C++ Test

1. The Member of a class which can be manipulated even if it is accessed via const object or Inspectors.

a) Instance member

b) Const member

c) Mutable member

d) Refrence member

1. Why reference is not same as a pointer?
   1. A reference can never be null.
   2. A reference once established cannot be changed.
   3. Reference doesn't need an explicit dereferencing mechanism.
   4. All of the above.
2. Which of the following concepts provides facility of using object of one class inside another class?
   1. Encapsulation
   2. b) Abstraction
   3. c) Composition
   4. d) Inheritance
3. Which of the following statement is correct?
   1. A constructor is called at the time of declaration of an object.
   2. A constructor is called at the time of use of an object.
   3. A constructor is called at the time of declaration of a class.
   4. A constructor is called at the time of use of a class.
4. Which of the following is correct about class and structure?
   1. class can have member functions while structure cannot.
   2. class data members are public by default while that of structure are private.
   3. Pointer to structure or classes cannot be declared.
   4. class data members are private by default while that of structure are public by default.
5. Which of the following concepts means wrapping up of data and functions together?
   1. Abstraction
   2. Encapsulation
   3. Inheritance
   4. Polymorphism
6. Which of the following concepts means waiting until runtime to determine which function to call?
   1. Data hiding
   2. Dynamic casting
   3. Dynamic binding
   4. Dynamic loading
7. Which of the following factors supports the statement that reusability is a desirable feature of a language?
   1. It decreases the testing time.
   2. It lowers the maintenance cost.
   3. It reduces the compilation time.
   4. Both A and B.
8. Which of the following ways are legal to access a class data member using this pointer?
   1. this->x
   2. this.x
   3. \*this.x
   4. \*this-x
9. Which of the following is a mechanism of static polymorphism?
   1. Operator overloading
   2. Function overloading
10. Templates
11. All of the above
12. Which rule will not affect the friend function?  
    a) private and protected members of a class cannot be accessed from outside  
    b) private and protected member can be accessed anywhere  
    c) protected member can be accessed anywhere  
    d) none of the mentioned
13. How to store the large objects in c++ if it extents its allocated memory?  
    a) memory heap  
    b) stack  
    c) queue  
    d) none of the mentioned
14. When we are using heap operations what do we need to do to save the memory?  
    a) rename the objects  
    b) delete the objects after processing  
    c) both rename & delete the objects  
    d) none of the mentioned
15. Which option is best to eliminate the memory problem?  
    a) use smart pointers  
    b) use raw pointers  
    c) use virtual destructor  
    d) use smart pointers & virtual destructor
16. Which operator is having the highest precedence in c++?  
    a) array subscript  
    b) Scope resolution operator  
    c) static\_cast  
    d) dynamic\_cast
17. What is the use of functor?  
    a) It makes the object “callable” like a function  
    b) It makes the class “callable” like a function  
    c) It makes the attribute “callable” like a function  
    d) None of the mentioned
18. Pick out the correct statement  
    a) Preincrement is faster than postincrement  
    b) postincrement is faster than preincrement  
    c) pretincrement is slower than postincrement  
    d) none of the mentioned
19. Which is used to create a pure virtual function ?  
    a) $  
    b) =0  
    c) &  
    d) !
20. A class Containing \_\_\_\_\_\_\_\_\_\_\_\_\_\_ is also called as abstract class?  
    a) virtual function  
    b) pure virtual function  
    c) derived class  
    d) none of the mentioned
21. Which interface determines how your class will be used by other program?  
    a) public  
    b) private  
    c) protected  
    d) none of the mentioned
22. Which is used to check the error in the block?  
    a) try  
    b) throw  
    c) catch  
    d) none of the mentioned
23. How to handle the exception in constructor?  
    a) We have to throw an exception  
    b) We have to return the exception  
    c) We have to throw an exception & return the exception  
    d) none of the mentioned
24. What should present when throwing a object?  
    a) constructor  
    b) copy-constructor  
    c) destructor  
    d) none of the mentioned
25. What of the following describes protected access specifier?  
    a) The variable is visible only outside inside the block  
    b) The variable is visible everywhere  
    c) The variable is visible to its block and to it’s derived class  
    d) None of the mentioned
26. Which operator is used in pointer to member function?  
    a) .\*  
    b) ->\*  
    c) Both .\* & ->\*  
    d) None of the mentioned
27. What does the function objects implement?  
    a) operator  
    b) operator()  
    c) operand  
    d) none of the mentioned
28. Which of the followings is/are automatically added to every class, if we do not write our own.  
    (A) Copy Constructor  
    (B) Assignment Operator  
    (C) A constructor without any parameter  
    (D) All of the above

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1. Which of the following type of class allows only one object of it to be created?
   1. Virtual class
   2. Abstract class
   3. Singleton class
   4. Friend class
2. Which of the following is not a type of constructor?
   1. Copy constructor
   2. Friend constructor
   3. Default constructor
   4. Parameterized constructor
3. Which of the following is not the member of class?
   1. Static function
   2. Friend function
   3. Const function
   4. Virtual function
4. Which of the following concepts means determining at runtime what method to invoke?
   1. Data hiding
   2. Dynamic Typing
   3. Dynamic binding
   4. Dynamic loading
5. Which of the following concept of oops allows compiler to insert arguments in a function call if it is not specified?
   1. Call by value
   2. Call by reference
   3. Default arguments
   4. Call by pointer
6. Which of the following concepts provides facility of using object of one class inside another class?
   1. Encapsulation
   2. Abstraction
   3. Composition
   4. Inheritance
7. Which of the following is an abstract data type?
   1. int
   2. double
   3. string
   4. Class
8. Which of the following is the correct class of the object cout?
   1. iostream
   2. istream
   3. ostream
   4. ifstream
9. Which of the following functions are performed by a constructor?
   1. Construct a new class
   2. Construct a new object
   3. Construct a new function
   4. Initialize objects
10. Which of the following operators cannot be overloaded?
    1. []
    2. ->
    3. ?:
    4. \*
11. Which one of the following options is correct?
    1. Friend function can access public data members of the class.
    2. Friend function can access protected data members of the class.
    3. Friend function can access private data members of the class.
    4. All of the above.
12. Which of the following provides a reuse mechanism?
    1. Abstraction
    2. Inheritance
    3. Dynamic binding
    4. Encapsulation
13. Which of the following is the correct way of declaring a function as constant?
    1. const int ShowData(void) { /\* statements \*/ }
    2. int const ShowData(void) { /\* statements \*/ }
    3. int ShowData(void) const { /\* statements \*/ }
    4. Both A and B