**Global Group of Institutions**

**Demo Question Paper – Set – II**

**Subject – Object Oriented Programming with C++**

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

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| 7. | Which one of the following cannot be a friend in C++ languages?   1. A Class 2. A Function 3. An Object 4. None of the above | C |
| 8. | How are the references different from the pointer?   1. A reference cannot be modified once it initialized 2. There is no need of an extra operator for dereferencing of a reference 3. A reference cannot be NULL 4. All of the above | D |
| 9. | Among the following given options, which can be considered as a member of a class?   1. Class variable 2. Member variable 3. Class functions 4. Both A and B | B |
| 10. | Which of the following refers to the wrapping of data and its functionality into a single individual entity?   1. Modularity 2. Abstraction 3. Encapsulation 4. None of the above | C |
| 11. | Which of the following refers to using the existing code instead of rewriting it?   1. Inheritance 2. Encapsulation 3. Abstraction 4. Both A and B | A |
| 12. | Among the following, which shows the Multiple inheritances?   1. X,Y->Z 2. X->Y->Z 3. X->Y;X->Z 4. None of the above | A |
| 13. | Which of the following statements is true about the C++ programming language?   1. C++ is an object-oriented programming language 2. C++ is a procedural programming language 3. C++ is a functional programming language 4. C++ is both procedural and object-oriented language | D |

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| 14. | Among the following, which statement is correct about the Modularity?   1. Modularity means hiding the parts of the program 2. Modularity refers to dividing a program into subsequent small modules or independent parts 3. It refers to overloading the program's part 4. 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;}**  **}**   1. Polymorphism 2. Encapsulation 3. Inheritance 4. Abstraction | A |
| 16. | A constructor is called whenever   1. an objective is declared 2. an object is used 3. A class is declared 4. 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 |

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| 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 |

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| 27. | The fields in a class, of a C++ Program are by default   1. Protected 2. b) public 3. c) private 4. 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 |

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| 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. |  |  |