10. A destructor takes _____ arguments.

Answers

1. 0

2. 1

3. 2

4. 3

9. Which of the following is/are valid ways to allocate memory for an integer by dynamic memory allocation in CPP?

Answers

1. int *p = new int(100);

2. int *p; p = new int; *p = 100;

3. int *p = NULL; p = new int; *p=100;

4. Only 1 and 2

5. All of these

8. Which of the following is used to release the dynamically allocated memory in CPP if we allocate memory using operator?

Answers

1. remove

2. free()

3. delete

4. Both 2 and 3

7. Pick the correct statement about references.

Answers

1. References can be assigned value NULL

2. References once initialized, we cannot change its referent variable

3. Reference should not be initialized when created

4. Reference is the same as pointers

6. Which of the following is true about new when compared with malloc.

1) new is an operator, malloc is a function

2) new calls constructor, malloc doesn’t

3) new returns appropriate pointer, malloc returns void * and pointer needs to typecast to appropriate type.

Answers

1. Both 1 and 3 are true

2. Both 2 and 3 are true

3. Both 1 and 2 are true

4. All 1, 2 and 3 are true

5. How to create a dynamic array of pointers (to integers) of size 10 using new in C++?

Answers

1. int *arr = new int *[10];

2. int **arr = new int *[10];

3. int *arr = new int [10];

4. Not Possible

4. Which of the following statements are incorrect related to malloc() function?

Answers

1. We cannot initialize memory with user defined value using malloc()

2. If we create object using malloc() then constructor do not get call

3. Using malloc() we can reserved space on heap segment only

4. none of the above

3. what is meaning of following statement?

Answers

1. 5

2. segmentation fault

3. Runtime error

4. compile time error

2. What is output of following code?

```
using namespace std;

int main()
{
        int &p;
        int i=5;
        &p=a;
        return 0;
}
```

1. Which of the following statements is correct?

    1.A reference is useful, when we intend to change the values of actual arguments through the function call.
    2.A reference is useful, when we want to save memory by preventing the ceation of large structure variable that are being passed to the function.

Answers

1. Only 1 is correct.

2. Only 2 is correct.

3. Both 1 and 2 are correct.

4. Both 1 and 2 are incorrect.