

1. What is output of this program?

```
class date
{
    int day,month,year;
    date()
    {
        day=25;
        month=4;
        year=2020;
    }
public:
    void printDate()
    {
        cout<<this->day<<"-"<<this->month<<"-"<<this->year<<endl;
    }
};
int main()
{
    date today;
    today.printDate();
    return 0;
}
```

Answers

1. Garbage value
2. 25-4-2020
3. Runtime error
4. Compile time Error ---->Ans

2. What is output of this program?

```
void fun(int=10,int=20,int=30);
void fun(int, int);
int main()
{
    fun(1,2);
    return 0;
}
void fun(int x,int y,int z)
{
    cout<<endl<<x<<endl<<y<<endl<<z;
}
void fun(int x,int y)
{
    cout<<endl<<x<<endl<<y;
}
}
```

Answers

1. 1 2
2. Compile time error ----->Ans
3. 1 2 30
4. none of the above

3: What is output of following code?

```
#include<iostream>
using namespace std;
int main()
{
    int &p, i=5;
    cout<<"i : "<<i<<endl;
    &p=a;
    p++;
    cout<<"i : "<<i<<endl;
    return 0;
}
```

Answers

1. 5 5
2. 5 6
3. compile time error ==> Ans
4. 5 6

4. what is meaning of following statement?

```
#include<iostream>
using namespace std;
int main()
{
    int &a=5;
    cout<<a<<endl;
    return 0;
}
```

Answers

1. 5
2. segmentation fault
3. Runtime error
4. compile time error ==> Ans

5. What is value of arr[3],if we wnter elements 10, 25, 45, 14 ,8,3 successively?

```
#include<iostream>
int main( void )
{
    int * arr = new int[ 6 ];
    for( int i = 0; i < 6; ++ i )
    {
        cout<<"Enter element      : ";
        cin>>arr[ i ];
    }
    for( int i = 0; i < 6; ++ i)
    cout<<arr[ i ];
    delete[] arr;
    arr = NULL;
    return 0;
}
```

Answers

1. 45
2. 14 ==> ans
3. 25
4. 10

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

```
#include<iostream>
using namespace std;
int main( void )
{
    int num1 = 10;
    int num2 = 20;
    int &num3 = num1;
    num3 = num2;
    ++ num2;
    cout<<"Num1 : "<<num1<<endl;
    cout<<"Num2 : "<<num2<<endl;
    cout<<"Num3 : "<<num3<<endl;
    return 0;
}
```

Answers

1. Num1 : 10 Num2 : 21 Num3 : 10
2. Compile time Error
3. Num1 : 20 Num2 : 21 Num3 : 20 ==> ans
4. Num1 : 10 Num2 : 21 Num3 : 20

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

```
#include<iostream>
using namespace std;
int main(void)
{
    int &num;
    int a=5;
    &num=a;
    cout<<num;
    return 0;
}
```

1. 5
2. Segmentation fault
3. Runtime error
4. Compile time error ==> ans

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

```
#include<iostream>
using namespace std;
int main()
{
    int arr[2] = { 10, 20, 30, 40, 50 };
    cout<<arr[1]<<endl;
    return 0;
}
```

Answers

1. Compile time error =====> Ans
2. program will compile successfully but give one warning
3. 20
4. Both B and C

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

```
#include<iostream>
using namespace std;

class Point {
public:
    Point()
    {
        cout << "Normal Constructor called"<<endl;
    }
    Point(const Point &t)
    {
        cout << "Copy constructor called"<<endl;
    }
};

int main()
{
    Point *t1, *t2;
    t1 = new Point();
    t2 = new Point(*t1);
    Point t3 = *t1;
    Point t4;
    t4 = t3;
    return 0;
}
```

Answers

1. Normal Constructor called   Copy Constructor called   Copy Constructor called   Normal Constructor called ==> ans
2. Normal Constructor called   Normal Constructor called   Normal Constructor called   Copy Constructor called   Copy Constructor called   Normal Constructor called   Copy Constructor called
3. Normal Constructor called   Copy Constructor called   Copy Constructor called   Normal Constructor called   Copy Constructor called
4. None of the above

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

```
#include<iostream>
using namespace std;
class Point
{
    int x;
public:
    Point(int x)
    {
        this->x = x;
    }
    Point(const Point p)
    {
        x = p.x;
    }
    int getX()
    {
        return x;
    }
};
int main()
{
    Point p1(10);
    Point p2 = p1;
    cout << p2.getX();
    return 0;
}
```

Answers

1. Compiler Error: p must be passed by reference =====> Ans
2. Garbage value
3. 10
4. None of the above

Q.11 What will be the output of the following program?

```
#include <iostream>
using namespace std;
class Program{
    int id;
    static int count;
public:
    Program() {
        count++;
        id = count;
        cout << "constructor for id " << id << endl;
    }
    ~Program() {
        cout << "destructor for id " << id << endl;
    }
};
int Program::count = 0; //Global Definition
int main() {
    Program a[3];
    return 0;
}
```

- A. constructor for id 1 constructor for id 2 constructor for id 3 destructor for id 3 destructor for id 2 destructor for id 1
  - B. constructor for id 1 constructor for id 2 constructor for id 3 destructor for id 1 destructor for id 2 destructor for id 3
  - C. Compiler Dependent
  - D. constructor for id 1
- Correct Answer : A

**Q.12 What will be the output of the following program?**

```
#include <iostream>
using namespace std;
class Program{
    static int x;
public:
    static void Set(int xx){
        x = xx;
    }
    void Display() {
        cout<< x ;
    }
};
int Program::x = 0;
int main()
{
    Program::Set(33);
    Program::Display();
    return 0;
}
```

- A. The program will print the output 0.
- B. The program will print the output 33.
- C. The program will print the output Garbage.
- D. The program will report compile time error.

**Correct Answer : D**

**Q.13 What is the output of following code**

```
#include<iostream>
using namespace std;
void print( int x ){
    cout<<"int : "<<x<<endl;
}
void print( int &x ){
    cout<<"int& : "<<x<<endl;
}
int main( void ){
    print( 10 );
    return 0;
}
```

- A. int : 10
- B. int& : 10
- C. Ambiguity error
- D. Redefinition error

**Correct Answer : A**

**Q.14:Which Feature of OOP illustrated the code reusability?**

- a) Polymorphism
- b) Abstraction
- c) Encapsulation
- d) Inheritance

**Answer : D**

**Q.15: Which feature can be implemented using encapsulation?**

- a) Inheritance
- b) Abstraction
- c) Polymorphism
- d) Overloading

**Answer : B**

**Q.16 Which one of the following do not represent compile time polymorphism?**

- A. Function Overloading
- B. Operator Overloading
- C. Function Overriding
- D. Template

**Correct Answer : C**

**Q.17 \_\_\_\_\_ operator is designed to use with cin.**

- A. <**
- B. <<**
- C. >>**
- D. >**

**Correct Answer : C**

**Q.18 Select the correct statement about class.**

- A. State, bahavior and identity are charactericts of class.**
- B. Class represents structure and behavior of the object.**
- C. Class get space inside memory.**
- D. By default, access specifier of the class is public.**

**Correct Answer : B**

**Q.19 Which of the following function get this pointer**

- A. Global function**
- B. Static member function**
- C. Constant member function**
- D. Friend function**

**Correct Answer : C**

**Q.20 \_\_\_\_\_ is called when an already created object is assigned to another already created object.**

- A. Copy Constructor**
- B. Default Constructor**
- C. Assignment operator**
- D. parameterless Constructor**

**ANSWER: C**

**Q.21:By default how the value are passed in c++?**

- a) call by value**
- b) call by reference**
- c) call by pointer**
- d) call by object**

**Correct Answer :a**

**Q.22: What is the output of following code**

```
#include<iostream>
using namespace std;
void SWAP(int &n1, int n2)
{
    n1=n1*n2;
    n2=n1/n2;
    n1=n1/n2;
}
int main()
{
    int no1=-1, no2=-2;
    cout<<" no1="<<no1<<" no2="<<no2<<endl;
    SWAP(no1, no2);
    cout<<" no1="<<no1<<" no2="<<no2<<endl;
    return 0;
}
```

**Answers**

- 1. no1=-1 no2=-2    no1=-2 no2=-2 ==> Ans**
- 2. no1=-1 no2=-2    no1=-2 no2=-1**
- 3. no1=-1 no2=-2    no1=-1 no2=-2**
- 4. no1=-1 no2=-2    no1=-1 no2=-1**