(int, float) Function(Tmp);

7. What will be the output of the program? *

```
#include<stdio.h>
#define SQR(x)(x*x)
int main()
{
    int a, b=3;
    a = SQR(b+2);
   printf("%d\n", a);
  return 0;
}
```

- ○ 25
- ◉ 11
- ○ 10
- ○ Garbage value

8. What happens if the base and derived class contains definition of a function with same prototype? *

- ◉ Compiler report an error on compilation.
- ○ Only base class function will get called irrespective of object
- ○ Only derived class function will get called irrespective of object
- ○ Base class object will call base class function and derived class object will call derived class functio .

9. #if or #elif can be used to evaluate *

- ○ Constant expressions
- ○ Macro expressions
- ◉ Both a and b
- ○ All expressions

10. What will be the output of the program ? *

```
#include<stdio.h>
int main()
{
    enum days {MON=-1, TUE, WED=6, THU, FRI, SAT};
    printf("%d, %d, %d, %d, %d, %d\n", MON, TUE, WED,          THU, FRI, SAT);
   return 0;
}
```

- ○ -1, 0, 1, 2, 3, 4
- ○ -1, 2, 6, 3, 4,5
- ○ -1, 0, 6, 2, 3, 4
- ◉ -1, 0, 6, 7, 8,9

11. Which of the following provides a reuse mechanism? *

- ○ Abstraction
- ◉ Inheritance
- ○ Dynamic bindin
- ○ Encapsulation

12. Which bitwise operator is suitable for turning off a particular bit in a number? *

- ○ ~ operator
- ◉ & operator
- ○ | operator
- ○ ! operator

13. What will be the output of the program? *

```
#include<stdio.h>
int main()
{
    float arr[] = {12.4, 2.3, 4.5, 6.7};
    printf("%d\n",
   sizeof(arr)/sizeof(arr[0]));
   return 0
}
```

- ○ 5
- ◉ 4
- ○ 6
- ○ 7

14. What will be the output of the program in DOS (Compiler - Turbo C) ? *

```
#include<stdio.h>
   double i;
  int main()
{
  (int)(float)(char) i;
   printf("%d", sizeof((int)(float)(char)i));
 return 0;
}
```

- ○ 1
- ◉ 2
- ○ 4
- ○ 8

15. What will be the output of the program? *

```
 #include<stdio.h>
int fun(int **ptr);
 int main()
 {
int i=10;
const int *ptr = &i;
 fun(&ptr);
 return 0;
 }
 int fun(int **ptr)
 {
int j = 223;
 int *temp = &j;
 printf("Befo e changing ptr = %5x\n", *ptr);
 const *ptr = temp;
 printf("After changing ptr = %5x\n", *ptr);
 return 0;
 }
```

- ○ Address of i Address of j
- ○ 10 223
- ◉ Error: cannot convert parameter 1 from 'const int **' to 'int **'
- ○ Garbage value

16.Which of the following statement is correct about the program given below? *

```
#include
class CxSample
{
int x;
public: CxSample(short ss)
{
cout<< "Short" << endl;
}
CxSample(i { t xx) cout<< "Int" << endl;
}
CxSample(float ff)
{
cout<< "Float" << endl;
}
~CxSample()
{
cout<< "Final";
}
};
int main()
{
CxSample *ptr = new CxSample('B');
return 0;
}
```

- ○ The program will print the output Short .
- ◉ The program will print the output Int .
- ○ The program will print the output Float .
- ○ The program will print the output Final .
- ○ None of the above

17. What will be the output of the program? *

```
 class Base
{
    public: virtual void Display()
   {
      cout<<"In Base"; }
 };
    class Derived : public Base
  {
      public: virtual void Display()
    {
       cout<<"in derived ";
    }
   }
Base* pBase= NULL
pBase = new Base;
pBase->Display();
return 0;
}
```

- (●) In Base
- ( ) In Derived
- ( ) In Base In Derived
- ( ) In Derived In Base

18. Predict the output for the following: *

```
main()
{
  extern
   int i;
   i=20;
   printf("%d",i);
}
```

- (●) 20
- ( ) Garbage
- ( ) Fatal Error
- ( ) Linking Err

19. Predict the output for the following: *

```
main()
{
char *p;
 p="Hello";
 printf("%c\n",*&*p);
 }
```

- ( ) Hello
- ( ) e
- (●) H
- ( ) Compile Error.

20. Predict the output for the following: *

```
#include<iostream>
using namespace std;
template <class T>
T Large(T n1, T n2)
{
return (n1>n2) n1:n2;
}
int main()
{
int i1 = 10, i2 = 20;
float f1 = 14.5 , f2 = 9.5;
char c1 = 'A', c2 = 'a';
 cout<<Large(i1, i2)<<" is larger.";
 cout<<Large(f1, f2)<<" is larger.";
 cout<<"\n\nEnter two characters: ";
 cout<<Large(c1, c2)<<" has larger ASCII value."; return 0;
```

- ○ 20 is larger. 14.5 is larger. 97 has larger ASCII value.
- ○ 10 is larger. 9.5 is larger. 65 has larger ASCII value.
- ◉ 20 is larger.14.5 is larger. a has larger ASCII value.
- ○ 20 is larger.14.5 is larger. A has larger ASCII value.

21. . What will be the output of the program? *

```
void main()
{
int i=5;
printf("%d",i+++++i);
}
```

- ○ 12
- ○ 11
- ○ 13
- ◉ Compiler Error

22. Predict the output for the following: *

```
main()
{
int i;
printf("%d",scanf("%d",&i)); // value 10
is given as input here
}
```

- ○ 10
- ○ Garbage
- ◉ 1
- ○ Compiler Error

23. Predict the output for the following: *

```
main( )
{
void *vp;
char ch = 'g', *cp = "iASYS";
int j = 20;
vp = &ch;
printf("%c", *(char *)vp);
vp = &j;
printf("%d",*(int *)vp);
vp = cp;
printf("%s",(char *)vp + 3);
}
```

- ○ g20iAS
- ○ Compiler Error
- ○ g20YS
- ◉ g20SYS

24. Predict the output for the following: *

```
main()
{
char *str1="abcd";
char str2[]="abcd";
printf("%d d %d",sizeof(str1),sizeof(str2),sizeof("abcd")); }
```

- (●) 5 5 5
- ( ) 2 2 2
- ( ) 2 5 5
- ( ) 5 2 5

25. Predict the output for the following: *

```
main()
{
int k=1;
printf("%d==1 is ""%s",k++,k==1?"TRUE":"FALSE");
}
```

- ( ) 1==1 is FALSE
- ( ) B. 2==1 is FALSE
- (●) C. 1==1 is TRUE
- ( ) D. 2==1 is TRUE

26. Predict the output for the following: *

```
main()
{
const int i=4;
float j;
j = ++i;
printf("%d f", i,++j);
}
```

- (●) Compiler Error
- ( ) 5 4
- ( ) 5 5
- ( ) 5 5.000000

27. Predict the output for the following: *

```
main()
{
int i=5,j=6,z;
printf("%d",i+++j);
}
```

- ( ) 12
- (●) 11
- ( ) 13
- ( ) Compiler Error

28. Predict the output for the following: *

```
 void main()
{
char far *far her,*farthest; printf("%d..%d",sizeof(farther),sizeof(farthest));
 }
```

- ○ 4..2
- ○ 2..2
- ◉ 4..4
- ○ 2..4

29. Predict the output for the following: *

```
 main()
 {
int i, n;
 char *x = "g rl";
 n = strlen(x);
 for(i=0; i < n ; i++)
 {
Printf("%s ",x);
 x++;
 }
}
```

- ◉ girl irl rl l
- ○ irl rl l (blank space)
- ○ girl girl girl girl
- ○ (blank space) irl rl l

30. Predict the output for the following *

```
main()
{
int i=-1;
+i;
printf("i = %d, +i = %d \n",i,+i);
}
```

- ○ i = -1, +i = 1
- ◉ = -1, +i = -1
- ○ i = 1, +i =-1
- ○ i = 1, +i = 1

Back Submit Clear form