

1. Which of the following type of class allows only one object of it to be created?

- [A.](#) Virtual class
- [B.](#) Abstract class
- [C.](#) Singleton class
- [D.](#) Friend class

Answer: Option C

Explanation:

No answer description available for this question. [Let us discuss.](#)
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2. Which of the following is not a type of constructor?

- [A.](#) Copy constructor
- [B.](#) Friend constructor
- [C.](#) Default constructor
- [D.](#) Parameterized constructor

Answer: Option B

Explanation:

No answer description available for this question. [Let us discuss.](#)
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3. Which of the following statements is correct?

- [A.](#) Base class pointer cannot point to derived class.
- [B.](#) Derived class pointer cannot point to base class.
- [C.](#) Pointer to derived class cannot be created.
- [D.](#) Pointer to base class cannot be created.

Answer: Option B

Explanation:

No answer description available for this question. [Let us discuss.](#)
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4. Which of the following is not the member of class?

- [A.](#) Static function
- [B.](#) Friend function
- [C.](#) Const function
- [D.](#) Virtual function

Answer: Option B

Explanation:

No answer description available for this question. [Let us discuss.](#)

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5. Which of the following concepts means determining at runtime what method to invoke?

[A.](#) Data hiding

[B.](#) Dynamic Typing

[C.](#) Dynamic binding

[D.](#) Dynamic loading

Answer: Option C

6. Which of the following term is used for a function defined inside a class?

[A.](#) Member Variable

[B.](#) Member function

[C.](#) Class function

[D.](#) Classic function

Answer: Option B

Explanation:

No answer description available for this question. [Let us discuss.](#)

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7. Which of the following concept of oops allows compiler to insert arguments in a function call if it is not specified?

[A.](#) Call by value

[B.](#) Call by reference

[C.](#) Default arguments

[D.](#) Call by pointer

Answer: Option C

Explanation:

No answer description available for this question. [Let us discuss.](#)

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8. How many instances of an abstract class can be created?

[A.](#) 1

[B.](#) 5

[C.](#) 13

[D.](#) 0

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)

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9. Which of the following **cannot be friend**?

[A.](#) Function

[B.](#) Class

[C.](#) Object

[D.](#) Operator function

Answer: Option C

Explanation:

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10. Which of the following **concepts of OOPS means exposing only necessary information to client**?

[A.](#) Encapsulation

[B.](#) Abstraction

[C.](#) Data hiding

[D.](#) Data binding

Answer: Option C

11. Why reference is not same as a pointer?

[A.](#) A reference can never be null.

[B.](#) A reference once established cannot be changed.

[C.](#) Reference doesn't need an explicit dereferencing mechanism.

[D.](#) All of the above.

Answer: Option D

Explanation:

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12. `cout` is a/an _____ .

- [A.](#) operator
- [B.](#) function
- [C.](#) object
- [D.](#) macro

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13. Which of the following concepts provides facility of using object of one class inside another class?

- [A.](#) Encapsulation
- [B.](#) Abstraction
- [C.](#) Composition
- [D.](#) Inheritance

Answer: Option C

Explanation:

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14. How many types of polymorphisms are supported by C++?

- [A.](#) 1
- [B.](#) 2
- [C.](#) 3
- [D.](#) 4

Answer: Option B

Explanation:

The two main types of polymorphism are run-time (implemented as inheritance and virtual functions), and compile-time (implemented as templates).

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15. Which of the following is an abstract data type?

- [A.](#) int
- [B.](#) double
- [C.](#) string

D. Class

Answer: Option D

16. Which of the following concepts means adding new components to a program as it runs?

A. Data hiding

B. Dynamic typing

C. Dynamic binding

D. Dynamic loading

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)

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17. Which of the following statement is correct?

A. A constructor is called at the time of declaration of an object.

B. A constructor is called at the time of use of an object.

C. A constructor is called at the time of declaration of a class.

D. A constructor is called at the time of use of a class.

Answer: Option A

Explanation:

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18. Which of the following correctly describes overloading of functions?

A. Virtual polymorphism

B. Transient polymorphism

C. Ad-hoc polymorphism

D. Pseudo polymorphism

Answer: Option C

Explanation:

No answer description available for this question. [Let us discuss.](#)

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19. Which of the following approach is adapted by C++?

[A.](#) Top-down

[B.](#) Bottom-up

[C.](#) Right-left

[D.](#) Left-right

Answer: Option B

Explanation:

No answer description available for this question. [Let us discuss.](#)

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20. Which of the following is correct about function overloading?

[A.](#) The types of arguments are different.

[B.](#) The order of argument is different.

[C.](#) The number of argument is same.

[D.](#) Both A and B.

Answer: Option D

21. Which of the following is correct about class and structure?

[A.](#) class can have member functions while structure cannot.

[B.](#) class data members are public by default while that of structure are private.

[C.](#) Pointer to structure or classes cannot be declared.

[D.](#) class data members are private by default while that of structure are public by default.

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)

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22. Which of the following concepts means wrapping up of data and functions together?

[A.](#) Abstraction

[B.](#) Encapsulation

[C.](#) Inheritance

[D.](#) Polymorphism

Answer: Option B

Explanation:

No answer description available for this question. [Let us discuss.](#)

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23. Which of the following concepts means waiting until runtime to determine which function to call?

- [A.](#) Data hiding
- [B.](#) Dynamic casting
- [C.](#) Dynamic binding
- [D.](#) Dynamic loading

Answer: Option C

Explanation:

No answer description available for this question. [Let us discuss.](#)

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24. How "Late binding" is implemented in C++?

- [A.](#) Using C++ tables
- [B.](#) Using Virtual tables
- [C.](#) Using Indexed virtual tables
- [D.](#) Using polymorphic tables

Answer: Option B

Explanation:

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25. Which of the following operator is overloaded for object `cout`?

- [A.](#) `>>`
- [B.](#) `<<`
- [C.](#) `+`
- [D.](#) `=`

Answer: Option B

26. Which of the following is the correct class of the object `cout`?

- [A.](#) `iostream`
- [B.](#) `istream`
- [C.](#) `ostream`
- [D.](#) `ifstream`

Answer: Option C

Explanation:

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27. Which of the following cannot be used with the keyword `virtual`?

- [A.](#) class
- [B.](#) member functions
- [C.](#) constructor
- [D.](#) destructor

Answer: Option C

Explanation:

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28. Which of the following functions are performed by a constructor?

- [A.](#) Construct a new class
- [B.](#) Construct a new object
- [C.](#) Construct a new function
- [D.](#) Initialize objects

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)
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29. Which of the following problem causes an exception?

- [A.](#) Missing semicolon in statement in `main()`.
- [B.](#) A problem in calling function.
- [C.](#) A syntax error.
- [D.](#) A run-time error.

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)
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30. Which one of the following options is correct about the statement given below? The compiler checks the type of reference in the object and not the type of object.

- [A.](#) Inheritance
- [B.](#) Polymorphism
- [C.](#) Abstraction
- [D.](#) Encapsulation

Answer: Option B

31. Which of the following is the correct way of declaring a function as constant?

- [A.](#) `const int ShowData(void) { /* statements */ }`
- [B.](#) `int const ShowData(void) { /* statements */ }`
- [C.](#) `int ShowData(void) const { /* statements */ }`
- [D.](#) Both A and B

Answer: Option C

Explanation:

No answer description available for this question. [Let us discuss.](#)

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32. Which of the following concepts is used to implement late binding?

- [A.](#) Virtual function
- [B.](#) Operator function
- [C.](#) Const function
- [D.](#) Static function

Answer: Option A

Explanation:

No answer description available for this question. [Let us discuss.](#)

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33. Which of the following statement is correct?

- [A.](#) C++ allows static type checking.
- [B.](#) C++ allows dynamic type checking.
- [C.](#) C++ allows static member function be of type const.
- [D.](#) Both A and B.

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)

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34. Which of the following factors supports the statement that **reusability is a desirable feature** of a language?

- [A.](#) It decreases the testing time.
- [B.](#) It lowers the maintenance cost.
- [C.](#) It reduces the compilation time.
- [D.](#) Both A and B.

Answer: Option D

Explanation:

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35. Which of the following ways are legal to access a class data member using this pointer?

- [A.](#) `this->x`
- [B.](#) `this.x`
- [C.](#) `*this.x`
- [D.](#) `*this-x`

Answer: Option A

Explanation:

36. Which of the following is a **mechanism of static polymorphism**?

- [A.](#) Operator overloading
- [B.](#) Function overloading
- [C.](#) Templates
- [D.](#) All of the above

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)
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37. Which of the following is correct about the statements given below?

1. All operators can be overloaded in C++.
2. We can change the basic meaning of an operator in C++.

- [A.](#) Only I is true.
- [B.](#) Both I and II are false.

- [C.](#) Only II is true.
- [D.](#) Both I and II are true.

Answer: Option B

Explanation:

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38. What happens if the base and derived class contains definition of a function with same prototype?

- [A.](#) Compiler reports an error on compilation.
- [B.](#) Only base class function will get called irrespective of object.
- [C.](#) Only derived class function will get called irrespective of object.
- [D.](#) Base class object will call base class function and derived class object will call derived class function.

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)

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39. Which of the following are available only in the class hierarchy chain?

- [A.](#) Public data members
- [B.](#) Private data members
- [C.](#) Protected data members
- [D.](#) Member functions

Answer: Option C

Explanation:

No answer description available for this question. [Let us discuss.](#)

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40. Which of the following is not a type of inheritance?

- [A.](#) Multiple
- [B.](#) Multilevel
- [C.](#) Distributive
- [D.](#) Hierarchical

Answer: Option C

Explanation:

41. Which of the following operators cannot be overloaded?

A. `[]`

B. `->`

C. `?:`

D. `*`

Answer: Option C

Explanation:

No answer description available for this question. [Let us discuss.](#)

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42. In which of the following a virtual call is resolved at the time of compilation?

A. From inside the destructor.

B. From inside the constructor.

C. From inside the `main()`.

D. Both A and B.

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)

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43. Which of the following statements regarding inline functions is correct?

A. It speeds up execution.

B. It slows down execution.

C. It increases the code size.

D. Both A and C.

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)

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44. Which one of the following is the correct way to declare a pure virtual function?

A. `virtual void Display(void){0};`

B. `virtual void Display = 0;`

C. `virtual void Display(void) = 0;`

D. `void Display(void) = 0;`

Answer: Option C

Explanation:

No answer description available for this question. [Let us discuss.](#)
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45. Which of the following header file includes definition of *cin* and *cout*?

- [A.](#) *istream.h*
- [B.](#) *ostream.h*
- [C.](#) *iomanip.h*
- [D.](#) *iostream.h*

Answer: Option D

46. Which of the following keyword is used to **overload an operator**?

- [A.](#) *overload*
- [B.](#) *operator*
- [C.](#) *friend*
- [D.](#) *override*

Answer: Option B

Explanation:

No answer description available for this question. [Let us discuss.](#)
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47. What will happen if a class is not having any name?

- [A.](#) It cannot have a destructor.
- [B.](#) It cannot have a constructor.
- [C.](#) It is not allowed.
- [D.](#) Both A and B.

Answer: Option D

Explanation:

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48. Which inheritance type is used in the class given below?

```
class A : public X, public Y
{ }
```

- [A.](#) Multilevel inheritance
- [B.](#) Multiple inheritance

[C.](#) Hybrid inheritance

[D.](#) Hierarchical Inheritance

Answer: Option B

Explanation:

No answer description available for this question. [Let us discuss.](#)

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49. Which one of the following is correct about the statements given below?

1. All function calls are resolved at compile-time in Procedure Oriented Programming.

2. All function calls are resolved at compile-time in OOPS.

[A.](#) Only II is correct.

[B.](#) Both I and II are correct.

[C.](#) Only I is correct.

[D.](#) Both I and II are incorrect.

Answer: Option C

Explanation:

No answer description available for this question. [Let us discuss.](#)

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50. Which of the following is an invalid visibility label while inheriting a class?

[A.](#) *public*

[B.](#) *private*

[C.](#) *protected*

[D.](#) *friend*

Answer: Option D

51. Which one of the following options is correct?

[A.](#) Friend function can access public data members of the class.

[B.](#) Friend function can access protected data members of the class.

[C.](#) Friend function can access private data members of the class.

[D.](#) All of the above.

Answer: Option D

Explanation:

No answer description available for this question. [Let us discuss.](#)

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52. Which of the following statements is correct in C++?

- [A.](#) Classes cannot have data as protected members.
- [B.](#) Structures can have functions as members.
- [C.](#) Class members are public by default.
- [D.](#) Structure members are private by default.

Answer: Option B

Explanation:

No answer description available for this question. [Let us discuss.](#)

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53. Which of the following is used to make an abstract class?

- [A.](#) Declaring it abstract using static keyword.
- [B.](#) Declaring it abstract using virtual keyword.
- [C.](#) Making at least one member function as virtual function.
- [D.](#) Making at least one member function as pure virtual function.

Answer: Option D

Explanation:

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54. Which of the following access specifier is used as a default in a class definition?

- [A.](#) protected
- [B.](#) public
- [C.](#) private
- [D.](#) friend

Answer: Option C

Explanation:

No answer description available for this question. [Let us discuss.](#)

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55. What is correct about the static data member of a class?

- [A.](#) A static member function can access only static data members of a class.
- [B.](#) A static data member is shared among all the object of the class.
- [C.](#) A static data member can be accessed directly from `main()`.
- [D.](#) Both A and B.

Answer: Option **D**

56. Which of the following provides a **reuse mechanism**?

- [A.](#) Abstraction
- [B.](#) **Inheritance**
- [C.](#) Dynamic binding
- [D.](#) Encapsulation

Answer: Option **B**

Explanation:

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57. Which of the following statement is correct?

- [A.](#) Class is an instance of object.
- [B.](#) **Object is an instance of a class.**
- [C.](#) Class is an instance of data type.
- [D.](#) Object is an instance of data type.

Answer: Option **B**