



## -: Multiple Choice Questions:-

## **Computer Science (C++) First Unit**

## **Sample Questions Paper with Answer**

| 1. Which allows you to create a derived class that inherits properties from more than one base |  |    |              |  |  |  |
|--|--|----|--------------|--|--|--|
| class?   |  |    |              |  |  |  |
| A. Mu  | A. Multilevel inheritance                    |    |              |  |  |  |
| B. Mu  | B. Multiple inheritance                      |    |              |  |  |  |
| C. Hył   | orid Inheritance                             | e  |              |  |  |  |
| D. Hie   | D. Hierarchical Inheritance                  |    |              |  |  |  |
| 2. Whi   | 2. Which feature in OOP allows reusing code? |    |              |  |  |  |
| A) Pol   | ymorphism                                    |    |              |  |  |  |
| B) Inh   | B) Inheritance                               |    |              |  |  |  |
| C) End   | C) Encapsulation                             |    |              |  |  |  |
| D) Data hiding   |  |    |              |  |  |  |
| 3. A function that changes the state of the cout object is called a(n)                         |  |    |              |  |  |  |
| A.   | member                                       | B. | adjuster     |  |  |  |
| C.   | manipulator                                  | D. | operator     |  |  |  |
| 4. What does C++ append to the end of a string literal constant?                               |  |    |              |  |  |  |
| A.   | a space                                      |    |              |  |  |  |
| B.   | a number sign (#)                            |    |              |  |  |  |
| C.   | an asterisk (*)                              |    |              |  |  |  |
| D.   | a null character                             |    |              |  |  |  |
| 5. An a  | 5. An array element is accessed using        |    |              |  |  |  |
| A.   | a first-in-first-out approach                |    |              |  |  |  |
| B.   | the dot operator                             |    |              |  |  |  |
| C.   | a member name                                |    |              |  |  |  |
| D.   | an index number                              |    |              |  |  |  |
| 6. To hide a data member from the program, you must declare the data member in the             |  |    |              |  |  |  |
| section of the class   |  |    |              |  |  |  |
| A.   | concealed                                    | B. | confidential |  |  |  |
| C.   | hidden                                       | D. | private      |  |  |  |

E.

restricted

| 7. External documentation includes                                     |  |  |  |  |  |
|--|--|--|--|--|--|
| A.   | a printout of the program's code   |  |  |  |  |
| B.   | flowcharts   |  |  |  |  |
| C.   | IPO charts   |  |  |  |  |
| D.   | pseudo code  |  |  |  |  |
| E.   | All of the above   |  |  |  |  |
| 8. The function whose prototype is void getData(Item *thing); receives |  |  |  |  |  |
| A.   | a pointer to a structure   |  |  |  |  |
| B.   | a reference to a structure   |  |  |  |  |
| C.   | a copy of a structure  |  |  |  |  |
| D.   | nothing  |  |  |  |  |
| 9. Null  | Null character needs a space of  |  |  |  |  |
| A.   | zero bytes   |  |  |  |  |
| B.   | one byte   |  |  |  |  |
| C.   | three bytes  |  |  |  |  |
| D.   | four bytes   |  |  |  |  |
| 10. Th   | 10. The number of structures than can be declared in a single statement is           |  |  |  |  |
| A.   | one B. two   |  |  |  |  |
| C.   | three D. unlimited   |  |  |  |  |
| 11. Wł   | nich of the following formulas can be used to generate random integers between 1 and |  |  |  |  |
| 10?  |  |  |  |  |  |
| A.   | 1 + rand() % (10 - 1 + 1)  |  |  |  |  |
| B.   | 1 + (10 - 1 + 1) % rand()  |  |  |  |  |
| C.   | 10 + rand() % (10 - 1 + 1)   |  |  |  |  |
| D.   | 10 + rand() % (10 + 1)   |  |  |  |  |
| 12. Fo   | rmat flags may be combined using the   |  |  |  |  |
| A.   | bitwise OR operator ( )  |  |  |  |  |
| B.   | logical OR operator (  )   |  |  |  |  |
| C.   | bitwise AND operator (&)   |  |  |  |  |
| D.   | logical AND operator (&&)  |  |  |  |  |
| 13. Wł   | 13. Which of the following will store the number 320000 as a Float number?           |  |  |  |  |
| A.   | counPop = (float) 3.2e5;   |  |  |  |  |
| B.   | counPop = (float) 3.2e6;   |  |  |  |  |
| C.   | counPop = (float) .32e5;   |  |  |  |  |
|  |  |  |  |  |  |

| D.                 | counPop = (float) .32e7;  |  |  |  |  |  |
|--------------------|---|--|--|--|--|--|
| 14. Th             | e arguments that determine the state of the cout object are called                      |  |  |  |  |  |
| A.                 | classes   |  |  |  |  |  |
| B.                 | manipulators  |  |  |  |  |  |
| C.                 | format flags or state flags   |  |  |  |  |  |
| D.                 | state controllers   |  |  |  |  |  |
| 15. Th             | e following statement where T is true and F is false T&&T  F&&T                         |  |  |  |  |  |
| A.                 | is true   |  |  |  |  |  |
| B.                 | is false  |  |  |  |  |  |
| C.                 | is wrong  |  |  |  |  |  |
| D.                 | not applicable in C language  |  |  |  |  |  |
| 16. WI             | hich of the following statements declares a variable that can contain a decimal number? |  |  |  |  |  |
| A.                 | dec payRate;  |  |  |  |  |  |
| B.                 | dec hourlyPay   |  |  |  |  |  |
| C.                 | float payRate   |  |  |  |  |  |
| D.                 | float hourlyPay;  |  |  |  |  |  |
| 17. Th             | e statement int num[2][3]= $\{ \{1,2\}, \{3,4\}, \{5,6\} \};$                           |  |  |  |  |  |
| A.                 | assigns a value 2 to num[1][2]  |  |  |  |  |  |
| B.                 | assigns a value 4 to num[1][2]  |  |  |  |  |  |
| C.                 | gives an error message  |  |  |  |  |  |
| D.                 | assigns a value 3 to num[1][2]  |  |  |  |  |  |
| 18. A <sub>1</sub> | program will have one function prototype for each function defined in the programmer-   |  |  |  |  |  |
| define             | d section of the program. (Assume that the programmer-defined section is located        |  |  |  |  |  |
| below              | the main function.)   |  |  |  |  |  |
| A.                 | true B. false   |  |  |  |  |  |
| 19. Th             | e standard input stream, which refers to the keyboard, is called                        |  |  |  |  |  |
| A.                 | cin   |  |  |  |  |  |
| B.                 | cout  |  |  |  |  |  |
| C.                 | stin  |  |  |  |  |  |
| D.                 | stout   |  |  |  |  |  |
| 20. Ele            | ements in an array are identified by a unique   |  |  |  |  |  |
| A.                 | data type   |  |  |  |  |  |
| B.                 | order   |  |  |  |  |  |
| C.                 | subscript   |  |  |  |  |  |

| D.     | symbol   |
|--------|--|
| 21. Tl | he statement fwrite ( (char*)&objl, sizeof(objl) );                                  |
| A.     | writes the member functions of objl to fl  |
| B.     | writes the data in objl to fl  |
| C.     | writes the member functions and me data of obj 1 to fl                               |
| D.     | writes the address of objl to fl   |
| 22. Tl | he body of a C++ function is surrounded by   |
| A.     | parentheses  |
| B.     | angle brackets   |
| C.     | curly brackets   |
| D.     | square brackets  |
| 23. W  | which of the following type casts will convert an Integer variable named amount to a |
| Doub   | le type?   |
| A.     | (double) amount  |
| B.     | (int to double) amount   |
| C.     | int to double(amount)  |
| D.     | int (amount) to double   |
| 24. Tl | he loosest type of coupling is   |
| A.     | data coupling  |
| B.     | control coupling   |
| C.     | external coupling  |
| D.     | pathological coupling  |
| 25. W  | hich of the following is a string literal constant?                                  |
| A.     | "Visual C++"   |
| B.     | "137.45"   |
| C.     | "A"  |
| D.     | "2,365"  |
| E.     | All of the above   |
| 26. W  | hich of the following, if any, are valid names for variables?                        |
| A.     | class  |
| B.     | friend   |
| C.     | #OnHand  |
| D.     | void   |

None of the above is valid names for variables

E.

| 27. You have assigned the address of Value to the pointer P, Which statement will display the |
|---|
| value stored in Value?  |
| A. cout< <p; b.="" cout<<*value;<="" td=""></p;>  |
| C. cout<<&P D. cout<<*P;  |
| 28. The void specifier is used if a function does not have return type.                       |
| a. True   |
| b. False  |
| 29. You must specify void in parameters if a function does not have any arguments.            |
| a. True   |
| b. False  |
| 30. Type specifier is optional when declaring a function                                      |
| a. True   |
| b. False  |
| 31. A pointer to a block of memory is effectively same as an array                            |
| A. True B. False  |
| 32. Does this mentioning array name gives the base address in all the contexts?               |
| A. Yes B. No  |
| 33. Is there any difference int the following declarations?                                   |
| <pre>int fun(int arr[]);</pre>  |
| int fun(int arr[2]);  |
| A. Yes B. No  |
| 34. Are the expressions arr and &arr same for an array of 10 integers?                        |
| A. Yes B. No  |
| 35. The keyword used to transfer control from a function back to the calling function is      |
| A. switch B. goto   |
| C. go back D. return  |
|   |
| Answer:-  |
| 1. B  |
| 2. B  |
| 3. C  |
| 4. D  |
| 5. D  |

- 6. D
- 7. A
- 8. A
- 9. B
- 10. D
- 11. A
- 12. A
- 13. A
- **14.** C
- 15. A
- 16. D
- 17. C
- 18. A
- 19. A
- **20.** C
- 21. B
- **22.** C
- 23. A
- 24. A
- 25. E
- **26.** E
- 27. D
- 28. A
- 29. B
- **30.** B
- 31. A
- 32. B
- 33. B
- **34.** B
- 35. D



