

Exam 2

Which of the following is used for comments in C++?

- a) C++ is an object oriented programming language
- b) C++ is a procedural programming language
- c) C++ supports both procedural and object oriented programming language
- d) C++ is a functional programming language

Which of the following approach is used by C++?

- a) `/* comment */`
- b) `// comment */`
- c) `// comment`
- d) both `// comment` or `/* comment */`

What is the difference between delete and delete[] in C++?

- a) Left-right
- b) Right-left
- c) Bottom-up
- d) Top-down

Which of the following C++ code will give error on compilation?

=====code 1=====

```
#include <iostream>
using namespace std;
int main(int argc, char const *argv[])
{
    cout<<"Hello World";
    return 0;
}
```

=====code 2=====

```
#include <iostream>
int main(int argc, char const *argv[])
{
    std::cout<<"Hello World";
    return 0;
}
```

- a) delete is syntactically correct but delete[] is wrong and hence will give an error if used in any case
- b) delete is used to delete normal objects whereas delete[] is used to pointer objects
- c) delete is a keyword whereas delete[] is an identifier
- d) delete is used to delete single object whereas delete[] is used to multiple(array/pointer of) objects

Which of the following C++ code will give error on compilation?

```
=====code 1=====
#include <iostream>
using namespace std;
int main(int argc, char const *argv[])
{
    cout<<"Hello World";
    return 0;
}
```

```
=====code 2=====
#include <iostream>
int main(int argc, char const *argv[])
{
    std::cout<<"Hello World";
    return 0;
}
```

- a) Code 1 only
- b) Neither code 1 nor code 2
- c) Both code 1 and code 2
- d) Code 2 only

An identifier must start with a letter or an underscore.

- a) True
- b) False

It is best to use very short identifiers.

a) True

b) False

It is good program style to put spaces between words and symbols.

a) True

b) False

The value of $3/7$ is 0.

a) True

b) False

There are only two possible values for the bool data type.

a) True

b) False