

MCQ For Friday

1) What is the output of this program.

```
Int a=10;  
Main()  
{  
Int a=20;  
Cout<<::a;  
}  
a.20  
b.10  
c. error  
d. Garbage value
```

2) What is the output of the program

```
Main(){  
Int n=5,50,555;  
Cout<<n;  
}  
a.5  
b.55  
c.555  
d. error
```

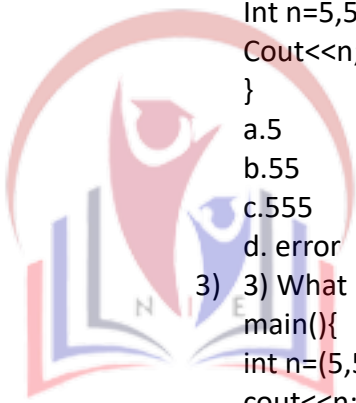
3) 3) What is the output of the program

```
main(){  
int n=(5,50,555);  
cout<<n;  
}  
a.5  
b.55  
c.555  
d. error
```

4) Which of the following is the correct syntax to add the header file in the C++ program?

- a. #include<userdefined>
- b. #include "userdefined.h"
- c. <include> "userdefined.h"
- d. **Both A and B**

5. Which of the following is the correct identifier?



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- a. \$var_name
- b. VAR_123
- c. varname@
- d. None of the above

6. Which of the following statements is correct about the class?

- a. An object is an instance of its class
- b. A class is an instance of its object
- c. An object is the instance of the data type of that class
- d. Both A and C

7. Which of the following statements is correct about the formal parameters in C++?

- a. Parameters with which functions are called
- b. Parameters which are used in the definition of the function
- c. Variables other than passed parameters in a function
- d. Variables that are never used in the function

1. Which of the following is a valid difference between C and C++?

- o A) C supports object-oriented programming; C++ does not.
- o B) C++ supports object-oriented programming; C does not.
- o C) C supports function overloading; C++ does not.
- o D) C++ supports function overloading; C does not.

2. Which feature is unique to C++ and not present in C?

- o A) Pointers
- o B) Dynamic memory allocation
- o C) Classes and objects
- o D) Preprocessor directives

3. In C++, which keyword is used to define a class?

- o A) class
- o B) struct
- o C) object
- o D) define

4. Which of the following is NOT a fundamental data type in C?

- o A) int
- o B) float
- o C) bool
- o D) char

5. What does the C++ standard library provide that the C standard library does not?

- A) Mathematical functions
 - B) Input/Output functions
 - C) Data structures like vectors and maps
 - D) Memory allocation functions
6. **How is dynamic memory allocation managed in C++?**
- A) malloc and free
 - B) **new and delete**
 - C) alloc and dealloc
 - D) memory and free_memory
7. **In C, which function is used to allocate a block of memory?**
- A) new
 - B) allocate
 - C) **malloc**
 - D) create
8. **Which of the following is true regarding the 'delete' operator in C++?**
- A) **It can only be used with pointers allocated with new.**
 - B) It can be used with pointers allocated with malloc.
 - C) It can be used to free statically allocated memory.
 - D) It automatically calls the constructor of the object.
9. **Which of the following is an access specifier in C++?**
- A) private
 - B) public
 - C) protected
 - D) **All of the above**
10. **Which C++ feature allows a class to be derived from more than one base class?**
- A) Inheritance
 - B) **Multiple inheritance**
 - C) Polymorphism
 - D) Encapsulation
11. **What is polymorphism in C++?**
- A) A feature that allows one interface to be used for a general class of actions.
 - B) A feature that allows a class to have multiple constructors.
 - C) A feature that allows a function to have multiple return types.
 - D) A feature that allows data hiding.
12. **Which of the following is the correct way to declare an integer variable in C?**
- A) **int var;**
 - B) integer var;
 - C) Int var;
 - D) var int;
13. **How do you comment a single line in both C and C++?**
- A) **// comment**
 - B) /* comment */
 - C) # comment

- D) <!-- comment -->
14. In C++, which operator is used to access members of a class through a pointer?
- A) .
 - B) ->
 - C) ::
 - D) #
15. What is the purpose of the #include directive in both C and C++?
- A) To include library files
 - B) To define constants
 - C) To include conditional compilation
 - D) To include user-defined variables
16. Which of the following is true about the main() function in C and C++?
- A) It is the entry point of the program.
 - B) It can be defined multiple times in a program.
 - C) It is optional in both languages.
 - D) It must return a float value.
17. In C++, what is the concept of RAII (Resource Acquisition Is Initialization)?
- A) It ensures resource deallocation is handled by the garbage collector.
 - B) It ensures resource allocation is tied to object lifetime.
 - C) It ensures automatic type conversion.
 - D) It ensures multiple inheritance is possible.
18. What is a 'virtual function' in C++?
- A) A function that exists only in the virtual memory.
 - B) A function that can be overridden in a derived class.
 - C) A function that does not return any value.
 - D) A function that is called automatically.



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