1.Which of the following is a correct identifier in C++?  
a) 7var\_name  
b) 7VARNAME  
c) VAR\_1234  
d) $var\_name

2. Which of the following is called address operator?  
a) \*  
b) &  
c) \_  
d) %

3. Which of the following is used for comments in C++?  
a) // comment  
b) /\* comment \*/  
c) both // comment or /\* comment \*/  
d) // comment \*/

4. Which function is used to read a single character from the console in C++?  
a) cin.get(ch)  
b) getline(ch)  
c) read(ch)  
d) scanf(ch)

5. Which function is used to write a single character to console in C++?  
a) cout.put(ch)  
b) cout.putline(ch)  
c) write(ch)  
d) printf(ch)

6. What are the escape sequences?  
a) Set of characters that convey special meaning in a program  
b) Set of characters that whose use are avoided in C++ programs  
c) Set of characters that are used in the name of the main function of the program  
d) Set of characters that are avoided in cout statements

7. Which of the following escape sequence represents carriage return?  
a) \r  
b) \n  
c) \n\r  
d) \c

8. Which of the following escape sequence represents tab?  
a) \t  
b) \t\r  
c) \b  
d) \a

9. Which of the following is called insertion/put to operator?  
a) <<  
b) >>  
c) >  
d) <

10. Which of the following is called extraction/get from operator?  
a) <<  
b) >>  
c) >  
d) <

11. Which of the following is not a fundamental type is not present in C but present in C++?  
a) int  
b) float  
c) bool  
d) void

12. What is the size of a boolean variable in C++?  
a) 1 bit  
b) 1 byte  
c) 4 bytes  
d) 2 bytes

13. Which of the following is C++ equivalent for scanf()?  
a) cin  
b) cout  
c) print  
d) input

14. Which of the following is C++ equivalent for printf()?  
a) cin  
b) cout  
c) print  
d) input

15. Which of the following is the correct difference between cin and scanf()?  
a) both are the same  
b) cin is a stream object whereas scanf() is a function  
c) scanf() is a stream object whereas cin is a function  
d) cin is used for printing whereas scanf() is used for reading input

16. In which part of the for loop termination condition is checked?  
for(I;II;III)  
{IV}  
a) I  
b) II  
c) III  
d) IV

17. What is dynamic binding?  
a) The process of linking the actual code with a procedural call during run-time  
b) The process of linking the actual code with a procedural call during compile-time  
c) The process of linking the actual code with a procedural call at any-time  
d) All of the mentioned

18.  What is static binding?  
a) The process of linking the actual code with a procedural call during run-time  
b) The process of linking the actual code with a procedural call during compile-time  
c) The process of linking the actual code with a procedural call at any-time  
d) All of the mentioned

19. Which of the following is the scope resolution operator?  
a) .  
b) \*  
c) ::  
d) ~

20.  What will be the output of the following C++ code?

#include<iostream>

using namespace std;

int x = 1;

int main()

{

int x = 2;

{

int x = 3;

cout << ::x << endl;

}

return 0;

}

a) 1  
b) 2  
c) 3  
d) 123

21. What will be the output of the following C++ code?

#include<iostream>

using namespace std;

int x[100];

int main()

{

cout << x[99] << endl;

}

a) Garbage value  
b) 0  
c) 99  
d) Error

22. Which of the following is accessed by a member function of a class?  
a) The object of that class  
b) All members of a class  
c) The public part of a class  
d) The private part of a class

23. Which of the following is correct?  
a) struct cannot have member function in C but it can in C++  
b) struct cannot have member function in C++ but it can in C  
c) struct cannot have member function in both C and C++  
d) struct can have member function in both C and C++

24. What happens if we run the following code in both C and C++?

#include<stdio.h>

struct STRUCT

{

int a;

int func()

{

printf("HELLO THIS IS STRUCTURE**\n**");

}

};

int main()

{

struct STRUCT s;

s.func();

return 0;

}

a) The program runs fine and both prints output “HELLO THIS IS STRUCTURE”  
b) The program gives an error in case of C but runs perfectly in case of C++  
c) The program gives an error in case of C++ but runs perfectly in case of C  
d) The program gives an error in case of both C and C++

25. What happens if the following program is compiled in both C and C++?

#include<stdio.h>

struct STRUCT

{

int static a;

};

int main()

{

struct STRUCT s;

return 0;

}

a) The program runs fine and both prints output “HELLO THIS IS STRUCTURE”  
b) The program gives an error in case of C but runs perfectly in case of C++  
c) The program gives an error in case of C++ but runs perfectly in case of C  
d) The program gives an error in case of both C and C++

26. Which of the following statement is correct?  
a) Structure in C allows Constructor definition  
b) Structure in C++ allows Constructor definition  
c) Both allow Constructor definition  
d) C allows constructor definition while C++ does not

27. What happens if the following code is compiled on both C and C++?

#include<stdio.h>

struct STRUCT

{

private:

int a;

};

int main()

{

printf("%d**\n**", (int)sizeof(struct STRUCT));

return 0;

}

a) The program runs fine and both prints output “HELLO THIS IS STRUCTURE”  
b) The program gives an error in case of C but runs perfectly in case of C++  
c) The program gives an error in case of C++ but runs perfectly in case of C  
d) The program gives an error in case of both C and C++

28. Which of the following operator is used with this pointer to access members of a class?  
a) .  
b) !  
c) ->  
d) ~

29. Why this pointer is used?  
a) To access the members of a class which have the same name as local variables in that scope  
b) To access all the data stored under that class  
c) To access objects of other class  
d) To access objects of other variables

30. What is std in C++?  
a) std is a standard class in C++  
b) std is a standard namespace in C++  
c) std is a standard header file in C++  
d) std is a standard file reading header in C++

31. What will be the output of the following C++ code?

#include <iostream>

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

{

cout<<"Hello World";

return 0;

}

a) Hello World  
b) Compile-time error  
c) Run-time error  
d) Segmentation fault

32. Which of the following syntax can be used to use a member of a namespace without including that namespace?  
a) namespace::member  
b) namespace->member  
c) namespace.member  
d) namespace~member

33. Which of the following C++ code will give error on compilation?

================code 1=================

#include <iostream>

using namespace std;

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

{

cout<<"Hello World";

return 0;

}

========================================B

================code 2=================

#include <iostream>

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

{

std::cout<<"Hello World";

return 0;

}

========================================

a) Both code 1 and code 2  
b) Code 1 only  
c) Code 2 only  
d) Neither code 1 nor code 2