### **Question 1**

In an assignment statement

a=b;

Which of the following statement is true?

a. The variable a and the variable b are equal.

b. The value of b is assigned to variable a but the later changes on variable b will not effect the value of variable a

c. The value of b is assigned to variable a and the later changes on variable b will effect the value of variable a

d. The value of variable a is assigned to variable b and the value of variable b is assigned to variable a.

### **Question 2**

All of the following are valid expressions in C++

a = 2 + (b = 5);

a = b = c = 5;

a = 11 % 3

a. True

b. False

### **Question 3:**

To increase the value of c by one which of the following statement is wrong?

a. c++;

b. c = c + 1;

c. c + 1 => c;

d. c += 1

### **Question 4:**

When following piece of code is executed, what happens?

b = 3;

a = b++;

a. a contains 3 and b contains 4

b. a contains 4 and b contains 4

c. a contains 4 and b contains 3

d. a contains 3 and b contains 3

### **Question 5:**

The result of a Relational operation is always

a. either True or False

b. is less than or is more than

c. is equal or less or more

d. All of these

### **Question 6:**

Which of the following is not a valid relational operator?

a. ==

b. =>

c. >=

d. >=

### **Question 7:**

What is the final value of x when the code int x; for(x=0; x<10; x++) {} is run?

A. 10

B. 9

C. 0

D. 1

### **Question 8:**

When does the code block following while(x<100) execute?

A. When x is less than one hundred

B. When x is greater than one hundred

C. When x is equal to one hundred

D. While it wishes

### **Question 9:**

Which is not a loop structure?

A. for

B. do while

C. while

D. repeat until

### **Question 10:**

How many times is a do while loop guaranteed to loop?

A. 0

B. Infinitely

C. 1

D. Variable

## **ANSWERS**

1. b. The value of b is assigned to variable a but the later changes on variable b will not effect the value of variable a

2. a. True

3. c. c + 1 => c;

4. a. a contains 3 and b contains 4

5. a. either True or False

6. b. =>

7. A. 10

8. A. When x is less than one hundred

9. D. Repeat Until

10. C. 1

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### [(MCQs) - Multiple Choice Questions - MCQs from C++ set - 5](http://mcqsquestion.blogspot.com/2011/01/mcqs-multiple-choice-questions-mcqs_4273.html)

### **Question 1**

Streams are

a. Abstraction to perform input and output operations in sequential media

b. Abstraction to perform input and output operations in direct access media

c. Objects where a program can either insert or extract characters to and from it

d. Both a and c

### **Question 2**

Which of the following is known as insertion operator?

a. ^

b. v

c. <<

d. >>

### **Question 3:**

Regarding the use of new line character (/n) and endl manipulator with cout statement

a. Both ways are exactly same

b. Both are similar but endl additionally performs flushing of buffer

c. endl can’t be used with cout

d. \n can’t be used with cout

### **Question 4:**

Which of the following is output statement in C++?

a. print

b. write

c. cout

d. cin

### **Question 5:**

Which of the following is input statement in C++?

a. cin

b. input

c. get

d. none of above

### **Question 6:**

By default, the standard output device for C++ programs is

a. Printer

b. Monitor

c. Modem

d. Disk

### **Question 7:**

By default, the standard input device for C++ program is

a. Keyboard

b. Mouse

c. Scanner

d. None of these

### **Question 8:**

Which of the following statement is true regarding cin statement?

a. cin statement must contain a variable preceded by >> operator

b. cin does not process the input until user presses RETURN key

c. you can use more than one datum input from user by using cin

d. all of above

### **Question 9:**

Which of the following is extraction operator in C++?

a. ^

b. v

c. <<

d. >>

### **Question 10:**

When requesting multiple datum, user must separate each by using

a. a space

b. a tab character

c. a new line character

d. all of above

## **ANSWERS**

1. d. Both a and c

2. c. <<

3. b. Both are similar but endl additionally performs flushing of buffer

4. c. Cout

5. a. Cin

6. b. Monitor

7. a. Keyboard

8. d. All of above

9. d. >>

10. d. all of above

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### [(MCQs) - Multiple Choice Questions - MCQs from C++ set - 6](http://mcqsquestion.blogspot.com/2011/01/mcqs-multiple-choice-questions-mcqs_9599.html)

### **Question 1:**

cin extraction stops execution as soon as it finds any blank space character

a. true

b. false

### **Question 2:**

Observe the following statements and decide what do they do.

string mystring;

getline(cin, mystring);

a. reads a line of string from cin into mystring

b. reads a line of string from mystring into cin

c. cin can’t be used this way

d. none of above

### **Question 3:**

Regarding stringstream identify the invalid statement

a. stringstream is defined in the header file <sstream>

b. It allows string based objects treated as stream

c. It is especially useful to convert strings to numerical values and vice versa.

d. None of above

### **Question 4:**

Which of the header file must be included to use stringstream?

a. <iostream>

b. <string>

c. <sstring>

d. <sstream>

### **Question 5:**

Which of the following header file does not exist?

a. <iostream>

b. <string>

c. <sstring>

d. <sstream>

### **Question 6:**

If you use same variable for two getline statements

a. Both the inputs are stored in that variable

b. The second input overwrites the first one

c. The second input attempt fails since the variable already got its value

d. You can not use same variable for two getline statements

### **Question 7:**

The “return 0;” statement in main function indicates

a. The program did nothing; completed 0 tasks

b. The program worked as expected without any errors during its execution

c. not to end the program yet.

d. None of above

### **Question 8:**

Which of the following is not a reserve keyword in C++?

a. mutable

b. default

c. readable

d. volatile

### **Question 9:**

The size of following variable is not 4 bytes in 32 bit systems

a. int

b. long int

c. short int

d. float

### **Question 10:**

Identify the correct statement regarding scope of variables

a. Global variables are declared in a separate file and accessible from any program.

b. Local variables are declared inside a function and accessible within the function only.

c. Global variables are declared inside a function and accessible from anywhere in program.

d. Local variables are declared in the main body of the program and accessible only from functions.

## **ANSWERS**

1. a. True

2. a. Reads a line of string from cin into mystring

3. d. None of above

4. d. <sstream>

5. c. <sstring>

6. b. The second input overwrites the first one

7. b. The program worked as expected without any errors during its execution

8. c. readable

9. c. short int

10 b. Local variables are declared inside a function and accessible within the function o

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### [(MCQs) - Multiple Choice Questions - MCQs from C++ set - 7](http://mcqsquestion.blogspot.com/2011/01/mcqs-multiple-choice-questions-mcqs_13.html)

### **Question 1:**

Find out the error in following block of code.

If (x = 100)

Cout << “x is 100”;

a. 100 should be enclosed in quotations

b. There is no semicolon at the end of first line

c. Equals to operator mistake

d. Variable x should not be inside quotation

### **Question 2:**

Looping in a program means

a. Jumping to the specified branch of program

b. Repeat the specified lines of code

c. Both of above

d. None of above

### **Question 3:**

The difference between while structure and do structure for looping is

a. In while statement the condition is tested at the end of first iteration

b. In do structure the condition is tested at the beginning of first iteration

c. The do structure decides whether to start the loop code or not whereas while statement decides whether to repeat the code or not

d. In while structure condition is tested before executing statements inside loop whereas in do structure condition is tested before repeating the statements inside loop

### **Question 4:**

Which of the following is not a looping statement in C?

a. while

b. until

c. do

d. for

### **Question 5:**

Which of the following is not a jump statement in C++?

a. break

b. goto

c. exit

d. switch

### **Question 6:**

Which of the following is selection statement in C++?

a. break

b. goto

c. exit

d. switch

### **Question 7:**

The continue statement

a. resumes the program if it is hanged

b. resumes the program if it was break was applied

c. skips the rest of the loop in current iteration

d. all of above

### **Question 8:**

Consider the following two pieces of codes and choose the best answer

#### **Code 1:**

switch (x) {

case 1:

cout <<”x is 1”;

break;

case 2:

cout <<”x is 2”;

break;

default:

cout <<”value of x unknown”;

}

#### **Code 2**

If (x==1){

Cout <<”x is 1”;

}

Else if (x==2){

Cout << “x is 2”;

}

Else{

Cout <<”value of x unknown”;

}

a. Both of the above code fragments have the same behaviour

b. Both of the above code fragments produce different effects

c. The first code produces more results than second

d. The second code produces more results than first.

### **Question 9:**

Observe the following block of code and determine what happens when x=2?

switch (x){

case 1:

case 2:

case 3:

cout<< "x is 3, so jumping to third branch";

goto thirdBranch;

default:

cout<<"x is not within the range, so need to say Thank You!";

}

a. Program jumps to the end of switch statement since there is nothing to do for x=2

b. The code inside default will run since there is no task for x=2, so, default task is run

c. Will display x is 3, so jumping to third branch and jumps to thirdBranch.

d. None of above

### **Question 10**

Which of the following is false for switch statement in C++?

a. It uses labels instead of blocks

b. we need to put break statement at the end of the group of statement of a condition

c. we can put range for case such as case 1..3

d. None of above

## **ANSWERS**

1. c. Equals to operator mistake

2. b. Repeat the specified lines of code

3. In while structure condition is tested before executing statements inside loop whereas in do structure condition is tested before repeating the statements inside loop

4. b. Until

5. d. Switch

6. d. Switch

7. c. skips the rest of the loop in current iteration

8. a. Both of the above code fragments have the same behaviour

9. c. Will display x is 3, so jumping to third branch and jumps to thirdBranch

10. c. we can put range for case such as case 1..3

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### [(MCQs) - Multiple Choice Questions - MCQs from C++ set - 8](http://mcqsquestion.blogspot.com/2011/01/mcqs-multiple-choice-questions-mcqs.html)

### **Question 1:**

The void specifier is used if a function does not have return type.

a. True

b. False

### **Question 2:**

You must specify void in parameters if a function does not have any arguments.

a. True

b. False

### **Question 3:**

Type specifier is optional when declaring a function

a. True

b. False

### **Question 4:**

Study the following piece of code and choose the best answer

int x=5, y=3, z;

a=addition(x,y)

a. The function addition is called by passing the values

b. The function addition is called by passing reference

### **Question 5:**

In case of arguments passed by values when calling a function such as z=addidion(x,y),

a. Any modifications to the variables x & y from inside the function will not have any effect outside the function.

b. The variables x and y will be updated when any modification is done in the function

c. The variables x and y are passed to the function addition

d. None of above are valid.

### **Question 6:**

If the type specifier of parameters of a function is followed by an ampersand (&Wink, that function call is

a. pass by value

b. pass by reference

### **Question 7:**

In case of pass by reference

a. The values of those variables are passed to the function so that it can manipulate them

b. The location of variable in memory is passed to the function so that it can use the same memory area for its processing

c. The function declaration should contain ampersand (&Wink in its type declaration

d. All of above

### **Question 8:**

Overloaded functions are

a. Very long functions that can hardly run

b. One function containing another one or more functions inside it.

c. Two or more functions with the same name but different number of parameters or type.

d. None of above

### **Question 9:**

Functions can be declared with default values in parameters. We use default keyword to specify the value of such parameters.

a. True

b. False

### **Question 10:**

Examine the following program and determine the output

#include <iostream>

using namespace std;

int operate (int a, int b)

{

return (a \* b);

}

float operate (float a, float b)

{

return (a/b);

}

int main()

{

int x=5, y=2;

float n=5.0, m=2.0;

cout << operate(x,y) <<"\t";

cout << operate (n,m);

return 0;

}

a. 10.0 5.0

b. 5.0 2.5

c. 10.0 5

d. 10 2.5

## **ANSWERS**

1. a. True

2. b. False [ parameters can be empty without void too!]

3. b. False

4. a. The function addition is called by passing the values

5. a. Any modifications to the variables x & y from inside the function will not have any effect outside the function

6. b. pass by reference

7. b. The location of variable in memory is passed to the function so that it can use the same memory area for its processing

8. d. None of above

9. b. False

10. d. 2.5

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