**Global Group of Institutions**

**Demo Question Paper – Set – XI**

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

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| **Sl. No.** | **Questions Lists – References** | **Options** |
| 1. | Reference is like a?  A. Pointer  B. Structure  C. Array  D. None of the above | A |
| 2. | A References is:  A. A variable that holds memory address.  B. An Alias to an existing variable.  C. Alias to an existing variable and holds memory address.  D. None of the above | B |
| 3. | A variable can be declared as reference by putting \_\_\_\_\_\_\_ in the declaration.  A. #  B. $  C. &  D. \* | C |
| 4. | If a function receives a reference to a variable, can it modify the value of the variable?  A. Yes  B. No  C. We cannot pass reference to a variable.  D. Reference cannot contain function. | A |
| 5. | Through references we can avoid?  A. wastage of memory  B. wastage of CPU time  C. Both A and B  D. None of the above | C |
| 6. | References can be NULL?  A. References has constant value 0.  B. References has constant value.  C. Yes.  D. No. | D |
| 7. | How many objects reference can refer during its lifetime?  A. 1  B. 2  C. 3  D. 4 | A |

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| 8. | Dereference operator is also called as  A. pointer  B. Reference operator  C. Offset operator  D. Deoffset operator | C |
| 9. | Which operator is used to de-references to an object?  A. #  B. &  C. \*  D. None of the above | D |
| 10. | Which of the following is an advantage of reference?  A. Safer  B. Easier to use  C. Time consuming  D. Both A and B | D |

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