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| Q1.Which of the following statement is correct? | A.A reference is stored on heap  B.A reference is stored on stack  C.A reference is stored in a queue  D.A reference is stored in a binary tree | Answer: B |
| Q2.How many instances of an abstract class can be created? | A.1  B.5  C.13  D.0 | Answer: D |
| Q3.It is a ------ error to pass arguments to a destructor. | A. logical  B. virtual  C. syntax  D. linker | Answer: C |
| Q4.Which of the following statements is correct? | A.A reference is a constant pointer  B.A reference is not a constant pointer  C. An array of references is acceptable  D. It is possible to create a reference to a reference | Answer: A |
| Q5. Predict the output:  int x = 786; cout << setfill(‘\*’) << setw(6) << x | A. 786\*\*\*  B. \*\*786  C. \*\*\*786  D. \*\*\*\*\*\* | Answer: C |

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| Q6.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: D |
| Q7.Which of the following functions cannot have default parameters? | A. Member function of class  B. main( )  C. Member function of a structure  D. Both B and C | Answer: B |
| Q8.Which of the following is not provided by the compiler by default? | A. Zero argument constructor  B. Destructor  C. Copy Constructor  D. Copy Destructor | Answer: D |
| Q9. How many types of polymorphism are supported by C++? | A.1  B.2  C.3  D.4 | Answer: B |
| Q10.Which of the following statement is correct about references? | 1. A reference must always be initialized with functions 2. A reference must always be initialized outside all functions 3. A reference must always be initialized 4. Both A and C | Answer: C |

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| Q11.Which of the following type of class allows only one object to be created? | 1. Virtual class 2. Abstract class 3. Singleton class 4. Friend class | Answer: C |
| Q12.Copy constructor should receive its arguments by | 1. Either pass by value or pass by reference 2. Only pass by value 3. Only pass by reference 4. Only pass by address | Answer: C |
| Q13.Which of the following cannot be used with the keyword virtual? | 1. Class 2. Member function 3. Constructor 4. Destructor | Answer: C |
| Q14.Output:  main( )  {  const int x;  x=128;  cout<<x;  } | 1. Error: unknown data type const int 2. Error: cannot modify const object 3. Error: stack overflow in x 4. No error | Answer: B |
| Q15. Which of the following is not the member of class? | 1. Static function 2. Friend function 3. Const function 4. Virtual function | Answer: B |

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| Q16. Using friend operator function, following perfect set of operators may not be overloaded. | A. = , ( ) , [ ] , ->  B. <<, = = , [ ] , >>  C. ?, = , ( ) , ++  D. None of these | Answer: A |
| Q17. In case of binary operator overloading with member function, which of following statement should be taken into consideration? | A. Right hand operand must be object.  B. Left hand operand must be object.  C. Both the operands must be objects.  D. All of these should be considered | Answer: B |
| Q18. 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 | Answer: C |
| Q19.  Which of the following is not a false statement about new operator? | A. It can’t be overloaded.  B. It returns garbage value when memory allocation fails.  C. It automatically computes the size of the data object.  D. All of these | Answer: C |
| Q20. Runtime polymorphism is achieved only when a virtual function is accessed through a pointer to the base class. | A. True  B. False | Answer: True |

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| Q21. Which of the following advantages we lose by using multiple inheritance? | A. Dynamic binding B. Polymorphism C. Both a & b D. None of the mentioned | Answer: C |
| Q22. The default copy constructor performs | A. shallow copy  B. deep copy  C. narrow copy  D. none of these | Answer: A |
| Q23. Use of virtual function implies | A. dynamic binding  B. overriding  C. static binding  D. overloading | Answer: A |
| Q24. A pointer to base class can hold address of | A. only base class object  B. only derived class object  C. both base class object as well as derived class object  D. None of the above | Answer: C |
| Q25.Which of the following statements is correct? | 1. C++ allows static type checking 2. C++ allows dynamic type checking 3. C++ allows static member function be of type const 4. Both A and B | Answer: D |