

1. Which of the following permits function overloading on c++?

- a) type
- b) number of arguments
- c) type & number of arguments
- d) none of the mentioned

2. `int Add(int X, int Y, int Z)`

```
{  
    return X + Y;  
}  
  
double Add(double X, double Y, double Z)  
{  
    return X + Y;  
}
```

`main()`

```
{  
    cout << Add(5, 6);  
    cout << Add(5.5, 6.6);  
}
```

- a) 11 12.1
- b) 12.1 11
- c) 11 12
- d) compile time error

3. `long Function1(int x, int y = 5, float z = 5)`

```
{  
    return(++x * ++y + (int)++z);  
}
```

`main()`

```
{  
    cout << Function1(20, 10);  
}
```

- a) 237
- b) 242
- c) 240
- d) 35

4. `void MyFunction(int a, int b = 40)`

```
{  
    cout << " a = " << a << " b = " << b << endl;  
}
```

`main()`

```
{  
    MyFunction(20, 30);  
}
```

- a) a = 20 b = 40
- b) a = 20 b = 30

- c) a = 20 b = Garbage  
d) a = Garbage b = 40
5. long GetNumber(long int Number)  
{  
    return --Number;  
}  
float GetNumber(int Number)  
{  
    return ++Number;  
}  
main()  
{  
    int x = 20;  
    int y = 30;  
    cout<< GetNumber(x) << " ";  
    cout<< GetNumber(y) ;  
    getchar();  
}  
a) 19 31  
b) 20 30  
c) 21 31  
d) 21 29

6. int BixTest(int x, int y);  
int BixTest(int x, int y, int z = 5);  
int main()  
{  
    cout<< BixTest(2, 4, 6) << endl;  
    getchar();  
}  
int BixTest(int x, int y)  
{  
    return x \* y;  
}  
int BixTest(int x, int y, int z = 5)  
{  
    return x \* y \* z;  
}  
a) 5  
b) 8  
c) 40  
d) compile time error

7. class Box

```
{
    public :
        double length;
        double breadth;
        double height;
};
main( )
{
    Box Box1;
    double volume;
    Box1.height = 5;
    Box1.length = 6;
    Box1.breadth = 7.1;
    volume = Box1.height * Box1.length * Box1.breadth;
    cout << "Volume of Box1 : " << volume << endl;
}
```

- a) 210
- b) 213
- c) 215
- d) 217

8. class Empty {};

```
int main()
{
    cout << sizeof(Empty);
    return 0;
}
```

- a) A non-zero value
- b) 0
- c) Compiler Error
- d) Runtime Error

9. class Test

```
{
public:
    int i;
    void get();
};
void Test::get()
{
    std::cout << "Enter the value of i: ";
    std::cin >> i;
}
```

Test t; // Global object

```

main()
{
    Test t; // Local object
    t.get();
    std::cout << "value of i in local t: "<<t.i<<'\n';
    ::t.get();
    std::cout << "value of i in global t: "<<::t.i<<'\n';
}

```

Let values you have entered as 11 and 22 in the sequences.

- a) Compiler Error: Cannot have two objects with same class name
- b) Compiler Error in Line “::t.get();”
- c) Runtime error
- d) 11 22

10. 

```

int var=100;
class sample
{
public:
    int var;
    void get()
    {
        var=30;
    }
    void showVal(void)
    {
        cout<<var<<endl;
    }
};
main()
{
    sample ob;
    ob.get();
    ob.showVal();
}

```

- a) 100
- b) 30
- c) Compile time error
- d) 30 100