Cse202

Wednesday, May 25, 2022 3:54 PM

1. The _____ operator that is used with cin.

   Extraction

   Insertion

   Extract

   Insert

2. #include<iostream>
   using namespace std; enum colr{

   red, black, blue};

   int main ()
   {
    colr obj = white;
    cout << obj;
    return 0;

   }

   Write

   2

   1

   Error

3. #include <iostream>
   using namespace std;

   class A
   {

    int a, b;
   public:
    void ip ()
    {
     a = 10;
     b = 20;
    };
    friend void sum (A o2);

   };

   void
   sum (A o2)
   {

    int s;

    s = o2.a + o2.b;

    cout << "Sum=" << o2.a;

   }

   int main ()
   {

    A o1;

    o1.ip ();

```
 sum (o1);

}
```

Sum = 10

Sum = 20

Sum = 30

Sum = s

4.
```
#include<iostream>
using namespace std;
int x = 0;

int main ()
{

 int x = 1;

 {

  int x - 2;
  cout << x;

  {

   x = 3;

  }

  cout <<<<<<::X;

 }

 cout << x;

 cout << x;

}
```

Error

5.
```
#include<iostream>

using namespace std;

int main ()
{

 string a = "hello world";
 for (int i = 0; i < 12; i++)

  a[i] = a[i] - 32;

 cout << a;
}
```

hello world

HELLOWORLD

6. What are the advantages of arrays ?
   a. Objects of mixed data types can be stored
   b. Elements in an array cannot be sorted
   c. Index of first element of an array is 1
   d. Easier to store elements of same data type
   e. Arrays are of fixed size. If we insert elements less than the allocated size, unoccupied positions can't be used again. Wastage will occur in memory.
   f. Arrays store elements of the same data type and present in continuous memory locations.

d,f

7. #include<iostream>

```
using namespace std;

int main ()
{

 int i = 20;

 void *p = &i;

 (int) p = 100;

 i = (int) p + 10;

 i = 100;

 cout << (int) p << " ";
 i += (int) p;
 cout << (int) p;
}
```

Error

8. #include<iostream>

```
using namespace std;

int main ()
{

 string s1 = "abc", s2 = "xyz";
 cout << s1.length ();
 s1.swap (s2);
 cout << s1 << s2;

}
```

3xyzabc

9. #include<iostream>

```
using namespace std;

int main ()
{

 int a = 10, &b = a;

 a = a + b;

 b = a + b;

 cout << a << " " << b;

}
```

40 40

10. If default constructor is not defined, then how the objects of the class will be created?
    a. The compiler will generate error
    b. Error will occur at run-time.
    c. Compiler provides its default constructor to build the object.
    d. None of these

11. #include <fstream>
    #include <iostream>

```
using namespace std;

 int main ()

{
  char data[]="shikha";

 int age=20;

 outfile.open("afile.dat");

 outfile << data << endl;

 outfile << age << endl;

 outfile.close();

 ifstream infile;

 infile.open("afile.dat");

 cout << "Reading from the file" << endl;

 infile >> data;

 cout << data << endl;

 infile >> age;

 cout << age<< endl;

 infile.close();

 return 0;

}
```

Error

12. Which of the followings are true about constructors?
    a. **A class can have more than one constructor.**
    b. Their address can be referred.
    c. **Constructors cannot return values.**

13. Copy constructor must receive its arguments by **only pass-by-reference**

14. When base class is derived in protected mode, then,

    1. public members of base class become private members of derived class

    2. public members of base class become protected members of derived class

    3. public members of base class become public members of derived class

    4. protected members of base class become protected members of derived class

    5. protected members of base class become private members of derived class

    6. protected members of base class become public members of derived class

    Only 1,5

    Only 1, 6

    Only 2, 6

    Only 2, 4

15. When a child class inherits traits from more than one parent class, this type of inheritance is called inheritance **Multiple**

16. #include <iostream>

```
using namespace std;

template < class X >
void sum (X a, X b)
{
 cout << "Inside template sum=";

 cout << a + b;
}

int main ()
{
 int a = 10;
 float b = 12.2;

 sum (a, b);

}
```

Error

17. What is the advantage of exception handling ?
    a. Remove error-handling code from the software's main line of code.
    b. A method writer can choose to handle certain exceptions and delegate others to the caller.
    c. An exception that occurs in a function can be handled anywhere in the function call stack.

1, 2 and 3