CA 104 OOP's Concept using C++ (114251)

QUE. NO.	QUESTION	ANS
1.	Constant variables can be created in CPP by using _____ . (A) enum (B) const (C) #define (D) All of these	D
2.	In CPP, cin and cout are the predefined stream _____ . (A) Operator (B) Functions (C) Objects (D) Data types	C
3.	_____are used for generic programming. (A) Inheritance (B) Virtual Functions (C) Templates (D) None of these	C
4.	Which one is suitable syntax for function template? (A) template< class T> return_type Function_Name(parameters) (B) template< typename T> return_type Function_Name(parameters) (C) both a and b (D) d. None of these	C
5.	_____ is the OOP feature and mechanism that binds together code and the data it manipulates, and keep both safe from outside world. (A) Data Binding (B) Data Encapsulation (C) Data Storing (D) Data Abstraction	B

6.	A class can contain objects of other classes and this phenomenon is called_____ . (A) Relationship (B) Object Association (C) Containership (D) None of these	C
7.	While redefining a virtual function in the derived class, if its prototype is changed then _____ . (A) It will be overloaded by the compiler (B) Its virtual nature will be lost (C) both a and b (D) Compiler will generate “Prototype mismatch error”	C
8.	Classes in CPP are_____ . (A) derived data types (B) User defined data types (C) built-in data types (D) All of these	B
9.	Which of the followings is/are not keyword/s in CPP? (A) static (B) boolean (C) enum (D) struct	B
10.	_____ refers to the act of representing only essential features without including the background details. (A) Data Hiding (B) Data Encapsulation (C) Data Abstraction (D) d. All of these	C
11.	Logical expressions produce _____ type results. (A) explicit (B) garbage (C) bool (D) static	C

12.	Predict the output:
	#include<iostream.h>
	#include<conio.h>
	void main (){
	int x = 786;
	cout.fill('*') ;
	cout.width(6);
	cout<< x;
	getch();
	}
	
	(A) 786***
	(B) **786
	(C) ***786
	(D) ******
		C

13.	Static variable declared in a class are also called_____ . (A) instance variable (B) named constant (C) global variable (D) class variable	D
14.	C structure differs from CPP class in regards that by default all the members of the structure are _____ in nature. (A) private (B) protected (C) public (D) None of these	C
15.	Static variable in a class is initialized when _____ . (A) every object of the class is created. (B) last object of the class is created. (C) first object of the class is created. (D) No need to initialize static variable.	C
16.	If a program uses Inline Function, then the function is expanded inline at _____. (A) Compile time (B) Run time (C) Both a and b (D) None of these	B

17.	By default, members of the class are _____ in nature. (A) protected (B) private (C) public (D) static	B
18.	Default value of static variable is_____ . (A) 0 (B) 1 (C) Garbage value (D) Compiler dependent	A
19.	Which of the following statements are not true about destructor? (A) It is invoked when object goes out of the scope (B) Like constructor, it can also have parameters (C) It can be virtual. (D) bears same name as that of the class and precedes tild(~) sign.	B
20.	A Constructor that does not have any parameters is called_____ Constructor. (A) Custom (B) Dynamic (C) Static (D) Default	D
21.	If base class has constructor with arguments, then it is _____ for the derived class to have constructor and pass the arguments to base class constructor. (A) Optional (B) Mandatory (C) Compiler dependent (D) Error	B
22.	In Multipath inheritance, in order to remove duplicate set of records in child class, we _____ (A) Write Virtual function in parent classes (B) Write virtual functions is base class (C) Make base class as virtual base class (D) All of these	C

23.	When a child class inherits traits from more than one parent class, this type of inheritance is called _____ inheritance. (A) Hierarchical (B) Hybrid (C) Multilevel (D) Multiple	D
24.	class X, class Y and class Z are derived from class BASE. This is _____ inheritance. (A) Multiple (B) Multilevel (C) Hierarchical (D) Single	C
25.	In CPP, dynamic memory allocation is done using _____ operator. (A) calloc() (B) malloc() (C) allocate (D) new	D
26.	Which of the following operator is used to release the dynamically allocated memory in CPP? (A) remove (B) free (C) delete (D) both b and c	C
27.	An operator function is created using _____ keyword. (A) iterator (B) allocator (C) constructor (D) operator	D
28.	A virtual function that has no definition within the base class is called_____. (A) Pure virtual function (B) Pure static function (C) Pure Const function (D) Friend function	A

29.	If abstract class is inherited by derived class, then_____ . (A) Derived class should provide definition for all the pure virtual functions (B) Derived class also become abstract if fails to implement pure virtual functions (C) Objects of derived class can't be created if it fails to implement pure virtual functions (D) All of these	D
30.	If a class contains pure virtual function, then it is termed as_____ . (A) Virtual class (B) Sealed class (C) Pure Local class (D) Abstract Class	D
31.	When a virtual function is redefined by the derived class, it is called_____. (A) Overloading (B) Overriding (C) Rewriting (D) All of these	B
32.	Syntax for Pure Virtual Function is _____ . (A) virtual void show()==0 (B) void virtual show()==0 (C) virtual void show()=0 (D) void virtual show()=0	C
33.	Generic catch handler is represented by _____ . (A) catch(,,,,) (B) catch(&&&) (C) catch(…) (D) catch(void x)	C
34.	An exception is thrown using _____ keyword in CPP. (A) throws (B) throw (C) threw (D) Thrown	B

35.	Generic pointers can be declared with_____ . (A) auto (B) void (C) asm (D) None of these	B
36.	A function that is called by itself is called as (A) Super function (B) Recursive function (C) Main function (D) All of them	B
37.	In CPP Programming strcmp() function is used for (A) Convert String to Char (B) Copy two Strings (C) Compare two Strings (D) None of these	C
38.	In CPP Programming array index is always starts from (A) 0 (B) 1 (C) 2 (D) 3	A
39.	What is reference ? (A) an operator (B) a reference is an alias name for an object (C) used to rename an object (D) none of these	B

40.	What should be the output?
	
	int main() {
	int new = -10;
	cout<<"new is: "<<new;
	return 0;
	}
	(A) new is: -10
	(B) new is: 10
	(C) Compilation Error
	(D) new is:0
		C

41.	Choose the operator which cannot be overloaded. (A) % (B) ++ (C) / (D) ::	D
42.	Special symbol permitted with in the identifier name. (A) $ (B) @ (C) _ (underscore) (D) . (dot)	C

43.	Predict the output of following C++ program.
	#include<iostream.h>
	class Empty {};
	
	int main()
	{
	cout << sizeof(Empty);
	return 0;
	}
	
	(A) A non-zero value (B) 0 (C) Compiler Error (D) Runtime Error
		A

44.	Delaration a pointer more than once may cause ____ (A) Error (B) Abort (C) Trap (D) Null	C
45.	What are the notations for the Use case Diagrams? (A) Use case (B) Actor (C) Prototype (D) Use cases and Actor	D
46.	Which of the following is not correct for virtual function? (A) Must be declared in public section of class. (B) Virtual function can be static. (C) Virtual function should be accessed using pointers. (D) Virtual function is defined in base class.	B

47.	Which one is not a correct variable type in C++? (A) float (B) real (C) int (D) double	B

48.	Predict the output of following C++ program.
	#include<iostream.h>
	class Test {
	int x;
	};
	int main()
	{
	Test t;
	cout << t.x;
	return 0;
	}
	(A) 0 (B) Garbage Value (C) Compiler Error (D) 2
		C

49.	Which of the following is not a member of class? (A) Static function (B) Friend function (C) Const function (D) Virtual function	B
50.	Which of the following cannot be passed to a function in C++ ? (A) Constant (B) Structure (C) Array (D) Header file	D
51.	Which operation is used as Logical 'AND' (A) & (B) || (C) && (D) +	C

52.	A template class can have _____ (A) More than one generic data type (B) Only one generic data type (C) At most two data types (D) Only generic type of integers and not characters	A
53.	Which function is used to write a single character to console in C++? (A) cout.put(ch) (B) cout.putline(ch) (C) write(ch) (D) printf(ch)	A
54.	Which function cannot be overloaded in C++ program? (A) Virtual function (B) member function (C) Static function (D) All can be overloaded	C
55.	C++ code line ends with ___ (A) Semicolon (;) (B) Fullstop(.) (C) Comma (,) (D) Slash (/)	A
56.	Overloaded functions in C++ are (A)Functions preceding with virtual keywords. (B)Functions inherited from base class to derived class. (C)Two or more functions having same name but different number of parameters or type. (D)None of above	C
57.	Which of the following is a correct identifier in C++? (A) 7var_name (B) 7VARNAME (C) VAR_1234 (D) $var_name	C
58.	Which of the following is called address operator? (A) * (B) & (C) _ (D) %	B

59.	Which of the following is used for comments in C++?
	(A) // comment (B) /* comment */
	(C) both A and B (D) // comment */
		C

60.	What are the actual parameters in C++? (A) Parameters with which functions are called (B) Parameters which are used in the definition of a function (C) Variables other than passed parameters in a function (D) Variables that are never used in the function	A
61.	A ponter pointing to a variable that is not initialized is called ____ (A) Void Pointer (B) Null Pointer (C) Empty Pointer (D) Wild Pointer	B
62.	What is meant by ofstream in c++? (A) Reads from a file (B) Writes to a file & Reads from a file (C) delete a file (D) Writes to a file	D
63.	Wrapping data and its related functionality into a single entity is known as _____ (A) Abstraction (B) Encapsulation (C) Polymorphism (D) Modularity	B
64.	Operators sizeof and ?: operator (A) Both can be overloaded (B) Both cannot be overloaded (C) Only sizeof can be overloaded (D) Only ?: can be overloaded	B
65.	Who created C++? (A) Bjarne Stroustrup (B) Dennis Ritchie (C) Ken Thompson (D) Brian Kernighan	A

66.	Which keyword is used to check exception in the block of code? (A) catch (B) throw (C) try (D) handlers	C
67.	Which of the following escape sequence represents tab? (A) \t (B) \t\r (C) \b (D) \a	A
68.	Which of the following is called extraction operator? (A) << (B) >> (C) > (D) <	B
69.	The operator used to access member function of a structure using its object. (A) . (B) ->(C) * (D) None of the above	A
70.	Which concept allows you to reuse the written code? (A) Encapsulation (B) Abstraction (C) Inheritance (D) Polymorphism	C

71.	What is the output of the following program?
	#include<iostream.h>
	#include<conio.h>
	void main() {
	int i = 1, j = 2, k = 3, r;
	r = (i, j, k);
	cout<<r<<endl;
	getch();
	}
	(A) 1
	(B) 2
	(C) 3
	(D) Compile Error
		C

72.	Which of the following is not a type of Constructor? (A) Friend constructor (B) Copy constructor (C) Default constructor (D) Parameterized constructor	A

73.	What will happen in the following C++ code snippet?
	
	int a = 100, b = 200;
	int *p = &a, *q = &b;
	p = q;
	
	(A) b is assigned to a (B) a is assigned to b
	(C) q now points to a (D) p now points to b
		D

74.	A protected member of the class in accessible in (A) Only same class (B) Same class and derived class (C) Outside the class (D) None of the above.	B
75.	Which of the following approach is used by C++? (A) Top-down (B) Bottom-up (C) Left-right (D) Right-left	B
76.	Choose the option not applicable for the constructor. (A) Cannot be called explicitly. (B) Cannot be overloaded. (C) Cannot be overridden. (D) None of the above	C
77.	Class function which is called automatically as soon as the object is created is called as __ (A) Constructor (B) Destructor (C) Friend function (D) Inline function.	A
78.	What is the correct definition of an array? (A) An array is a series of element (B) An array is a series of elements of the same type placed in non-contiguous memory locations (C) An array is an element of the different type (D) An array is a series of elements of the same type in contiguous memory locations	D

79.	What will be the output of the following C++ code?
	
	#include<iostream.h>
	#include<conio.h>
	int main()
	{
	char *ptr;
	char Str[] = "abcdefg";
	ptr = Str;
	ptr += 5;
	cout<< ptr;
	return 0;
	}
	(A) fg (B) cdef (C) defg (D) abcd
		A

80.	What will be the output of the following C++ code?
	#include<iostream.h>
	int main()
	{
	int a[2][4] = {3, 6, 9, 12, 15, 18, 21, 24};
	cout << *(a[1] + 2) << *(*(a + 1) + 2) << 2[1[a]];
	return 0;
	}
	
	(A) 15 18 21 (B) 21 21 21 (C) 24 24 24 (D) Compile time error
		B

81.	What will be the output of the following C++ code?
	#include<iostream.h>
	int main()
	{
	int arr[] = {4, 5, 6, 7};
	int *p = (arr + 1);
	cout << *p;
	return 0;
	}
	(A) 4 (B) 5 (C) 6 (D) 7
		B

82.	The copy constructor is executed on (A) Assigned one object to another object at its creation (B) When objects are sent to function using call by value mechanism (C) When the function return an object (D) All the above.	D

83.	Which of the following is an exception in C++? (A) Divide by zero (B) Semicolon not written (C) Variable not declared (D) An expression is wrongly written	A

84.	What will be the output of the following C++ code?
	#include<iostream.h>
	int main()
	{
	int age = 0;
	try
	{
	if (age < 0)
	{
	throw "Positive Number Required";
	}
	cout << age;
	}
	catch(const char *Message)
	{
	cout << "Error: " << Message;
	}
	return 0;
	}
	
	(A) 0 (B) Error:Positive Number Required
	(C) compile time error (D) runtime error
		A

85.	Which operator is used to resolve the scope of the global variable? (A) –> (B) . (C) * (D) ::	D
86.	What will be the output of the following C++ code? #include<iostream.h> #include<conio.h> #include<string.h> void main () { char str1[10] = "Hello"; char str2[10] = "World"; char str3[10]; int len ;	D

	strcpy(str3, str1);
	strcat(str1, str2);
	len = strlen(str1);
	cout << len << endl;
	getch();
	
	}
	
	(A) 5 (B) 55 (C) 11 (D) 10	

87.	What is the output of the following program?
	#include<iostream.h>
	#include<conio.h>
	void main() {
	int *p = new int;
	delete p;
	delete p;
	cout<<"Done";
	getch();
	}
	(A) Done
	(B) Compile error
	(C) Runtime error
	(D) None of the above
		A

88.	What is the order of Constructors call when the object of derived class B is declared, provided class B is derived from class A? (A) Constructor of A followed by B (B) Constructor of B followed by A (C) Constructor of A only (D) Constructor of B only	A
89.	Virtual functions in C++ tell the compiler to perform _____ on such functions. (A) static binding (B) late binding (C) compile time binding (D) no binding	B
90.	What is an exception in C++ program? (A) A problem that arises during the execution of a program (B) A problem that arises during compilation (C) Also known as the syntax error (D) Also known as semantic error	A
91.	To perform File I/O operations, we must use _____ header file. (A) #include<iostream.h> (B) #include<fstream.h> (C) #include<file.h> (D) #include<fe.h>	B

92.	What are command line arguments? (A) Arguments passed to main() function (B) Arguments passed to any function (C) Arguments passed to class functions (D) Arguments passed to structure functions	A

93.	What is the size of the following union definition?
	#include<iostream.h>
	#include<conio.h>
	void main() {
	union abc {
	char a, b, c, d, e, f, g, h;
	
	int i;
	};
	cout<<sizeof(abc);
	getch();
	}
	(A) 1
	(B) 2
	(C) 4
	(D) 8
		B

94.	What is the output of the following program?
	#include<iostream.h>
	#include<conio.h>
	void f() {
	cout<<"Hello"<<endl;
	}
	void main() {
	getch();
	}
	(A) No output
	(B) Error, as the function is not called.
	(C) Error, as the function is defined without its declaration
	(D) Error, as the main() function is left empty
		A

95.	Which is the correct statement about operator overloading? (A) Only arithmetic operators can be overloaded (B) Only non-arithmetic operators can be overloaded (C) Precedence of operators are changed after overlaoding (D) Associativity and precedence of operators does not change	D

96.	What is type casting? (A) Converting one function into another (B) Converting one data type into another (C) Converting operator type to another type (D) None of them	B
97.	What will be used when terminating a structure? (A) : (B) } (C) ; (D) ;;	C
98.	What is the default return type of a function? (A) int (B) void (C) float (D) char	B
99.	Where does the execution of the program starts? (A) user-defined function (B) main function (C) void function (D) else function	B

100.	What is the output of the following program?
	
	#include<iostream.h>
	#include<conio.h>
	void main() {
	int r, x = 2;
	float y = 5;
	r = y%x;
	cout<<r;
	getch();
	}
	(A) 1
	(B) 0
	(C) 2
	(D) Compile error
		D

Subject Code	**CA-105**
Subject	**System Programming**
Paper Code	**115251**

QUE. NO.	QUESTION	ANS
1	_____ is designed to solve a specific problem or to do a specific task. (A) Application Software (B) User (C) System Software (D) Utility Software	A
2	The mother tongue of a computer is……. (A) Assembly Language (B) Machine Language (C) BASIC Language (D) None of the above	B
3	Mnemonics are used in: (A) C Language (B) Machine Language (C) BASIC Language (D) Assembly Language	D
4	Which is not a computer translator? (A) Interpreter (B) Compiler (C) Word Processor (D) Assembler	C
5	The source code refers to: (A) Original program code (B) Translated code (C) Instructions in mnemonic (D) Instructions in binary code	A
6	Which of these translates assembly code into machine code? (A) Compiler (B) Interpreter (C) Editor (D) Assembler	D

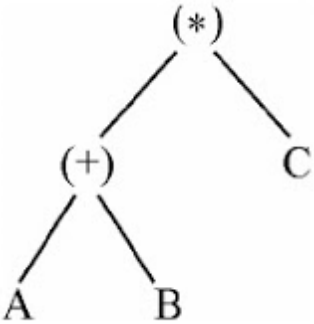
7	The program that combines the output of compiler with various library functions to produce an executable image is called – (A) Loader (B) Linker (C) Assembler (D) Debugger	B
8	What is true for the compiler? (A) A compiler does a conversion line by line as the program is run. (B) A compiler converts the whole of a higher level program code into machine code in one step. (C) A compiler is general purpose language providing very efficient execution (D) None of the above	D
9	What is not true for the interpreter? (A) An interpreter executes the instructions line by line (B) An interpreter will find the errors (C) An interpreter will generate the object code (D) None of the above	D
10	The language processor can be any of the following types: (A) Compiler (B) Interpreter (C) Assembler (D) All of the above	D
11	In which from the following phases, the compiler will find the errors? (A) Lexical Analysis (B) Semantic Analysis (C) Both A and B (D) None of the above	C
12	Which one is not true for lexical analysis? (A) It recognizes the character stream and check the validity of it. (B) It shows the error of use invalid datatype. (C) It shows the error of invalid name of variable. (D) All of these.	D
13	Consider the following grammar: Set of alphabets ∑ = {0,…,9, +, *, (,)} E -> I E -> E + E E -> E * E E -> (E) I -> ε | 0 | 1 | … | 9 From the above grammar String **3*2+5** can be derived in a way of …… (A) Ambiguous	A

	(B) Unambiguous (C) Both A and B (D) None of the above	
14	Which of the following is not a phase of compiler? (A) syntax (B) lexical (C) testing (D) code generation	C
15	Which is not a component of a grammar? (A) States (B) Terminals (C) Production (D) None of the above	D
16	Which are the data registers? (A) AX: Accumulator (B) BX: Base (C) CX: Count (D) All of these	D
17	Output of parser is (A) Set of tokens (B) Parse tree (C) Object code (D) Intermediate code	B
18	Mnemonic has……primary fields. (A) mnemonic and opcode (B) name and address (C) mnemonic and name (D) name and opcode	A
19	Which of the following is not a task of pass-I assembler? (A) Build the symbol table (B) Perform LC processing (C) Synthesize the target program (D) Construct intermediate representation	D
20	An assembly language is a machine dependent, ……..level programming language which is specific to a certain computer system. (A) high (B) low (C) machine (D) none of these	B

21	In a simple assembly language, the first operand is always: (A) Memory Word (B) Register (C) Assembly Mnemonic (D) None of these	B
22	Source program is read (A) Character by character (B) Line by line (C) Page by page (D) Module wise	B
23	The DS in assembly language stands for: (A) Data Store (B) Date Storage (C) Declare Storage (D) Declarative Statement	D
24	Which assembler directive indicates that the first word of the target program generated by the assembler should be placed in the memory word with address? (A) LABEL (B) END (C) START (D) STOP	C
25	……is the process of binding an external reference to the correct link time address. (A) Translation (B) Linking (C) Loading (D) Assembler	B
26	Which of the following system software reside in main memory always? (A) Text editor (B) Assembler (C) Linker (D) Loader	D
27	A linker program …….. (A) places the program in the memory for the purpose of execution. (B) relocates the program to execute from the specific memory area allocated to it. (C) links the program with other programs needed for it s execution. (D) interfaces the program with the entities generating its input data.	C
28	Relocation bits used by relocating loader are specified by …….. (A) relocating loader itself (B) assembler or translator (C) macro processor (D) linker	D

29	Resolution of externally defined symbols is performed by …… (A) linker (B) loader (C) compiler (D) editor	A
30	……..in system software resides in main memory always. (A) Linker (B) Loader (C) Text editor (D) Assembler	B
31	A ……..views the entire text as a stream of characters. (A) stream editor (B) screen editor (C) line editor (D) Structure editor	A
32	Symbol table can be used for (A) Checking type compatibility (B) Storage allocation (C) Suppressing duplication of error message (D) All of these	D
33	……..and ……editors maintain multiple representations of text. (A) Screen, stream (B) Line, stream (C) Stream, structure (D) Structure, screen	B
34	The ……maintains an internal form which is used to perform the edit operations. (A) editor (B) loader (C) linker (D) assembler	A
35	Word processors are also called…….editors. (A) screen (B) structure (C) stream (D) document	D
36	A special class of structure editors, called ……..editors, are used in programming environments. (A) syntax (B) syntax directed (C) line (D) stream	B

37	Vi is an example of : (A) screen editor (B) structure editor (C) stream editor (D) line editor	A
38	Which option is not correct type of editors? (A) Line (B) Structure (C) Stream (D) New	D
39	A software tool is a : (A) Editors (B) Debug monitors (C) Programming environment (D) All of the above	D
40	What is the instruction format in assembly language? (A) Labels-Mnemonics-Operands (B) Labels-Operands-Mnemonics (C) Operands-Mnemonics-Labels (D) None of the above	A
41	Find out the correct the types of operands in assembly language. (A) Register (B) Storage (C) Immediate (D) All of these	D
42	Which is the correct type of assembly statements? (A) Imperative statement (B) Declarative statement (C) Assembler directive statement (D) All of the above	D
43	Declarative macro is divided into the groups: (A) Data Macro (B) Equate Macro (C) SIP Macro (D) All of the above	D
44	Two assembler directives in Macro definition: (A) MACRO (B) MEND (C) Both A and B (D) None of these	C

45	Object code is the output of …… (A) Operating System (B) Compiler or Assembler (C) only Assembler (D) only Compiler	B
46	'Macro' in an assembly level program is …… (A) sub program (B) a complete program (C) a hardware portion (D) relative coding	A
47	Grammar of the programming is checked at …… phase of compiler. (A) semantic analysis (B) code generation (C) syntax analysis (D) syntax analysis	C
48	Macro-processors are ……. (A) Hardware (B) Compiler (C) Registers (D) None of the above	B
49	Which of the following expression is represented by the parse tree?  (A) (A + B) * C (B) A + * BC (C) A + B * C (D) A * C + B	A
50	Which of the following are Assembler Directives? (i) EQU (ii) ORIGIN (iii) START (iv) END (A) (i), (ii), (iii) and (iv) (B) (iii) and (iv) (C) (i), (iii) and (iv)	A

	(D) (ii), (iii) and (iv)	
51	A Top-down Parse generates: (A) Right-most derivation (B) Right-most derivation in reverse (C) Left-most derivation (D) Left-most derivation in reverse	C
52	A general macro processor is an in built function of: (A) Loader (B) Linker (C) Editor (D) Assembler	D
53	Which activity is included in the first pass of two pass assemblers? (A) Build the symbol table (B) Construct the intermediate code (C) Separate mnemonic opcode and operand fields (D) All of the above	D
54	Code optimization is responsibility of: (A) Application programmer (B) System programmer (C) Operating system (D) All of the above	B
55	Which phase of compiler is correct? (A) Code generation (B) Code optimizer (C) Intermediate code generation (D) All of the above	D
56	Intermediate Code form generates: (A) Infix to Postfix (B) Quadruples (C) Triples (D) All of these	D
57	A Grammar can also be represented as: (A) Non-terminals (B) Terminals (C) Production rule (D) All of these	D
58	Find out the correct classification of grammar for unrestricted grammar (A) Type-0 grammar (B) Type-1 grammar (C) Type-2 grammar (D) Type-3 grammar	A

59	Give the production rules: E →E+E | E*E | (E) | int The present string (int * int + int) is ambiguous or not. (A) Ambiguous (B) Not ambiguous (C) Both A and B (D) None of these	A
60	Ambiguity means …….. (A) Multiple parse trees (B) More than one right-most derivation (C) More than one left-most derivation (D) All of these	D
61	Select one of the following options for component of system software. (A) Compiler, Interpreter and Assembler (B) Loader and Linker (C) Both A and B (D) None of these	C
62	Two main types of computer software are ……. (A) System software and Application software (B) LINUX AND UNIX (C) Disk drive and antivirus (D) Windows and MAC OS	A
63	In computers, operating system and utility programs are examples of …….. (A) System software (B) Device drivers (C) Customized software (D) Application software	A
64	Special purpose software are …….. (A) System software (B) Device drivers (C) Utility software (D) Application software	D
65	Which of the following option is computer general-purpose software? (A) System software (B) Package software (C) Database software (D) Application software	A
66	Select one of the following options, which can compiler check? (A) Syntax Error (B) Logical Error (C) Both A and B (D) None of the above	A

67	Which of the following is a phase of a compilation process? (A) Lexical analysis (B) Code generation (C) Both A and B (D) None of these	C
68	The computer language generally translated to pseudocode is (A) pascal (B) machine (C) fortran (D) assembly	D
69	Object program is a (A) translation of high-level language into machine language (B) program to be translated into machine language. (C) Both A and B (D) None of these	A
70	Assembler is a machine dependent, because of? (A) Argument list array (ALA) (B) Macro definition table (MDT) (C) Pseudo operation table (POT) (D) Mnemonics operation table (MOT)	D
71	Macro processor is an inbuilt function of …… (A) Editor (B) Linker (C) Loader (D) Assembler	D
72	Which is the translator used by second generation languages? (A) Interpreter (B) Linker (C) Compiler (D) Assembler	D
73	Assembly language programs are written using …… (A) Hex code (B) ASCII code (C) Mnemonics (D) Any code	C
74	The instruction format 'register to register' has a length of ……. (A) 1 byte (B) 2 bytes (C) 3 bytes (D) 4 bytes	B

75	In a two pass assembler the object code generation is done during the …… (A) Zeroeth pass (B) First pass (C) Second pass (D) None of these	C
76	The Grammar can be defined as: G=(V, Σ, P, S). In the given definition, what does S represents? (A) Accepting State (B) Sensitive Grammar (C) Starting Variable (D) None of the above	C
77	Find out the correct classification of grammar for regular grammar (A) Type-0 grammar (B) Type-1 grammar (C) Type-2 grammar (D) Type-3 grammar	D
78	What is the linker? (A) is same as the loader (B) is required to create a load module (C) is always used before programs are executed (D) None of above	B
79	The translator which perform macro expansion is called a (A) Macro processor (B) Macro pre-processor (C) Micro pre-processor (D) assembler	B
80	A macro definition consists of (A) Macro pre-processor statements (B) A macro prototype statement (C) One or more model statements (D) All of the above	D
81	A macro is (A) a small program inside a program (B) a unit of specification for program generation through expansion (C) set of special instructions (D) None of the above	B
82	A _____ statement declare the name of macro. (A) macro prototype (B) macro definition (C) macro identification (D) None of the above	A

83	During macro expansion each statement is replaced by (A) the original program (B) the sequence of assembly statement (C) by specific symbols (D) None of the above	B
84	Each macro statement is marked with the _____ sign preceded it. (A) + (B) @ (C) ~ (D) $	A
85	A model statement contains call for another macro is called as (A) referential macro call (B) nested macro call (C) inbuilt macro call (D) inherited macro call	B
86	A macro within a macro is called (A) macro-within-macro (B) nested macro (C) macro-in-macro (D) none of the above	B
87	The beginning of the macro can be represented as (A) START (B) BEGIN (C) MACRO (D) MEND	C
88	Nested Macro calls are expanded using the (A) FIFO rule (First in first out) (B) LIFO (Last in First out) (C) FILO rule (First in last out) (D) None of the above	B
89	Macro-processors are _____ (A) Hardware (B) Compilers (C) Registers (D) None of the above	B
90	Which is not a function of a loader? (A) Allocation (B) Translation (C) Relocation (D) loading	B

91	In an absolute loading scheme which loader function is accomplished by loader (A) reallocation (B) Allocation (C) Linking (D) loading	A
92	An interpreter is (A) A program that places programs into memory an prepares them for execution (B) A program that appears to execute a source program as if it were machine language (C) A program that automate the translation of assembly language into machine language (D) A program that accepts a program written in high level language and produces an object program	B
93	The advantages of assembly level programming is (A) flexibility of programming is more (B) chances of error are less (C) debugging is easy (D) All of the above	D
94	A compiler is a software tool that translates _____that the computer can understand. (A) Algorithm into data (B) Source code into data (C) Computer language into data (D) None of the above	B
95	The object code is then passed through a program called a _____ which turns it into an executable program. (A) Integer (B) Source code (C) Linker (D) None of the above	C
96	In computers, application software executes…… (A) all the time (B) when required (C) any time (D) for few hours	B
97	In which way(s) can a macro processor for assembly language be implemented? (A) independent one-pass processor (B) independent two-pass processor (C) processor incorporated into pass of a standard two-pass assembler (D) all of the above	D

98	What are x and y in the following macro definition? macro Add x, y Load y Mul x Store y end macro (A) Variables (B) Identifiers (C) formal parameters (D) actual parameters	C
99	The end of a macro can be represented by the directive (A) END (B) ENDS (C) MEND (D) ENDD	C
100	Inserting the statements and instructions represented by macro, directly at the place of the macroname, in the program, is known as (A) calling a macro (B) inserting a macro (C) initializing a macro (D) none of the above	A