



[ CPP Multiple Choice Question – Rahul Kale ([rahul@sunbeaminfo.com](mailto:rahul@sunbeaminfo.com)) ]  
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[ CPP ] Q1. 1. Number of keywords are available in c++ are \_\_\_\_\_

1. 32

2. 27

3. 31

4. 63

**Answer : 4**



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[ CPP ] 2. \_\_\_\_\_ is only language which is purely OOP Language.

1. Smalltalk
2. CPP
3. Simula
4. Java

**Answer : 1**



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[ CPP ] 3. \_\_\_\_\_ is frist OOP Language in 1960.

1. Smalltalk
2. CPP
3. Simula
4. Java

**Answer : 3**



**[ CPP ] 4. Function having same name but differs either in different number of arguments or type of arguments or order of arguments such process of writing function is called function**

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- 1. overloading**
- 2. overriding**
- 3. both 1 and 2**
- 4. none of above**

**Answer: 1**



[ CPP ] 5. operator which is used with cin is called as operator \_\_\_\_\_(>>)

- 1. extraction
- 2. insertion
- 3. in
- 4. out

**Answer: 1**



[ CPP ] 6. operator which is used with cout is called as \_\_\_\_\_operator <<

1. extraction
2. insertion
3. in
4. out

**Answer: 2**



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**[ CPP ] 7. The values stored in data members of the object called as \_\_\_\_\_ of object.**

- 1. state**
- 2. behavior**
- 3. identity**
- 4. none of above**

**Answer: 1**





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[ CPP ] 8. \_\_\_\_\_is decided by the member functions.

- 1. state
- 2. behavior
- 3. identity
- 4. none of above

**Answer: 2**



[ CPP ] 9. Default arguments should be given in \_\_\_\_\_

1. right to left order
2. left to right order
3. depends of compiler
4. none of above

**Answer: 1**



**[ CPP ] 10. Size of object of empty class is always \_\_\_\_\_**

- 1. 1 btye**
- 2. 8 byte**
- 3. 8 bits**
- 4. 4 bytes**
- 5. both 1 and 3**

**Answer: 5**



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**11. Every function may not be replace by complier , rather it avoids replacement in certain cases like \_\_\_\_\_ may not be replaced**

**1. function containing switch , loop**

**2. recursion**

**3. both 1 and 2**

**4. none of above**

**Ans**

**Answer: 3**



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**12. \_\_\_\_\_ is 1st POP Language**

**1. FORTRON**

**2. PASCAL**

**3. c**

**4. NONE OF ABOVE**

**Answer: 1**



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**13. \_\_\_\_\_ is first object based language.**

- 1. Ada**
- 2. visual basic**
- 3. module2**
- 4. none of above**

**Answer: 1**



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**14. C++ supports all data types provided by C language and C++ adds data types**

- 1. bool**
- 2. wchar\_t**
- 3. both 1 and 2**
- 4. none of above**

**Answer: 3**



**15. when the call to the function resolved at compile time it is called as compile time polymorphism. And it is achieved by using \_\_\_\_\_.**

**1. function overloading**

**2.operator overloading**

**3.function overriding**

**4.both 1 and 2**

**Answer: 4**





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**16. Removal of small object do not affect big object it is called as\_\_\_\_\_**

- 1. association**
- 2. aggregation**
- 3. containment**
- 4. none of above**

**Answer: 1**



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**17. Removal of small object affects big object it is called as\_\_\_\_\_**

- 1. association**
- 2. aggregation**
- 3. containment**
- 4. none of above**

**Answer: 2**



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**18. In c++ by default mode of inheritance is \_\_\_\_\_**

- 1. private**
- 2. protected**
- 3. public**
- 4. none of above**

**Answer: 1**



**19. function which gets called depending on type of object rather than type of pointer such type of function is called as\_\_\_\_\_.**

- 1. virtual function**
- 2. static function**
- 3. const function**
- 4. global function**

**Answer: 1**



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**20. Class which contains at least one pure virtual function such type of class is called as called \_\_\_\_\_**

- 1. abstract class**
- 2. concrete class**
- 3. both 1 and 2**
- 4. none of above**

**Answer: 1**



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**21. Storing address of derived class object into bas class pointer. Such concept is called as**

\_\_\_\_\_

- 1. up casting.**
- 2. down casting**
- 3. object slicing**
- 4. none of above**

**Answer: 1**



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**22. storing address of base class object into derived class pointer is called as \_\_\_\_\_**

- 1. up casting.**
- 2. down casting**
- 3. object slicing**
- 4. none of above**

**Answer: 2**



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**23. when we assign derived class object to the base class object at that time base class portion which is available in derived class object is assign to the base class object. Such slicing (cutting) of base class portion from derived class object is called \_\_\_\_\_**

- 1. up casting.**
- 2. down casting**
- 3. object slicing**
- 4. none of above**

**Answer: 3**





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**24. pointer pointing to memory which is not available such type of pointer is called as**

\_\_\_\_\_

- 1. dangling pointer.**
- 2. null pointer**
- 3. huge pointer**
- 4. far pointer**

**Answer: 1**



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**25 . which of the following is called automatically each time object is created?**

- 1. mutator**
- 2. constructor**
- 3. destructor**
- 4. copy constructor**

**Answer: 2**



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**26. which of the following statement is true about abstract class?**

- 1. An abstract class can be instantiated using new operator**
- 2. An abstract class is designed only to be inherited by other classes**
- 3. An abstract class can not have data members and member function declarations**
- 4. abstract class can not have constructor and destructor.**

**Answer: 2**



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**27. when object goes out of scope which function is automatically invoked?**

- 1. static**
- 2. friend**
- 3. exception handler**
- 4. destructor**
- 5. constructor**

**Answer: 4**



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**28. The mechanism by which one class acquires the properties of another class is called as\_\_\_\_\_**

- 1. encapsulation**
- 2. data hiding**
- 3. abstraction**
- 4. inheritance**

**Answer: 4**



**29. when a derived class inherits from more than one base classes it is called as \_\_\_\_\_**

- 1. multilevel inheritance**
- 2. single inheritance**
- 3. multiple inheritance**
- 4. hybrid inheritance**
- 5. hierarchical inheritance**

**Answer: 3**



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**30. one base class more than one derived classes such type of inheritance is called as \_\_\_\_**

- 1. multilevel inheritance**
- 2. single inheritance**
- 3. multiple inheritance**
- 4. hybrid inheritance**
- 5. hierarchical inheritance**

**Answer: 5**



**31. when single inheritance have mutiple levels it is called as \_\_\_\_\_**

- 1. multilevel inheritance**
- 2. single inheritance**
- 3. multiple inheritance**
- 4. hybrid inheritance**
- 5. hierarchical inheritance**

**Answer: 1**





**32. one base class have only one derived class is called as\_\_\_\_\_**

- 1. multilevel inheritance**
- 2. single inheritance**
- 3. multiple inheritance**
- 4. hybrid inheritance**
- 5. hierarchical inheritance**

**Answer: 2**



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**33. which statement is not correct about static member function of the class?**

- 1. static member function can be called by object of that class**
- 2. static member function can be called without creating object of that class ie by class name**
- 3. static member function can be called by non static member function.**
- 4. static function can not access only static data member**

**Answer: 4**



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**34. which of the following not a key component of oops?**

- 1. inheritance**
- 2. polymorphism**
- 3. encapsulation**
- 4. virtualization**

**Answer: 4**



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**35. a class define in another class is called as**

- 1. nested class**
- 2. inheritance**
- 3. encapsulation**
- 4. containship**

**Answer: 1**



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**36. which keyword is use to refer the current object of class**

**1.this**

**2.static**

**3.friend**

**4.abstract**

**5.const**

**Answer: 1**



**37 .statements:**

**i have many roles in life teacher, employee, student, cricket player and many more.**

**Identify the object oriented concept used in above statement.**

- 1. abstraction**
- 2. polymorphism**
- 3. data hiding**
- 4. composition**
- 5. inheritance**

**Answer: 2**



**38. #include<iostream>**

**using namespace std;**

**int main(int argc , char \*argv[], char \*envp[])**

**{**

**int a=5;**

**int &b=a;**

**int c=10;**

**b=c;**

**cout<<a<< " "<<b<<endl;**

**c=20;**

**cout<<a<< " "<<b<<endl;**

**return 0;**

**}**

1. 10 10

20 20

2. 10 5

20 20

3. 5 10

20 20

4. 10 10

10 10

**Answer: 4**



**39 \_\_\_\_\_ is a member function that is declared with in base class and redefined by a derived class.**

- 1. constructor**
- 2. destructor**
- 3. static function**
- 4. friend function**
- 5. virtual function**

**Answer: 5**

