

# Short C++ test (Variant 2)

Nume: \_\_\_\_\_

Prenume: \_\_\_\_\_



	A	B	C	D	E
1.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

## Short C++ test (Variant 2) - Varianta 1

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1. What is the correct way to declare a variable of integer type in C++?

- ☐ (A) integer x;
- ☐ (B) int x;
- ☐ (C) var x = int;
- ☐ (D) declare x as int;
- ☐ (E) x: integer;

2. Which data type is used to store whole numbers?

- ☐ (A) float
- ☐ (B) double
- ☐ (C) string
- ☐ (D) int
- ☐ (E) char

3. Which header file is needed to use input/output stream objects?

- ☐ (A) <system>
- ☐ (B) <stream>
- ☐ (C) <input>
- ☐ (D) <iostream>
- ☐ (E) <stdio>

4. What is the output of: `cout << 5 + 3 * 2;`

- ☐ (A) 16
- ☐ (B) 11
- ☐ (C) 13
- ☐ (D) 10
- ☐ (E) 15

5. What keyword is used to create a new class in C++?

- ☐ (A) new
- ☐ (B) class
- ☐ (C) create
- ☐ (D) type
- ☐ (E) object

## Short C++ test (Variant 2) - Varianta 1

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6. How do you declare a function in C++?

- ☐ (A) `function myFunction() {}`
- ☐ (B) `void myFunction() {}`
- ☐ (C) `def myFunction() {}`
- ☐ (D) `create myFunction() {}`
- ☐ (E) `method myFunction() {}`

7. What is the correct way to create a single-line comment in C++?

- ☐ (A) `// Comment`
- ☐ (B) `/* Comment */`
- ☐ (C) `-- Comment`
- ☐ (D) `# Comment`
- ☐ (E) `' Comment`

8. What symbol is used to access members of a class?

- ☐ (A) `&`
- ☐ (B) `::`
- ☐ (C) `->`
- ☐ (D) `.`
- ☐ (E) `,`

9. How do you declare a constant in C++?

- ☐ (A) `constant int x = 5;`
- ☐ (B) `final int x = 5;`
- ☐ (C) `const int x = 5;`
- ☐ (D) `static int x = 5;`
- ☐ (E) `readonly int x = 5;`

10. Which symbol is used to end a statement in C++?

- ☐ (A) `.`
- ☐ (B) `,`
- ☐ (C) `;`
- ☐ (D) `:`
- ☐ (E) `/`