Global Group of Institutions
Demo Question Paper – Set – II
Subject – Object Oriented Programming with C++

Sl. No.	Questions Lists	Options
1.	What will happen if "In a C++ program a class has no name"? A. It is not even allowed in C++ B. It will not have the Constructor C. It will not have the destructor D. Both B and C	C
2.	Which type of approach is used by the C++ language? A. Right to left B. Left to right C. Top to bottom D. Bottom-up	D
3.	Which of the following concept refers to adding new components to the program at the run time? A. Dynamic Loading B. Dynamic binding C. Data hiding D. Both A & B	C
4.	How can one implement the compile-time Polymorphism in the C++ programming language? A. By using the Template B. By using the concepts of inheritance C. By using both the virtual functions and inheritance D. By using only the virtual functions	A
5.	How can one implement the run-time Polymorphism in the C++ programming language? A. By using the Template B. By using the concepts of inheritance C. By using both the virtual functions and inheritance D. By using only the virtual functions	C
6.	Which of the following offers a programmer the facility of using a specific class object into other classes? A. Polymorphism B. Abstraction C. Inheritance D. Composition	D

7.	Which one of the following cannot be a friend in C++ languages? A. A Class B. A Function C. An Object D. None of the above	C
8.	How are the references different from the pointer? A. A reference cannot be modified once it initialized B. There is no need of an extra operator for dereferencing of a reference C. A reference cannot be NULL D. All of the above	D
9.	Among the following given options, which can be considered as a member of a class? A. Class variable B. Member variable C. Class functions D. Both A and B	B
10.	Which of the following refers to the wrapping of data and its functionality into a single individual entity? A. Modularity B. Abstraction C. Encapsulation D. None of the above	C
11.	Which of the following refers to using the existing code instead of rewriting it? A. Inheritance B. Encapsulation C. Abstraction D. Both A and B	A
12.	Among the following, which shows the Multiple inheritances? A. X,Y->Z B. X->Y->Z C. X->Y;X->Z D. None of the above	A
13.	Which of the following statements is true about the C++ programming language? A. C++ is an object-oriented programming language B. C++ is a procedural programming language C. C++ is a functional programming language D. C++ is both procedural and object-oriented language	D

14.	Among the following, which statement is correct about the Modularity? A. Modularity means hiding the parts of the program B. Modularity refers to dividing a program into subsequent small modules or independent parts C. It refers to overloading the program's part D. Modularity refers to wrapping the data and its functionality into a single entity	B
15.	Read the following program carefully and find out which concept from the given options is not used or missing in the following program? **class A** **{** **int x;** **public:** **void print(){cout<<"hello"<<x;}** **}** **class B: public A** **{** **int y;** **public:** **void assign(int a){y = a;}** **}** A. Polymorphism B. Encapsulation C. Inheritance D. Abstraction	A
16.	A constructor is called whenever A. an objective is declared B. an object is used C. A class is declared D. A class is used	A
17.	Which of the following are procedural languages? a) Pascal b) Smalltalk c) C++ d) C	A/D
18.	C++ was originally developed by - a) Clocksin and Mellish b) Donald E Knuth c) Sir Richard Hadlee d) Bjarne Stroustrup	D

19.	Choose the correct statements regarding inline function. a) it speeds up execution b) it slows down execution c) it increases the code size d) it decreases the code size	A/C
20.	Which of the following is not a storage class supported by C++? a) Register b) Auto c)Mutable d) Dynamic	D
21.	Which of the following operators cannot be overloaded? a) >> b) ?: c) . d) no such operator exists	B/C
22.	A class having no name a) is not allowed b) cannot have a constructor c) cannot have a destructor d) cannot be passed as an argument	B/C/D
23.	For a method to be an interface between the outside world and a class, it has to be declared a) Private b) protected c) public d) external	C
24.	Choose the correct statements. a) A destructor is not inherited b) A constructor cannot be called explicitly c) A destructor can be called explicitly d) A constructor is not inherited	A/B/D
25.	cout stands for a) class output b) character output c) common output d) call output	C
26.	The fields in a structure of a C program are by default a) protected b) public c) private d) none of the above	C

27.	The fields in a class, of a C++ Program are by default a) Protected b) b) public c) c) private d) d) none of the above	C
28.	Which of the following specifiers need not be announced by the compiler? a) register b) inline c) static d) extern	A/B
29.	Which of the following decides if a function that is declared inline is indeed going to be treated inline in the executable code? a) Compiler b) Linker c) Loader d) Preprocessor	A
30.	At what point of time a variable comes into existence in memory is determined by its a) scope b) storage class c) data type d) all of the above	B
31.	Which of the following cannot be declared static? a) Class b) Objective c) Functions d) Member variables	A/B
32.	The order in which operands are evaluated in an expression is predictable if the operator is a) * b) + c)% d) &&	D
33.	Overloading is otherwise called as a) virtual polymorphism b) transient polymorphism c) pseudo polymorphism d) ad-hoc polymorphism	D

34.	Declaration a pointer more than once may cause ____ A. Error B. Abort C. Trap D. Null	C
35.	Which one is not a correct variable type in C++? A. float B. real C. int D. doubl	B
36.	Which operation is used as Logical 'AND' A. Operator-& B. Operator-|| C. Operator-&& D. Operator +	C
37.	An expression A.B in C++ means ____ A. A is member of object B B. B is member of Object A C. Product of A and B D. None of these	B
38.	A C++ code line ends with ___ A. A Semicolon (;) B. A Fullstop(.) C. A Comma (,) D. A Slash (/)	A
39.	_____ function is used to allocate space for array in memory. A. malloc() B. realloc() C. alloc() D. calloc()	D
40.		