Q1. In protected inheritance :

1. The public members of the base class become public.
2. The public members of the base class become protected.
3. The protected members of the base class become private.
4. The public members of the base class become inaccessible.

Correct Answer : 2

Your Answer :

QuestionID : 1041 Subject Name CPP

Q2. Identify the overloaded operator the compiler calls first when it sees A = B + C.

1. +
2. =
3. Can`t say.
4. Depends on compiler.

Correct Answer : 1

Your Answer :

QuestionID : 1044 Subject Name CPP

Q3. What will be the output of the following piece of code when executed ?

#include

#include

using namespace std;

void f(int &x)

{cout <<"int"<void f(char &x){cout << "char" <int main(void)

{int i = 1; char c = `C`; f(i); f(c); return 0;}

1. int 1?

   char C

2. int 1?

   char 67

3. Will generate compiler error.
4. None of the above.

Correct Answer : 1

Your Answer :

QuestionID : 1048 Subject Name CPP

Q4. A class becomes an abstract base class if:

1. It can be instantiated.
2. It has a virtual function.
3. It has a pure virtual function.
4. It has the keyword `abstract` preceding it.

Correct Answer : 2

Your Answer :

QuestionID : 1053 Subject Name CPP

Q5. `for` loop in C++:

1. all parameters of a for loop are to be specified.
2. the initialization part is compulsory.
3. if test expression is omitted then the value `false` is used instead.
4. all parameters of a `for` loop are optional.

Correct Answer : 4

Your Answer :

QuestionID : 1075 Subject Name CPP

Q6. Which of the following is used to identify the copy constructor?

1. (X&)
2. X(&X)
3. X(X&)
4. X(X)

Correct Answer : 3

Your Answer :

QuestionID : 1083 Subject Name CPP

Q7. What do you think is the outcome of calling a redefined non-virtual function using a base-class pointer?

1. The appropriate redefined version of the function will be used.
2. The base-class version of the function will always be used.
3. The outcome is unpredictable.
4. A run-time error will occur.

Correct Answer : 2

Your Answer :

QuestionID : 1091 Subject Name CPP

Q8. What must you do to access CTriangle::SetAngles() using the base-class pointer?

1. Assign NULL or 0 to the base-class pointer.
2. Declare the base-class pointer as a virtual pointer.
3. Temporarily cast the base-class pointer as a CTriangle pointer.
4. There is no way to do this.

Correct Answer : 3

Your Answer :

QuestionID : 1096 Subject Name CPP

Q9. The use of pointers to reference other variables is called ___.

1. Indirection.
2. De-referencing.
3. Indexing.

4. Direct addressing.

Correct Answer : 1

Your Answer :

QuestionID : 1105 Subject Name CPP

Q10. class ABC

{private:

public:};

int main()

{ABC a;

cout << "The sizeof class ABC is " << sizeof(a);}

The output of the above program will be.

1. The sizeof class ABC is 0
2. The sizeof class ABC is 1
3. The sizeof class ABC is iv
4. Indeterminate

Correct Answer : 2

Your Answer :

QuestionID : 1137 Subject Name CPP

Q11. In the array representation of circular queue when we can say that queue is full ?

1. Front = Rear.
2. Front = Rear - 1.
3. Rear = Front ? 1.
4. Can?t say.

Correct Answer : 1

Your Answer :

QuestionID : 1153 Subject Name CPP

Q12. What advantages do linked lists have over fixed arrays??

i)You do not need to declare the size of a linked list before compilation?

ii)Linked lists do not need to be stored in contiguous memory?

iii)Linked lists can be accessed using pointer arithmetic?

iv)A linked list reduces memory waste

1. i,ii and iv.
2. i,ii,iii and iv.
3. i, ii and iii.
4. i and iii.

Correct Answer : 1

Your Answer :

QuestionID : 8246 Subject Name CPP

Q13. Which is False ?

1. Multilevel inheritance happens when a derived class becomes a base class
2. Hierarchical inheritance leads to multiple derived classes from a base class
3. A derived class can not be used as a base class
4. Hybrid inheritance is a special case of multiple inheritance

Correct Answer : 3

Your Answer :

QuestionID : 8288 Subject Name CPP

Q14. A _____ is a function that invokes itself repeatedly

1. inline
2. virtual
3. constructor
4. recursion

Correct Answer : 4

Your Answer :

QuestionID : 8312 Subject Name CPP

Q15. Which is false?

1. Default constructor doesnot contain any arguments
2. a constructor must be a public member
3. a parameterized constructor must not return anything
4. a dynamic constructor doesnot make any DMA calls

Correct Answer : 4

Your Answer :

QuestionID : 8355 Subject Name CPP

Q16. Class network represents

1. an extension of class hierarchy
2. a multiple inheritence
3. a and b both
4. none of the above

Correct Answer : 3

Your Answer :

QuestionID : 8360 Subject Name CPP

Q17. Which is false

1. A destructor doesnot take any argument
2. A destructor must be a public member
3. A destructor must not return anything
4. A destructor needs to be invoked explicitly

Correct Answer : 4

Your Answer :

QuestionID : 8367 Subject Name CPP

Q18. What will be the C++ output of the following code

```
#include < iostrem.h >

int tt=1;
```

```
main()
{
bool tt=false;
{
tt=1;
}
cout << tt;
return(0);
}
```

1. 0
2. false
3. true
4. 1

Correct Answer : 4

Your Answer :

QuestionID : 8378 Subject Name CPP

Q19. what will be the c++ output of the following code...

```
int x1=1000.2500;
main()
{
int x1=1110;
x1=1100.35;
cout << (::x1)+x1;
}
```

1. 2101
2. 2111

3. 2100

4. compilation error

Correct Answer : 3

Your Answer :

QuestionID : 8380 Subject Name CPP

Q20. What will be the output?

```
int a=10;
do
{
;
cout << "hello";
}while(a < 10);
```

1. Compiler Error
2. hello
3. Endless loop
4. Nothing will be displayed

Correct Answer : 2

Your Answer :

QuestionID : 8388 Subject Name CPP

Q21. Life time of an object is

1. period between class declaration and exit from the program
2. period between object declaration and exit from the program
3. period between Object creation and object destruction
4. can not be said specifically

Correct Answer : 3

Your Answer :

QuestionID : 8389 Subject Name CPP

Q22. In some cases the class must be declared (not defined) before a reference is made to it. This is known as _____

1. pre-declaration
2. initial declaration
3. forward declaration
4. temparory declaration

Correct Answer : 3

Your Answer :

QuestionID : 8411 Subject Name CPP

Q23. Q What will be the output of the following code

```
#include < iostream.h >
main()
{
bool tt = true;
{
float tt = 23.45;
::tt = tt - 20.45;
}
cout < < tt;
return(0);
}
```

1. 0
2. compilation error
3. 3
4. 1

Correct Answer : 2

Your Answer :

QuestionID : 8423 Subject Name CPP

Q24. Q What will be the output of the following code

```
#include < iostream.h >
using namespace std;
int fooling(int i,int &j,int k)
{
bool x;
return ( !x = (j = (++k)--)--);
}
void fooling_result(int i)
{
cout < < i;
}
main()
{
int j=30;
int x = fooling(j, 40);
fooling_result(x);
return(0);
}
```

1. 41
2. 0
3. compilation error
4. 1

Correct Answer : 3

Your Answer :

QuestionID : 8429 Subject Name CPP

Q25. what will be the output?

```
#include < iostream.h >
class a
{
int x;
public :
int out_a(int a=100);
{
x=a;
return(a);
}
};
class b
{
int y;
public:
int out_b(int b=1000);
{
y=b;
return(b);
}
};
```

```
main()
{
a x[10];
b y[10];
y=x;
cout << y[1].out_b(x[1].out_a() + y[2].out_b());
return(0);
}
```

1. 1100
2. compilation error
3. 100
4. 1000

Correct Answer : 2

Your Answer :

QuestionID : 8446 Subject Name CPP

Q26. What will be the C++ output of the following code

```
#include < iostream.h >
int fooling(int i,int &j,int k)
{
return (i=j=(++k)--);
}
void fooling_result(int i)
{
cout << i;
}
main()
{
```

```
int j=3;
int x=fooling(1,j,4);
fooling_result(x);
return (0);
}
```

1. 5
2. 3
3. 4
4. compilation error

Correct Answer : 1

Your Answer :

QuestionID : 8449 Subject Name CPP

Q27.

```
class BASE
{
public:
int BB;
void disp()
{
cout << BB;
}
};
class DERIVED1:public BASE
{
public:
int DD1;
void disp()
```

```
{
cout << BB << " , " << DD1;
}
};
class DERIVED2:public BASE
{
public:
int DD2;
void disp()
{
cout << BB << " ," << DD2;
}
};


main()
{
BASE B_object;
BASE *B_ptr;
DERIVED1 D1_object;
DERIVED1 *D1_ptr;
DERIVED2 D2_object;
DERIVED2 *D2_ptr;
B_object.BB=10;
B_ptr=&D1_object;
B_ptr->BB=30;
B_->ptr=&D2_object;
```

```
B_ptr->BB=B_object.BB+D1_object.BB;
B_ptr->disp();
}
```

1. 40
2. 30
3. 10
4. Compilation Error

Correct Answer : 1

Your Answer :

QuestionID : 8452 Subject Name CPP

Q28.

```
#include < iostream.h >
class a
{
int x;
public:
int out_a(int a=100);
{
x=a;
return a;
}
};
class b
{
int y;
public:
int out_b(int b=1100);
{
```

```
y=b;
return b;
}
};
main()
{
a x[10];
b y[10];
y[2].out_b(200);
cout << y[1].out_b(x[1].out_a()+ y[2].out_b());
return 0;
}
```

1. 300
2. compilation error
3. 1100
4. 1200

Correct Answer : 3

Your Answer :

QuestionID : 8453 Subject Name CPP

Q29. C is derived from classes A and B means the type of inheritance is-

1. single
2. hierarchial
3. multilevel
4. multiple

Correct Answer : 4

Your Answer :

QuestionID : 8707 Subject Name CPP

Q30. what will be the c++ output of following code

```
float x1=1000.30;
{
float x1=1110;
x1=1100.36;
cout<<((::x1)+x1)/3;
}
```

1. 700.00
2. 700.12
3. 700.22
4. compile error

Correct Answer : 3

Your Answer :

QuestionID : 8781 Subject Name CPP

Q31. What will be the c++ output of the following code

```
int x1=044;
{
cout << setprecision(6);
cout << setiosflags(ios::showpos);
cout << setiosflags(ios::showpoint);
cout << setiosflags(ios::fixed);
cout << setfill(*);
cout << setiosflags(ios::oct);
cout << setiosflags(ios::internal);
cout << setw(8) << int (x1);
}
```

1. +*****54
2. ******54
3. ******44
4. 54

Correct Answer : 3

Your Answer :

QuestionID : 8801 Subject Name CPP

Q32. the output of a linker is

1. an object file
2. assemblt language(binary)output
3. an executable file
4. none of the above

Correct Answer : 3

Your Answer :

QuestionID : 8825 Subject Name CPP

Q33. Detect the true statement pretaining to Constant

1. Integer Constant should not contain a decimal point
2. A Decimal integer constant can not start with a leading zero.
3. By default,Hexa-decimal integer Constant can be positive
4. All of the above

Correct Answer : 4

Your Answer :

QuestionID : 8851 Subject Name CPP

Q34. what will be the c++ output of the following code?

```
cout << "Testing" << o36;
```

1. Testing036
2. Testing30
3. compilation error
4. Testing36

Correct Answer : 2

Your Answer :

QuestionID : 8882 Subject Name CPP

Q35. C++ name was suggested by

1. Rrick Mascitti
2. Bjarne Stroustrup
3. Donald Knuth
4. Ken Thompson

Correct Answer : 1

Your Answer :

QuestionID : 8892 Subject Name CPP

Q36. In C++ a function contained with in a class is called

1. a member function
2. an operator
3. a class function
4. a method

Correct Answer : 1

Your Answer :

QuestionID : 8897 Subject Name CPP

Q37.

Uncaught exception by default

1.

terminate the program

2.

give compiler error

3.

ignore the exception

4.

proceed to the next executable statement

Correct Answer : 1

Your Answer :

QuestionID : 8957 Subject Name CPP

Q38.

The input act of cin gets terminated by

1.

an space

2.

an enter kay

3.

both 1 & 2

4.

none of the above

Correct Answer : 3

Your Answer :

QuestionID : 8968 Subject Name CPP

Q39.

Static member functions can use this pointer.

Correct Answer : F

Your Answer :

QuestionID : 8973 Subject Name CPP

Q40.

A derivered class

1.

contain base class as well as its own features.

2.

contain its own feature.

3.

contain the base class feature.

4.

none of above.

Correct Answer : 1

Your Answer :

QuestionID : 9005 Subject Name CPP

Q41.

In protected inheritance:

1.

The public members of the base class become public.

2.

The public members of the base class become protected.

3.

The protected members of the base class become private.

4.

The public members of the base class become inaccessible.

Correct Answer : 2

Your Answer :

QuestionID : 9010 Subject Name CPP

Q42.

Find the odd one out

1.

stack

2.

arrays.

3.

Linked list.

4.

functions.

Correct Answer : 4

Your Answer :

QuestionID : 9012 Subject Name CPP

Q43.

The new, delete etc are also called as

1.

free store operator

2.

malloc and dealloc operators

3.

constructors and destructors

4.

all of above

Correct Answer : 1

Your Answer :

QuestionID : 9030 Subject Name CPP

Q44.

To obtain object class information at the run time

1.

use the typeid() and dynamic_cast operator.

2.

use this keyword.

3.

use the static keyword.

4.

use ctrl + break keys.

Correct Answer : 1

Your Answer :

QuestionID : 9037 Subject Name CPP

Q45.

Auto variable are stored in computer memory knows as

1.

new memory

2.

stack

3.

volatile address

4.

indecent memory

Correct Answer : 2

Your Answer :

QuestionID : 9072 Subject Name CPP

Q46.

Using operator overloading we can invent new operators.

Correct Answer : F

Your Answer :

QuestionID : 9104 Subject Name CPP

Q47.

In C++, only one catch block can handle all the exceptions.

Correct Answer : T

Your Answer :

QuestionID : 9129 Subject Name CPP

Q48.

What is the output of following code?

include < iostream.h >

void main()

```
{
bool a=10;
cout << a << endl ;
}
```

1.

10

2.

False

3.

1

4.

Error

Correct Answer : 3

Your Answer :

QuestionID : 9146 Subject Name CPP

Q49.

Pass by reference means

1.

using a constant

2.

using a pointer

3.

using a reference

4.

using a variable

Correct Answer : 3

Your Answer :

QuestionID : 9180 Subject Name CPP

Q50.

What makes a class abstract?

1.

The class must not have method

2.

The class must have a constructor that takes no arguments

3.

The class must have a function definition equal to zero

4.

The class may only exist during the planning phase

Correct Answer : 3

Your Answer :

QuestionID : 9202 Subject Name CPP

Q51. What we mean by an stream in C++

1. a flow of data from one place to another associated with a class
2. a flow of control from one place to another
3. a flow of file associated with data class
4. all of above

Correct Answer : 1

Your Answer :

QuestionID : 9237 Subject Name CPP

Q52. What will be the effect of following code

```
ostream& unit(ostream &out)
{
out<<" inches";
return out;
}
void main()
{
cout << 543 << unit;
}
```

1. compilation error
2. 543 garbage value
3. 543 unit
4. 543 inches

Correct Answer : 4

Your Answer :

QuestionID : 9242 Subject Name CPP

Q53. Which of the following are not inherited

1. Constructor functions
2. Overloaded constructors
3. Friend functions
4. All of above

Correct Answer : 4

Your Answer :

QuestionID : 11711 Subject Name CPP

Q54. When you declare an iterator to work with a container, the compiler automatically chooses the right type.

Correct Answer : T

Your Answer :

QuestionID : 11722 Subject Name CPP

Q55. A doubly linked list keeps track of the next node in the list, as well as

1. itself
2. the head node
3. the tail node
4. the previous node

Correct Answer : 4

Your Answer :

QuestionID : 11724 Subject Name CPP

Q56. A _____ is a "generic" function that can work with any data type.

1. function argument
2. function parameter
3. function template
4. None of these

Correct Answer : 3

Your Answer :

QuestionID : 11787 Subject Name CPP

Q57. if a method of base class be redifined in derived class we make it

1. static
2. inline
3. virtual
4. extern

Correct Answer : 3

Your Answer :

QuestionID : 11818 Subject Name CPP

Q58. The _____ member function of the cout object is used to establish a field width for

1. cin
2. setField()
3. setw()
4. None of the above

Correct Answer : 3

Your Answer :

QuestionID : 11825 Subject Name CPP

Q59. A node that has no children is a_____.

1. root node
2. head node
3. leaf node
4. none

Correct Answer : 3

Your Answer :

QuestionID : 11830 Subject Name CPP

Q60. when an application begins searching a binary tree, it start at :

1. the outer most leaf node
2. the middle node,half way bitween the root an the longest branch
3. the root node
4. none of these

Correct Answer : 4

Your Answer :

QuestionID : 11879 Subject Name CPP

Q61. you may overload any c++ operator and you may use the operator function

to define non-standrad operator, such as @ and ^.

Correct Answer : F

Your Answer :

QuestionID : 11885 Subject Name CPP

Q62. Nodes in a linked list are stored in contiguous memory

Correct Answer : F

Your Answer :

QuestionID : 11894 Subject Name CPP

Q63. The get reads

1. one number from associated stream
2. one character from associated stream
3. one string from associated stream
4. none of above

Correct Answer : 2

Your Answer :

QuestionID : 11920 Subject Name CPP

Q64. Inheritance occure when class adopts allthe traits of-------

1. a function
2. variable

3. a parent class

4. an object

Correct Answer : 3

Your Answer :

QuestionID : 11924 Subject Name CPP

Q65. Data members of a class can be qualified as static

1. True

2. False

3. Only static friends

4. Only void static

Correct Answer : 1

Your Answer :

QuestionID : 11968 Subject Name CPP

Q66. An individual array element can be processed like any other type of c++

variable

Correct Answer : T

Your Answer :

QuestionID : 11969 Subject Name CPP

Q67. The diffrence between a constructor and destructor is

1. They have different name

2. They donot belong to same class

3. one creates an object And other destroys it

4. one is called automaticly while other has has to be called in main

Correct Answer : 3

Your Answer :

QuestionID : 11993 Subject Name CPP

Q68. _____ queue are more intuitive and easier to understand than _____ queues

1. static,dynamic
2. dynamic,static
3. deue-like,stake-like
4. stake-like,deue-like

Correct Answer : 4

Your Answer :

QuestionID : 12034 Subject Name CPP

Q69. When an error occurs, an exception is _____.

1. created
2. thrown
3. passed
4. ignored

Correct Answer : 2

Your Answer :

QuestionID : 12044 Subject Name CPP

Q70. when the compiler binds a member function call with the version of the function that resides in same class as the itself, this is considered_____binding.

1. local
2. safe
3. static
4. dynamic

Correct Answer : 3

Your Answer :

QuestionID : 12061 Subject Name CPP

Q71. the manipulator endl

1. will insert a new line

2. will flush the stream

3. both a & b above

4. will signal end o line

Correct Answer : 3

Your Answer :

QuestionID : 12079 Subject Name CPP

Q72. Stepping through the nodes of the tree is known as__

1. climbing

2. traversing

3. walking through

4. branching out

Correct Answer : 2

Your Answer :

QuestionID : 12104 Subject Name CPP

Q73. It is possible to output the containts of all members of

a structure variable using a cout << statement

followed by the name of the structure variable.

Correct Answer : F

Your Answer :

QuestionID : 12142 Subject Name CPP

Q74. The ------ operation allows an item to be stored on a stack

1. append

2. add

3. pop

4. push

Correct Answer : 4

Your Answer :

QuestionID : 12152 Subject Name CPP

Q75. Paranthesis are never needed in prefix or postfix expressions.

Correct Answer : T

Your Answer :

QuestionID : 12172 Subject Name CPP

Q76. the prototype for the constructor for a student class is

Student (const int idnum=0,const double gpa=4.0);

the defination Student Kessa(3);

1. is illegal
2. defines a student with idnum 0 and gpa 3.0
3. defines a student with idnum 3 and gpa 4.0
4. defines a student with idnum 0 and gpa 4.0

Correct Answer : 3

Your Answer :

QuestionID : 12185 Subject Name CPP

Q77. The advantage a linked list has over the vector is:

1. A linked list can dynamically shrinks or grows,and a vector cannot
2. A linked list is smaller than a vector
3. A node can be inserted into or removed from a linked list faster than from a vector
4. Data removal and insertion are more accurate with a linked list than with a vector

Correct Answer : 3

Your Answer :

QuestionID : 12197 Subject Name CPP

Q78. C++ automatically places _____ at the end of string constants.

1. semicolon
2. Quotation marks
3. Null terminator

4. Newline Escape sequence

Correct Answer : 3

Your Answer :

QuestionID : 12201 Subject Name CPP

Q79. The _____ of a linked list points to the first node in the list.

1. Starter
2. Head
3. Tail
4. Declaration

Correct Answer : 2

Your Answer :

QuestionID : 12216 Subject Name CPP

Q80. The base class access specification can be viewed as a filter that base class members must pass through when becoming inherited members of a derived class.

Correct Answer : T

Your Answer :

QuestionID : 12305 Subject Name CPP

Q81. A _____ is used to travel through a linked list and search for data

1. Node
2. Pointer
3. Null
4. Traversal operator

Correct Answer : 2

Your Answer :

QuestionID : 12328 Subject Name CPP

Q82. When an if statement is placed within a conditionally-executed code

of another if statement,this is known as:

1. complexity

2. overloading

3. nesting

4. validation

Correct Answer : 3

Your Answer :

QuestionID : 12354 Subject Name CPP

Q83. Most of the lines in a program contains something meaningfull; however, some of the lines contain nothing at all

Correct Answer : T

Your Answer :

QuestionID : 12361 Subject Name CPP

Q84. A ------ is a double ended queue

1. two-headed stake

2. two tailed vector

3. circular array

4. none

Correct Answer : 4

Your Answer :

QuestionID : 12424 Subject Name CPP

Q85. What will be the output after the following program is executed?

```
#include < iostream.h >

main()

{

int m = 66, n;

n = ++m;

n = m++;

cout << m << ", " << n << endl;

return 0;
```

}

1. 68, 67
2. 67, 68
3. 67, 67
4. 66, 67

Correct Answer : 1

Your Answer :

QuestionID : 12507 Subject Name CPP

Q86. which of the follwing will be inherited

1. operator ()
2. operator []
3. operator ->
4. all above

Correct Answer : 4

Your Answer :

QuestionID : 12508 Subject Name CPP

Q87. the write function cout write( ) takes two arguments

1. pointer and a character
2. file and file pointer
3. line and its size
4. size of file and its name

Correct Answer : 3

Your Answer :

QuestionID : 12509 Subject Name CPP

Q88. The integer value returned by int main () is return value

1. to the system

2. to C++

3. to # include < >

4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 12538 Subject Name CPP

Q89. A map in C++ is

1. container of pair of values

2. representation of programming country

3. graphical function of C++

4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 12584 Subject Name CPP

Q90. a usable function header for an overloaded >> operator for a number class is

1. istream& operator >> (istream &in, number &num)

2. friend istream& operator >> (istream &in, number &num)

3. istream& operator >> (istream &in, const number &num)

4. number operator >> (istream &in, number &num)

Correct Answer : 1

Your Answer :

QuestionID : 12593 Subject Name CPP

Q91. it is possible to take address of member of class and assign to a pointer

Correct Answer : T

Your Answer :

QuestionID : 12595 Subject Name CPP

Q92. Which iof the following flowcharts symbols represents the case selection Structure

1. Parallelogram
2. oval
3. hexagon
4. diamond

Correct Answer : 4

Your Answer :

QuestionID : 12597 Subject Name CPP

Q93. what will be the output of code below

```
cout.precision(3);
cout << 3.14159;
```

1. 3.141
2. 3.142
3. 3.14159
4. Application dependent

Correct Answer : 2

Your Answer :

QuestionID : 12606 Subject Name CPP

Q94. The statement double total=0.0; performs------

1. polymorphism
2. rationalisation
3. initialization
4. assignment

Correct Answer : 3

Your Answer :

QuestionID : 12608 Subject Name CPP

Q95.

a base class may also be called a ---------

1. parent class
2. derived class
3. subclass
4. child class

Correct Answer : 1

Your Answer :

QuestionID : 12611 Subject Name CPP

Q96. cascading can be seen in which of following statements

1. function (45);
2. cout << "Hello" << name << endl;
3. int array [45];
4. cin >> error;

Correct Answer : 2

Your Answer :

QuestionID : 12625 Subject Name CPP

Q97. explain the effect of the following ios::ate

1. go to the end of the file on opening
2. add to the end of the file
3. open fails if file already exits
4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 12630 Subject Name CPP

Q98. opening the file in ios:: out mode also opens the file in

1. ios::app mode
2. ios:: trunc mode
3. ios:: ate mode

4. ios::noreplace mode

Correct Answer : 2

Your Answer :

QuestionID : 12633 Subject Name CPP

Q99. during inheritance which of the following are not inherited

1. friends
2. constructor
3. assignment operator
4. all of the above

Correct Answer : 4

Your Answer :

QuestionID : 12640 Subject Name CPP

Q100. The dynamic_cast operator

1. allows only upcasting in the class hierarchy
2. allows only downcasting in the class hierarchy
3. allows both upcasting and downcasting
4. none of the above

Correct Answer : 1

Your Answer :

Q1. `for` loop in C++:

1. all parameters of a for loop are to be specified.
2. the initialization part is compulsory.
3. if test expression is omitted then the value `false` is used instead.
4. all parameters of a `for` loop are optional.

Correct Answer : 4

Your Answer :

QuestionID : 994 Subject Name CPP

Q2. Which of the following would be a valid class declaration header for a derived class m, with base classes n and o?

i)class m : n, o

ii)class m : class n, class o

iii)class m : public n, public o

iv)class m : public n, o

1. All of the above.
2. i, iii and iv
3. ii, iii and iv
4. iii and iv

Correct Answer : 2

Your Answer :

QuestionID : 1006 Subject Name CPP

Q3. What do you think is the outcome of calling a redefined non-virtual function using a base-class pointer?

1. The appropriate redefined version of the function will be used.
2. The base-class version of the function will always be used.
3. The outcome is unpredictable.
4. A run-time error will occur.

Correct Answer : 2

Your Answer :

QuestionID : 1034 Subject Name CPP

Q4. Identify the true statements about memory allocation.?

i)A compiler allocates memory for a variable only if the new keyword is used?

ii)You must assign the memory address returned from a new statement to a pointer of the same type as the dynamically created variable.?

iii)The delete keyword can be used to free memory only if that memory was dynamically allocated using the new keyword.?

iv)When a statement that dynamically creates a variable is executed, the amount of memory allocated is determined automatically based on that variable`s type.

1. i, ii and iv
2. iii and iv
3. i, ii and iii
4. i and iii

Correct Answer : 2

Your Answer :

QuestionID : 1046 Subject Name CPP

Q5. A class is a _____

1. data type.
2. abstract type
3. user defined type.
4. all the above.

Correct Answer : 4

Your Answer :

QuestionID : 1049 Subject Name CPP

Q6. `const` keyword is used for those objects:

1. that can`t be instantiated.
2. that can`t be modified.
3. that need not be initialized.
4. none of the above.

Correct Answer : 2

Your Answer :

QuestionID : 1062 Subject Name CPP

Q7. Which of the following do you think happens if the throw() function has an empty exception specification, and you place it after a function`s parameter list?

1. No exception is thrown.
2. A default exception is thrown.
3. The first exception encountered is thrown.
4. Program will have an unexpected behavior.

Correct Answer : 1

Your Answer :

QuestionID : 1065 Subject Name CPP

Q8. Identify the true statements about abstract classes.

i)You cannot create a pointer to an abstract base class.

ii)Abstract base classes define real objects.

iii)You can have abstract classes at more than one layer of a hierarchy.

iv)If a derived class fails to redefine a pure virtual member function of the base class, then the derived class becomes an abstract class.

1. All of the above.
2. i, iii and iv
3. ii, iii and iv
4. iii and iv

Correct Answer : 4

Your Answer :

QuestionID : 1077 Subject Name CPP

Q9. Which of the following keywords do you think can be used when declaring static members in a class?

i)Public

ii)Private

iii)Protected

1. Only i
2. i and ii

3. i, ii and iii

4. i and iii

Correct Answer : 3

Your Answer :

QuestionID : 1097 Subject Name CPP

Q10. An Activation record ...

1. is memory that the function uses to store its parameters and local objects.

2. is memory that the function uses to store its local objects and not the parameters.

3. is memory that the function uses to store its parameters and not the local objects.

4. is none of the above.

Correct Answer : 1

Your Answer :

QuestionID : 1100 Subject Name CPP

Q11. Identify which of the following defines a function template that does not return a value and has a pointer of type T.

1. void T SortArray(T *pArray)

2. void SortArray(T *pArray)

3. T SortArray(T *pArray)

4. void SortArray(T pArray)

Correct Answer : 2

Your Answer :

QuestionID : 1114 Subject Name CPP

Q12. Which of the following statements enables the random access file, sales.bin, to be opened for I/O and binary operations?

1. open(\"sales.bin\", ios::in | out | ios::binary)

2. open(\"sales.bin\", ios::in|out | ios::binary)

3. open(\"sales.bin\", ios::in | ios::out | ios::binary)

4. open(\"sales.bin\", ios::in::out | ios::binary)

Correct Answer : 3

Your Answer :

QuestionID : 1115 Subject Name CPP

Q13. Which of the following statements describes what the seekp() function does?

1. It enables an instance of an istream class object to indicate the byte number in the file from which the next input is to occur.

2. It is same as seekg().

3. It enables the pointer of an ostream class object to indicate the byte number in the file from which the next output is to occur.

4. None of the above.

Correct Answer : 3

Your Answer :

QuestionID : 1128 Subject Name CPP

Q14. When traversing a linked list, the pointer to the current node is generally initialized to the memory address of the _____.

1. Last node.

2. Sought node.

3. Head

4. It can be anywhere in the list.

Correct Answer : 3

Your Answer :

QuestionID : 1157 Subject Name CPP

Q15. In the array representation of circular queue when we can say that queue is full ?

1. Front = Rear.

2. Front = Rear - 1.

3. Rear = Front ? 1.

4. Can?t say.

Correct Answer : 1

Your Answer :

QuestionID : 1162 Subject Name CPP

Q16. Which of the following is not the sorting method?

1. Heap Sort
2. Merge Sort
3. Bubble Sort
4. Quick-Heap Sort

Correct Answer : 4

Your Answer :

QuestionID : 1177 Subject Name CPP

Q17. _____ means that both the data and the methods which may access it are defined together in the same unit.

1. Data hiding
2. Encapsulation
3. Data binding
4. None of the above

Correct Answer : 2

Your Answer :

QuestionID : 1179 Subject Name CPP

Q18. Examine this code fragment:

```
CObject *pObject = (CObject *)new CRecord;
if (pObject == NULL){return;}
```

Identify the true statement.

1. Because a cast is used, the dynamically created object is of type Cobject.
2. A valid reference to a CRecord object is created, assuming CRecord is derived from Cobject.
3. Memory allocation failed.
4. None of the above.

Correct Answer : 2

Your Answer :

QuestionID : 8264 Subject Name CPP

Q19. Member function of a class are normally made ____ and data members of a class are normally made _____

1. public , private
2. private,public
3. public , protected
4. private , protected

Correct Answer : 1

Your Answer :

QuestionID : 8275 Subject Name CPP

Q20. Friend Function

1. is declared as friend and defined at the same time
2. is always an inline function
3. creates objects with initialization
4. None of the above

Correct Answer : 4

Your Answer :

QuestionID : 8298 Subject Name CPP

Q21. A object is a set of instances or values

Correct Answer : T

Your Answer :

QuestionID : 8299 Subject Name CPP

Q22. Virtual functions

1. Must be static member of base class.
2. Must be a static member of base class which must be defined.
3. Must be a non static member
4. Must be static member of base class which need not be defined.

Correct Answer : 3

Your Answer :

QuestionID : 8302 Subject Name CPP

Q23. A _____ is a linear list in which additions and deletions always take place at the same end

1. stack
2. queue
3. linkedlist
4. none

Correct Answer : 1

Your Answer :

QuestionID : 8336 Subject Name CPP

Q24. what will be the C++ output of the following code

```
#include < iostream.h >
void fooling(int i,int &j,int k)
{
return(i=j=k);
}
void fooling_result(int i)
{
cout << i;
}
main()
{
int j=3;
int x=fooling(1,j,4)
fooling_result(x);
result(0);
}
```

1. 6
2. 10
3. error
4. 5

Correct Answer : 3

Your Answer :

QuestionID : 8344 Subject Name CPP

Q25. One can not perform pointer airhtmatic on a ____ pointer without ____

1. void , cast
2. constant , contant pointer
3. constant , void pointer
4. none

Correct Answer : 1

Your Answer :

QuestionID : 8345 Subject Name CPP

Q26. Which is false

1. for a constructor initialization of the object is mandatory
2. a constructor must be a private member
3. a constructor must not return anything
4. a constructor neednot have default arguments

Correct Answer : 2

Your Answer :

QuestionID : 8372 Subject Name CPP

Q27. what will be te output of the following code

```
#include < iostream.h >
main()
```

```
{
int i1;
cout << endl << "Enter a 4 digit Integer:";
cin >> i1;
try
{
if(i1 < 1000)
throw(1);
else
{
if(i1%2)
throw(2);
else
throw(3);
}
}
catch(int i1)
{
if(i1==1)
cout << "Number less than 1000";
else
if(i1==2)
cout << "even number";
else
cout << "odd number";
}
return(0);
```

}

1. Number less than 1000
2. compliation error
3. Even number
4. Oddnumber

Correct Answer : 4

Your Answer :

QuestionID : 8402 Subject Name CPP

Q28. ___ and _____ are two error objects.

1. clog,cerr
2. cerror,clog
3. c_error,clog
4. none

Correct Answer : 1

Your Answer :

QuestionID : 8414 Subject Name CPP

Q29.

600)

```
#include < iostream.h >
#include < iostream >
using namespace std

main()
{
cout << "Best of Luck";
}
```

1. best of luck
2. best if luck!
3. compilation error
4. none of above

Correct Answer : 3

Your Answer :

QuestionID : 8433 Subject Name CPP

Q30. What will be the output?

```
ostream & unit(ostream & out)
{
out << "inches";
return out;
}
cout << 543 << unit;
```

1. Compiler Error
2. 543 garbage value
3. 543 unit
4. 543 inches

Correct Answer : 4

Your Answer :

QuestionID : 8452 Subject Name CPP

Q31.

```
#include < iostream.h >
class a
{
int x;
```

```
public:
int out_a(int a=100);
{
x=a;
return a;
}
};
class b
{
int y;
public:
int out_b(int b=1100);
{
y=b;
return b;
}
};
main()
{
a x[10];
b y[10];
y[2].out_b(200);
cout << y[1].out_b(x[1].out_a()+ y[2].out_b());
return 0;
}
```

1. 300

2. compilation error

3. 1100

4. 1200

Correct Answer : 3

Your Answer :

QuestionID : 8549 Subject Name CPP

Q32. What will be the output of code?

cout<<"testing:";<<36;

1. testing : 36

2. testing : 36;

3. compilation error

4. testing:36

Correct Answer : 3

Your Answer :

QuestionID : 8628 Subject Name CPP

Q33. What will be the C++ output of the following code

cout << " Testing : " << 036.45;

1. Testing : 36.45

2. Testing : 30.45

3. Compilation Error

4. Testing : 036.45

Correct Answer : 1

Your Answer :

QuestionID : 8635 Subject Name CPP

Q34. what will be the C++ output of the following code?

cout<<"Testing"<< 036;

1. Testing036

2. Testing30
3. compilation error
4. Testing36

Correct Answer : 2

Your Answer :

QuestionID : 8653 Subject Name CPP

Q35. Trigraph charcters is a sequence formed by three charcters of which the first charcters are

1. < <
2. > >
3. & &
4. ? ?

Correct Answer : 4

Your Answer :

QuestionID : 8655 Subject Name CPP

Q36. all variables used in the test expression of the while statement must be initialised is

1. always true
2. entirely baseless
3. not mandatory
4. both 2 & 3

Correct Answer : 1

Your Answer :

QuestionID : 8669 Subject Name CPP

Q37. What will be the cpp output

cout << "testing:" << 036.4500

1. testing:36.4500
2. testing: 36.45
3. testing:30.4500

4. testing: 036.45

Correct Answer : 2

Your Answer :

QuestionID : 8865 Subject Name CPP

Q38. what will be the output of the following code?

```
float x1=111.1234567;
{
cout << setprecision(8);
cout << setiosflags(ios::showpos);
cout << setiosflags(ios::showpoint);
cout << setiosflags(ios::fixed);
cout << setfill(*);
cout << setiosflags(ios::internal);
cout << setw(15) << (int x1);

}
```

1. +111.12346*****
2. *****+111.12346
3. *****111.12346
4. **111.1234567

Correct Answer : 3

Your Answer :

QuestionID : 8875 Subject Name CPP

Q39. C++ was originally developed by

1. Nicolas Wirth
2. Donald Knuth
3. Bjarne Stroustrup

4. Ken Thompson

Correct Answer : 3

Your Answer :

QuestionID : 8941 Subject Name CPP

Q40.

During inheritance which of the following are not inherited.

1.

friends

2.

constructors

3.

assignment operator

4.

all of the above

Correct Answer : 4

Your Answer :

QuestionID : 8944 Subject Name CPP

Q41.

With private inheritace public and protected members of a base class becomes _____ members of derived class.

1.

public

2.

private

3.

protected

4.

Correct Answer : 2

Your Answer :

QuestionID : 8960 Subject Name CPP

Q42.

A tree node with no children is called a terminal node.

Correct Answer : F

Your Answer :

QuestionID : 8972 Subject Name CPP

Q43.

Which of the following are true:-

1.

<< operator is also called "put to".

2.

>> operator is also called "get from".

3.

<< operator is called "insertion operator"

4.

All of the above

Correct Answer : 4

Your Answer :

QuestionID : 8974 Subject Name CPP

Q44.

The method of binary tree traversal are

1.

inorder traversal

2.

preorder traversal

3.

postorder traversal

4.

All of above

Correct Answer : 4

Your Answer :

QuestionID : 9003 Subject Name CPP

Q45.

What does the following declaration signifies?

void fun(int,int) const

1.

constant member function which does not alter class data

2.

invalid use of const

3.

void function to return a constant

4.

none

Correct Answer : 1

Your Answer :

QuestionID : 9027 Subject Name CPP

Q46.

In the function template defination it is not necessary to use each type parameter declared in the template prefix.

Correct Answer : F

Your Answer :

QuestionID : 9036 Subject Name CPP

Q47.

When a function is declared as a friend

1.

it become a member function

2.

it can access the private data of the class

3.

it gets restricted to that class

4.

All of the above

Correct Answer : 2

Your Answer :

QuestionID : 9071 Subject Name CPP

Q48.

I want a nonmember function to have access to the private members of a class. The class must declare that function

1.

friend

2.

inline

3.

static

4.

virtual

Correct Answer : 1

Your Answer :

QuestionID : 9105 Subject Name CPP

Q49.

What will be the output of the code if user enter "This is a test " ?

```
#include < iostream.h >
#include < string.h >

void main()
{
char str[8];
cin >> str;
cout << str;

}
```

1.

This is a test

2.

This is a

3.

This

4.

Error

Correct Answer : 3

Your Answer :

QuestionID : 9123 Subject Name CPP

Q50.

Where is an exception generated?

1.

In the catch block

2.

In the throw clause

3.

In the constructor of a class.

4.

Only when memory allocation fails.

Correct Answer : 2

Your Answer :

QuestionID : 9130 Subject Name CPP

Q51.

In C++ one can get the memory addresses of variables and functions.

Correct Answer : T

Your Answer :

QuestionID : 9135 Subject Name CPP

Q52.

Each member function including constructors have this pointer

Correct Answer : T

Your Answer :

QuestionID : 9186 Subject Name CPP

Q53. Which of the following should be the return type of friend operator << for proper working of the operator?

1. ostream&
2. istream&
3. ostream
4. istream

Correct Answer : 1

Your Answer :

QuestionID : 9189 Subject Name CPP

Q54. template< class T >

```
void fun(T x)
{
cout<<"template"<< x;
}
void fun(int x)
```

```
{
cout<<"int"<< x;
}
void fun(float x)
{
cout<<"float"<< x;
}
void main()
{
fun(20);
}
```

1. template20
2. int20
3. float20
4. none of the above

Correct Answer : 2

Your Answer :

QuestionID : 9230 Subject Name CPP

Q55. Cascading can be seen in which of following statements

1. function (45);
2. cout<<”Hello”<< name<< endl;
3. int array[45];
4. cin>>error;

Correct Answer : 2

Your Answer :

QuestionID : 9274 Subject Name CPP

Q56. Which feature of C++ you will use for creating a reusable linked list

1. metaclasses
2. instantiation
3. templates
4. All of the above

Correct Answer : 4

Your Answer :

QuestionID : 9275 Subject Name CPP

Q57. Abstract data type is synonymous to

1. Predefined data type
2. User defined data type
3. Compiler data type
4. Hardware related data type

Correct Answer : 2

Your Answer :

QuestionID : 11688 Subject Name CPP

Q58. The algorithms provided by the STL are implementd as_____`and perform various operations on elements of containers

1. Virtual functions
2. function templates
3. global variables
4. private data members

Correct Answer : 2

Your Answer :

QuestionID : 11723 Subject Name CPP

Q59. the cin object can be used to output data to the monitor

Correct Answer : F

Your Answer :

QuestionID : 11740 Subject Name CPP

Q60. The base class`s _____affects the way its members are inherited by the derived class.

1. name
2. return data type
3. access specification
4. a and b

Correct Answer : 3

Your Answer :

QuestionID : 11755 Subject Name CPP

Q61. the use of delete is to

1. only deallocate the memory allocated by new
2. deallocate the memory allocated by new & call the class destructor
3. call the destructor of that class whose object is to be destroyed
4. none of the above

Correct Answer : 2

Your Answer :

QuestionID : 11762 Subject Name CPP

Q62. Recursion can be used to

1. compute factorials
2. find GCD`s
3. traverse linked lists
4. All of these

Correct Answer : 4

Your Answer :

QuestionID : 11765 Subject Name CPP

Q63. Function templates allow you to write a single function definition that works with many different date types.

Correct Answer : T

Your Answer :

QuestionID : 11766 Subject Name CPP

Q64. A stack that is implemented as a linked list is known as a deque.

Correct Answer : F

Your Answer :

QuestionID : 11824 Subject Name CPP

Q65. _____are used to signal errors or unexpected events that occur while a program is running

1. Virtual functions
2. Destructors
3. Exceptions
4. Templates

Correct Answer : 3

Your Answer :

QuestionID : 11831 Subject Name CPP

Q66. The only difference between the get function and the >> operator is that get reads the first character typed , even if it is a space , tab, or the [Enter] key .

Correct Answer : T

Your Answer :

QuestionID : 11869 Subject Name CPP

Q67. When working with a linked list, one of the basic operations you can perform is to destroy the list

Correct Answer : T

Your Answer :

QuestionID : 11893 Subject Name CPP

Q68. If you do not declare a destructor function the compiler will furnish one automatically

Correct Answer : T

Your Answer :

QuestionID : 11911 Subject Name CPP

Q69. To append a node to a list means to_____.

1. Delete a node from the begining of the list
2. delete a node from the end of the list
3. Add a node to the begining of the list
4. Add a node to the end of the list

Correct Answer : 4

Your Answer :

QuestionID : 11966 Subject Name CPP

Q70. binary tree are commeley used with _____-----

1. recursive function
2. database application
3. linear data communication process
4. a and c

Correct Answer : 2

Your Answer :

QuestionID : 11968 Subject Name CPP

Q71. An individual array element can be processed like any other type of c++ variable

Correct Answer : T

Your Answer :

QuestionID : 11972 Subject Name CPP

Q72. In a linked list

1. the links are stored in an array
2. each link contains data or pointer to data
3. an array of pointers points to links
4. each link contains a pointer to the next link

Correct Answer : 2

Your Answer :

QuestionID : 11999 Subject Name CPP

Q73. output will be same if you use inorder , postorder or preorder traversals

of the same binary tree

Correct Answer : F

Your Answer :

QuestionID : 12023 Subject Name CPP

Q74. A good reason for overloading an operator is to enable it to

1. outperform its C language counter parts
2. work in its usual way, but with programmer-defined data types
3. operate on more operands than in its standard definitions
4. operate on no operands

Correct Answer : 2

Your Answer :

QuestionID : 12024 Subject Name CPP

Q75. Which of the following stream manipulator advances the cursor to the next line on the computer screen?

1. endl
2. edlin
3. advin
4. adin

Correct Answer : 1

Your Answer :

QuestionID : 12028 Subject Name CPP

Q76. The line containing a throw statement is known as the thrown point.

Correct Answer : T

Your Answer :

QuestionID : 12038 Subject Name CPP

Q77. Variation of the singly-linked list are:

1. Doubly-linked list
2. circular linked list
3. backword linked list
4. a and b

Correct Answer : 4

Your Answer :

QuestionID : 12053 Subject Name CPP

Q78. Which of the following is C++ object?

1. iostream
2. cin
3. read()
4. >>

Correct Answer : 2

Your Answer :

QuestionID : 12068 Subject Name CPP

Q79. Which of the following are false

1. We cannot derive a class from derived class
2. Base and its derived class cannot create object in same function
3. Derived classes cannot add new attributes of their own
4. All of the above

Correct Answer : 4

Your Answer :

QuestionID : 12096 Subject Name CPP

Q80. Memebers of a class object are accessed with the

1. dot operator
2. cin object
3. extraction operator

4. stream insertion operator

Correct Answer : 1

Your Answer :

QuestionID : 12102 Subject Name CPP

Q81. The begining of a function template is marked by a

1. return type
2. parameter list
3. template prefix
4. semicolon

Correct Answer : 3

Your Answer :

QuestionID : 12169 Subject Name CPP

Q82. A(n)_____ search is more efficient than a(n)_____search.

1. character,string
2. integer,double
3. binary,linear
4. none of these

Correct Answer : 3

Your Answer :

QuestionID : 12178 Subject Name CPP

Q83. In case of linked lists

1. every linked node has a pointer to the next link node
2. links have array of pointer to next link
3. array are used to hold the list
4. all of the above

Correct Answer : 1

Your Answer :

QuestionID : 12189 Subject Name CPP

Q84. what will be the output after the following program is executed?

```
# include < iostream.h >

main()

{

int x, y1;

x = 77;

y1 = 88;

int y2 = 55;

cout << x << *, * << y1 << ", " << y2 << endl;

return 0;

}
```

1. 77, 88
2. 55, 88, 77
3. 77, 88, 55
4. None of the above

Correct Answer : 3

Your Answer :

QuestionID : 12216 Subject Name CPP

Q85. The base class access specification can be viewed as a filter that base class members must pass through when becoming inherited members of a derived class.

Correct Answer : T

Your Answer :

QuestionID : 12250 Subject Name CPP

Q86. To set object values which is more efficient

1. assignment
2. use of = operator

3. initialization

4. any of the above

Correct Answer : 3

Your Answer :

QuestionID : 12281 Subject Name CPP

Q87. A dynamic static may be incremented as _____, and expand or shrink with each push or pop operation

1. array

2. structure

3. linked list

4. 1 and 2

Correct Answer : 3

Your Answer :

QuestionID : 12309 Subject Name CPP

Q88. a default exception block must be placed

1. at the end of all code in the program

2. globally, at the top of the file

3. last among the catch block

4. first among the catch block

Correct Answer : 3

Your Answer :

QuestionID : 12340 Subject Name CPP

Q89. Stack and Queue can be implemented as arrays or linked list.

Correct Answer : T

Your Answer :

QuestionID : 12343 Subject Name CPP

Q90. The term _____means non sequentially accessing information in a file.

1. cin.getline

2. cin.getrandom

3. random acess

4. read.randomly

Correct Answer : 3

Your Answer :

QuestionID : 12362 Subject Name CPP

Q91. Which of the following will read the salary variable from an input file named managers.dat?

1. infile << salary;

2. infile >> salary;

3. ifstream >> salary;

4. managers.dat >> salary;

Correct Answer : 2

Your Answer :

QuestionID : 12382 Subject Name CPP

Q92. A sequence container organizes data in a sequntial fashion, similar to an array.

Correct Answer : T

Your Answer :

QuestionID : 12405 Subject Name CPP

Q93. To create a sequential access output file , you must include the_____ header file in your program.

1. 270

2. 180

3. 90

4. 0

Correct Answer : 3

Your Answer :

QuestionID : 12406 Subject Name CPP

Q94. An insertion or deletion routine requires that you create _____ poiter(s)

for use during the traversal process.

1. two -- one for the node being inspected, and one for the previous node
2. two -- one for the node being inspected, and one for the next node
3. one -- for the node being inserted or deleted
4. three -- one for the inspected node, one for the next node, and one for the following node

Correct Answer : 1

Your Answer :

QuestionID : 12449 Subject Name CPP

Q95. Deleting an entire list requires the use of a delete operator

Correct Answer : T

Your Answer :

QuestionID : 12453 Subject Name CPP

Q96. A dynamic Queue can be implemented as _____.

1. dynamic linked list
2. fixed-length array
3. fixed-length circular queue
4. all of these

Correct Answer : 1

Your Answer :

QuestionID : 12481 Subject Name CPP

Q97. To access an array elements, used the array name and the element`s

1. data type
2. subscript
3. name
4. value

Correct Answer : 2

Your Answer :

QuestionID : 12501 Subject Name CPP

Q98. NTBS is popular abreviation for

1. National Technical Board of Studies
2. NULL terminated bytr strings
3. new template being served
4. none to be seen

Correct Answer : 2

Your Answer :

QuestionID : 12581 Subject Name CPP

Q99. The _____ is a binary tree is similar to the head pointer in a

linked list .

1. root pointer
2. leaf pointer
3. null pointer
4. binary pointer

Correct Answer : 1

Your Answer :

QuestionID : 12600 Subject Name CPP

Q100. A list that contain pointers to the previous node,the next node,and

a node in the third dimension is known as triple linked list

Correct Answer : F

Q1. Identify the true statements about polymorphism, as implemented in C++.

i)Polymorphism allows objects of different classes that are related by inheritance to respond differently to the same member function call.

ii)Early binding is the mechanism for implementing polymorphism

iii)C++ supports polymorphism using virtual functions

iv)Polymorphism does not allow overloading of base-class member functions in derived classes.

1. i, iii and iv
2. ii, iii and iv
3. Only iii
4. i, ii and iii

Correct Answer : 4

Your Answer :

QuestionID : 1063 Subject Name CPP

Q2. If a derived class does not supply a definition for a pure virtual function that is declared in its base class, then that function _____ in the derived class.

1. Is ignored.
2. Becomes concrete.
3. Remains pure virtual.
4. Is not accessible.

Correct Answer : 3

Your Answer :

QuestionID : 1099 Subject Name CPP

Q3. Identify the true statements about function templates.

i)All template definitions must be preceded by the keyword `class`

ii)The code in a template changes every time the function template is instantiated

iii)Every formal parameter in the template definition must appear at least once in the function`s parameter list.

iv)Formal parameter names must be unique in the parameter list of a template function

1. iii and iv
2. ii, iii and iv
3. i, ii, iii and iv
4. i and ii

Correct Answer : 1

Your Answer :

QuestionID : 1128 Subject Name CPP

Q4. When traversing a linked list, the pointer to the current node is generally initialized to the memory address of the _____.

1. Last node.
2. Sought node.
3. Head
4. It can be anywhere in the list.

Correct Answer : 3

Your Answer :

QuestionID : 1166 Subject Name CPP

Q5. What name is given to a collection of components or routines?

1. Bank
2. Namespace
3. Library
4. Schema

Correct Answer : 3

Your Answer :

QuestionID : 8320 Subject Name CPP

Q6. Friend function

1. is declared as a friend and defined elsewhere in the program
2. is always an inline function
3. creates objects without initialization
4. may be a static member function of a class

Correct Answer : 1

Your Answer :

QuestionID : 8379 Subject Name CPP

Q7. Constructor with default arguments for all its parameters is called a _____ constructor

1. default

2. copy

3. assignment

4. none

Correct Answer : 1

Your Answer :

QuestionID : 8424 Subject Name CPP

Q8. what will be the out put of following code?

```
class student
{
int roll_no;
protected:
float marks_percent;
public:
int days_present;
void inputdata(int i1,float f1,float f2)
{
roll_no=i1;
marks_percent=f1;
days_present=f2;
}
void displaydata(void)
{
cout << roll_no << "," << marks_percent << ","
<< days_present;}
int get_roll(void)
{
return(roll_no);
```

```
}
float get_marks(void)
{
return(marks_percent);
}

float get_days(void)
{
return(days_present);
}
};
```

if class is derived from the class student

class result:public student

and further class practicals is derived from class result

class practicals:public result

then data members inherited by practicals will be

1. roll_no,marks_percent and days_present
2. marks_percent and days_present
3. days_present
4. roll_no,marks_percent

Correct Answer : 2

Your Answer :

QuestionID : 8447 Subject Name CPP

Q9. #include < iostream.h >

```
int tt = 12;
main()
{
bool tt = false;
{
tt = ((::tt) * 0);
}
cout < < (true && tt) ;
return (0);
}
```

1. 0
2. 12
3. 1
4. Compilation error

Correct Answer : 1

Your Answer :

QuestionID : 8546 Subject Name CPP

Q10. what will be c++ output following code

```
main()
{
BASE B_object;
BASE *B_ptr;
DERIVED1 D1_object;
DERIVED1 *D1_ptr;
B_object.BB=10;
D1_object.BB=30;
B_ptr=&D1_object;
```

```
B_ptr->BB=20;
B_ptr = &B_object;
B_ptr->disp();
}
```

1. 20
2. 10
3. 30
4. compilation error

Correct Answer : 2

Your Answer :

QuestionID : 8628 Subject Name CPP

Q11. What will be the C++ output of the following code

```
cout << " Testing : " << 036.45;
```

1. Testing : 36.45
2. Testing : 30.45
3. Compilation Error
4. Testing : 036.45

Correct Answer : 1

Your Answer :

QuestionID : 8697 Subject Name CPP

Q12. input to a linker is

1. an executable file
2. an object file
3. assembly language(binary)output
4. none of the above

Correct Answer : 2

Your Answer :

QuestionID : 8879 Subject Name CPP

Q13. The operator >> is called

1. an extraction operator
2. a get from operator
3. either a or b
4. get to operator

Correct Answer : 3

Your Answer :

QuestionID : 8880 Subject Name CPP

Q14. When a language has the capability to produce new data type, it is called

1. Extensible
2. Overloaded
3. Encapsulated
4. Reprehensible

Correct Answer : 1

Your Answer :

QuestionID : 8888 Subject Name CPP

Q15. A class having no name

1. is not allowed
2. cannot have a constructor
3. cannot have a destructor
4. cannot be passed as an argument

Correct Answer : 4

Your Answer :

QuestionID : 8906 Subject Name CPP

Q16.

Data items in a class may be public.

Correct Answer : T

Your Answer :

QuestionID : 8926 Subject Name CPP

Q17.

A standard template library STL is library of Container class.

Correct Answer : T

Your Answer :

QuestionID : 8988 Subject Name CPP

Q18.

Will the following prog compile

```
# include < iostream.h >
class one { public:
virtual void show();
};
class two:public one
{
public:
void show();
};
void main()
{}
```

1.

will compile

2.

void show(); in two will give error

3.

missing use of virtual in two will give error

4.

None of above

Correct Answer : 1

Your Answer :

QuestionID : 9038 Subject Name CPP

Q19.

What will be the output

typedef int sin;

sin a=5,b=10;

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

1.

5 10

2.

a b

3.

compile error

4.

10 5

Correct Answer : 1

Your Answer :

QuestionID : 9066 Subject Name CPP

Q20.

Which of the following can be overloaded

1.

Constructors

2.

functions

3.

operators

4.

All of the above

Correct Answer : 4

Your Answer :

QuestionID : 9104 Subject Name CPP

Q21.

In C++, only one catch block can handle all the exceptions.

Correct Answer : T

Your Answer :

QuestionID : 9181 Subject Name CPP

Q22. What will be the output?

```
#include < iostream.h >
class A
{
int a;
int b;
public:
A(int a,int b)
{
cout << "Two";
}
A(int a,int b,int c=1)
{
cout << "Three";
}
A(int a)
{
cout << "One";
}
};
void main()
{
```

```
int a=10,b=20;
A obj(a,b);
}
```

1. One
2. Two
3. Three
4. Error

Correct Answer : 4

Your Answer :

QuestionID : 9230 Subject Name CPP

Q23. Cascading can be seen in which of following statements

1. function (45);
2. cout<<"Hello"<< name<< endl;
3. int array[45];
4. cin>>error;

Correct Answer : 2

Your Answer :

QuestionID : 9243 Subject Name CPP

Q24. A static member is visible only within class but it's lifetime is only in

1. the class
2. the object
3. the function
4. the program

Correct Answer : 4

Your Answer :

QuestionID : 9257 Subject Name CPP

Q25. In stacks the data item to be placed first in the stack

1. is the last data item to be removed from stack
2. not provided any stack number
3. given stack number as 0
4. the first item to be removed from stack

Correct Answer : 1

Your Answer :

QuestionID : 11714 Subject Name CPP

Q26. The Update expression of a for loop can contain more than one statement

,for example count++

Correct Answer : T

Your Answer :

QuestionID : 11785 Subject Name CPP

Q27. deleting a leaf node from a binary tree is not difficult.

deleting a non leaf node requires several steps

Correct Answer : T

Your Answer :

QuestionID : 11839 Subject Name CPP

Q28. class is template for object and object is instance of class

Correct Answer : T

Your Answer :

QuestionID : 11842 Subject Name CPP

Q29. to perform multiple arithmetic operation in a single statement, overloaded operator funtions should return _____

1. the address of the funtion
2. an object of the class type
3. a copy of the values passed to them
4. none of these

Correct Answer : 2

Your Answer :

QuestionID : 11848 Subject Name CPP

Q30. In c++ the = operator indicate

1. a. Equality
2. b. Assignment
3. c. Subtraction
4. d. Negation

Correct Answer : 2

Your Answer :

QuestionID : 11888 Subject Name CPP

Q31. The number of comparisons made by a binary search is expressed in

powers of two.

Correct Answer : T

Your Answer :

QuestionID : 11921 Subject Name CPP

Q32. _____ arguments are passed to parameters automatically if no argument is provided in the function call

1. local
2. default
3. global
4. relational

Correct Answer : 2

Your Answer :

QuestionID : 12036 Subject Name CPP

Q33. In C++ program, two slash marks (//) indicates:

1. The End Of statement
2. The begining of comment

3. The end of program

4. The begining of a block of code

Correct Answer : 2

Your Answer :

QuestionID : 12041 Subject Name CPP

Q34. The programmer must declare in advanced the size of dynamic stack or queue.

Correct Answer : F

Your Answer :

QuestionID : 12143 Subject Name CPP

Q35. If an exception is not caught, it is stored for later use.

Correct Answer : F

Your Answer :

QuestionID : 12144 Subject Name CPP

Q36. All nodes to the right of the a node hold values greater than the node value

Correct Answer : T

Your Answer :

QuestionID : 12186 Subject Name CPP

Q37. An exception thrown from outside a try block_____

1. will be caught outside the catch block

2. will be caught inside the catch block

3. will remain inside the throw block

4. none of these

Correct Answer : 4

Your Answer :

QuestionID : 12206 Subject Name CPP

Q38. The bubble sort is an easy way to arrange data into ascending order,

but it cannot arrange data into descending order.

Correct Answer : F

Your Answer :

QuestionID : 12442 Subject Name CPP

Q39. _____ is a value or an object that signals an error.

1. destructor
2. template
3. throw
4. exception

Correct Answer : 4

Your Answer :

QuestionID : 12457 Subject Name CPP

Q40. Compiler ignores white spaces except in

1. Preprocessor directives
2. String constants
3. Both above
4. None above

Correct Answer : 3

Your Answer :

QuestionID : 12460 Subject Name CPP

Q41. An array with no elements is

1. legal in c++
2. illegal in C++
3. automatically furnished one element,with a value of zero
4. automatically furnished one value -- the null terminator

Correct Answer : 2

Your Answer :

QuestionID : 12461 Subject Name CPP

Q42. output will be same if you use inorder , postorder or preorder traversals

of the same binary tree

Correct Answer : F

Your Answer :

QuestionID : 12478 Subject Name CPP

Q43. In C++ it is legal to create an array of functions.

Correct Answer : F

Your Answer :

QuestionID : 12497 Subject Name CPP

Q44. A Binary tree is a non linear linked list where each node may point to _____ other nodes.

1. no
2. one
3. two
4. All of these

Correct Answer : 4

Your Answer :

QuestionID : 12549 Subject Name CPP

Q45. the statements cin.width(10);will read_____ character

1. Nine
2. ten
3. eleven
4. eight

Correct Answer : 1

Your Answer :

QuestionID : 12567 Subject Name CPP

Q46. How much memory is reserved for a function template?

1. 4 bytes

2. 8 bytes
3. 2 bytes
4. No memory

Correct Answer : 4

Your Answer :

QuestionID : 12570 Subject Name CPP

Q47. which of the following is not a mode in which you can open a file

1. ios::nocreate
2. ios::close
3. ios::noreplace
4. ios::app

Correct Answer : 2

Your Answer :

QuestionID : 12594 Subject Name CPP

Q48. which of following is not an error handling method

1. eof()
2. tellp()
3. bad()
4. fail()

Correct Answer : 2

Your Answer :

QuestionID : 12620 Subject Name CPP

Q49. _____ is commonly used to extend a class, or to give it additional capabilities.

1. Inheritance
2. Privacy

3. The constructor

4. The destructor

Correct Answer : 1

Your Answer :

QuestionID : 12621 Subject Name CPP

Q50. method of traversing a tree is

1. inorder

2. preorder

3. postorder

4. all of these

Correct Answer : 4

Your Answer :

Q1. `for` loop in C++:

1. all parameters of a for loop are to be specified.

2. the initialization part is compulsory.

3. if test expression is omitted then the value `false` is used instead.

4. all parameters of a `for` loop are optional.

Correct Answer : 4

Your Answer :

QuestionID : 980 Subject Name CPP

Q2. C++ provides inline functions to help reduce function call overhead, especially for _____.

1. Large functions.

2. Recursive functions.

3. Small functions.

4. None of the above

Correct Answer : 3

Your Answer :

QuestionID : 1030 Subject Name CPP

Q3. Identify the true statements about the use of pointers in C++.

i)A pointer is a variable that can contain the memory address of another variable as its value.

ii)Though not necessary, pointers make the use of dynamic memory allocation more efficient.

iii)You can use casting to cause a pointer of one type to reference the memory address of a variable of another type.

iv)In a cout statement, you can use a pointer to display a memory address.

1. i, ii and iv.
2. ii, iii and iv.
3. i, ii, iii and iv.
4. i and iii

Correct Answer : 3

Your Answer :

QuestionID : 1039 Subject Name CPP

Q4. What will be the output of the following piece of code when executed ?

#include int main(void){ int Factor =5; int Product = 1; do{++Factor; Product*=Factor;}while(Factor == 15); cout<<\"Product is \"<< Product<

1. Product is 3024.
2. Product is 6.
3. Will generate compiler error.
4. None of the above.

Correct Answer : 2

Your Answer :

QuestionID : 1080 Subject Name CPP

Q5. The `ends` manipulator:

1. Appends null character to the stream and flushes it.
2. Causes the next output to be on new line.
3. Just flushes the stream.

4. None of the above.

Correct Answer : 1

Your Answer :

QuestionID : 1100 Subject Name CPP

Q6. Identify which of the following defines a function template that does not return a value and has a pointer of type T.

1. void T SortArray(T *pArray)
2. void SortArray(T *pArray)
3. T SortArray(T *pArray)
4. void SortArray(T pArray)

Correct Answer : 2

Your Answer :

QuestionID : 1101 Subject Name CPP

Q7. int diff(int x)

{int s;

s -= diff(x-1);

return(s);}

void main()

{int res = diff(5);

cout << res;}

Determine the output of the code written above:

1. -15
2. 0
3. Compilation error.
4. Stack overflow.

Correct Answer : 4

Your Answer :

QuestionID : 8307 Subject Name CPP

Q8. Which is false

1. a destructor can not be parameterised
2. a destructor is a special member function
3. a destructor returns 1 when the Object is destroyed successfully
4. a destructor is automatically invoked by the compiler

Correct Answer : 3

Your Answer :

QuestionID : 8350 Subject Name CPP

Q9. new operator allocates memory blocks from the ____

1. stack
2. code segment
3. heap
4. data segment

Correct Answer : 3

Your Answer :

QuestionID : 8351 Subject Name CPP

Q10. Static data member of a class

1. has only one copy for the entire class
2. has global visibility
3. can have multiple initializations
4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 8357 Subject Name CPP

Q11. A void pointer in c++...

1. can be assigned to any pointer as is
2. can be assigned to any pointer with type casting

3. can not be assigned to any pointer

4. can be assigned to only another void pointer

Correct Answer : 2

Your Answer :

QuestionID : 8421 Subject Name CPP

Q12. what will be the output? (keybord input to i1 be 25)

```
#include< iostream.h >
main()
{

cin >> float i1; // enter value 25
cout << i1;
}
```

1. 25
2. 25.00
3. 25.000000
4. compilation error

Correct Answer : 4

Your Answer :

QuestionID : 8600 Subject Name CPP

Q13. which is false?

1. function declared without arguments can not be called with arguments in c++.
2. function declared without arguments can be called with arguments in c.
3. function header must contain data type for the argument variable in c++
4. function declared with no arguments can not be called with arguments in c.

Correct Answer : 4

Your Answer :

QuestionID : 8801 Subject Name CPP

Q14. the output of a linker is

1. an object file
2. assemblt language(binary)output
3. an executable file
4. none of the above

Correct Answer : 3

Your Answer :

QuestionID : 8966 Subject Name CPP

Q15.

The keyword const can be used along with

1.

variables

2.

object and member functions

3.

member function arguments

4.

all of above

Correct Answer : 4

Your Answer :

QuestionID : 8970 Subject Name CPP

Q16.

The shape of a binary tree if determined by the order in which values are inserted.

Correct Answer : T

Your Answer :

QuestionID : 8982 Subject Name CPP

Q17.

The linear data structures are

1.

stacks

2.

linked list

3.

queues

4.

All of above

Correct Answer : 4

Your Answer :

QuestionID : 9011 Subject Name CPP

Q18.

It is posssible to overload a function template and an ordinary(non-template) function.

Correct Answer : T

Your Answer :

QuestionID : 9039 Subject Name CPP

Q19.

If a class declares static, this means:

1.

Each instance of a class will have its own copy of the variable.

2.

Changing the variable in one instance will have its own effect on other instances of the class.

3.

There will be only one instance of the variable initialized for all classes.

4.

Every instance of the class must consider the value of the static variable initializing.

Correct Answer : 3

Your Answer :

QuestionID : 9053 Subject Name CPP

Q20.

in the statement c=new int;

new int is an

1.

lvalue

2.

rvalue

3.

cvalue

4.

new value

Correct Answer : 2

Your Answer :

QuestionID : 9079 Subject Name CPP

Q21. #include < iostream.h >

void main()

{

int x=0;

while(x++<5)

{

static x;

x+=2;

cout << x <<" ";

}

}

1. 1 2 3 4 5

2. 2 4 6 8 10

3. Compile Time Error

4. RunTime Error

Correct Answer : 2

Your Answer :

QuestionID : 9125 Subject Name CPP

Q22. #include < iostream.h >

```
void main()
{
int arr[]={10,20,30,40,50};
int x,*ptr1=arr,*ptr2=&arr[3];
x=ptr2-ptr1;
cout << x;

}
```

1. 6

2. 3

3. Compile Time Error

4. Runtime Error

Correct Answer : 2

Your Answer :

QuestionID : 9128 Subject Name CPP

Q23.

When an exception if throw,but not caught,the program ignores the error.

Correct Answer : F

Your Answer :

QuestionID : 9148 Subject Name CPP

Q24.

Preprocessor #define macro and inline functions use the same mechanism.

Correct Answer : F

Your Answer :

QuestionID : 9179 Subject Name CPP

Q25.

class A is virtual base class for class B, class C is derived from class B. If object of class D is instantiated, what will be the sequence of calling (not executing) constructors?

1.

C A B D

2.

C B A D

3.

C B D A

4.

none

Correct Answer : 4

Your Answer :

QuestionID : 9183 Subject Name CPP

Q26. Which of the following is equivalent to C-style casting?

1. static_cast
2. dynamic_cast
3. const_cast
4. reinterpret_cast

Correct Answer : 4

Your Answer :

QuestionID : 9185 Subject Name CPP

Q27. void min()

{

cout << sizeof(bool);

}

What will be the output?

1. 1
2. 2
3. 4
4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 9218 Subject Name CPP

Q28. Self referential class is the class

1. That refers to itself.
2. Which is having pointer of the same type.
3. Which has nested class with the same name
4. All of the above.

Correct Answer : 2

Your Answer :

QuestionID : 9223 Subject Name CPP

Q29. What is true of the following?

1. reference to array is possible
2. reference to refernce is possible
3. array of reference is possible
4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 9232 Subject Name CPP

Q30. What is true about "*this"?

1. keywords cannot have * before them
2. *this is the object itself
3. since this is not a variable it cannot be a pointer
4. None of above

Correct Answer : 2

Your Answer :

QuestionID : 11719 Subject Name CPP

Q31. To combine many modes in file handling the sybol used is of

1. bitwise or operator
2. bitwise XOR operator
3. bitwise AND operator
4. scope resolution operator

Correct Answer : 1

Your Answer :

QuestionID : 11768 Subject Name CPP

Q32. The constructor with no arguments is called

1. copr constructor
2. default constructor

3. inline constructor

4. parameterized constructor

Correct Answer : 2

Your Answer :

QuestionID : 11794 Subject Name CPP

Q33. A stack can be adopted to work with _____ data types.

1. all

2. only the built-in C++

3. Only abstract

4. deque-like

Correct Answer : 1

Your Answer :

QuestionID : 11825 Subject Name CPP

Q34. A node that has no children is a_____.

1. root node

2. head node

3. leaf node

4. none

Correct Answer : 3

Your Answer :

QuestionID : 11831 Subject Name CPP

Q35. The only difference between the get function and the >> operator is that get reads the first character typed , even if it is a space , tab, or the [Enter] key .

Correct Answer : T

Your Answer :

QuestionID : 11878 Subject Name CPP

Q36. The ___ data type can be used to create files and write information to them

1. ofstream

2. ifstream

3. afstream

4. none of these

Correct Answer : 1

Your Answer :

QuestionID : 11967 Subject Name CPP

Q37. friend is a keyword used for

1. making an outside function access public data of a class

2. making an outside function access private data of a class

3. making a private data avialable to member function

4. none of these

Correct Answer : 2

Your Answer :

QuestionID : 12004 Subject Name CPP

Q38. What will be the output after the following program is executed?

```
#include < iostream.h >
main()
{
int n = 5, x;
x = ++n * --n;

cout << ++n << " " << ++n << " " << ++n << endl;

}
```

1. 876

2. 678

3. 5 6 7

4. 7 8 9

Correct Answer : 1

Your Answer :

QuestionID : 12141 Subject Name CPP

Q39. In the statement template < class T >, what does T represent

1. The name of the function Template
2. "T" stands for "template"
3. A generic data type that is used in function template
4. The "int" data type

Correct Answer : 3

Your Answer :

QuestionID : 12189 Subject Name CPP

Q40. what will be the output after the following program is executed?

```
# include < iostream.h >
main()
{
int x, y1;
x = 77;
y1 = 88;
int y2 = 55;
cout << x << *, * << y1 << ", " << y2 << endl;
return 0;
}
```

1. 77, 88
2. 55, 88, 77

3. 77, 88, 55

4. None of the above

Correct Answer : 3

Your Answer :

QuestionID : 12207 Subject Name CPP

Q41. Static binding occurs when the compiler binds a function call with the function call thatresides in the same classas the class itself

Correct Answer : T

Your Answer :

QuestionID : 12259 Subject Name CPP

Q42. default constructor is called when an object is created

1. with initialization values

2. without initialization values

3. with or without initialization values

4. none of above

Correct Answer : 2

Your Answer :

QuestionID : 12276 Subject Name CPP

Q43. A class object`s can be defined prior to the class declaration.

Correct Answer : F

Your Answer :

QuestionID : 12342 Subject Name CPP

Q44. If four calls as given below are made to a template XYZ(), how many instatiations

will be placed in memory XYZ (integer1);XYZ (integer2);XYZ(float1);XYZ(float2)

1. only 1

2. two

3. unknown

4. None of above

Correct Answer : 2

Your Answer :

QuestionID : 12348 Subject Name CPP

Q45. When C++ is working with an operator, it survives to convert the

operands to the same type.

Correct Answer : T

Your Answer :

QuestionID : 12416 Subject Name CPP

Q46. a ---- is a container that provides quick access to elements at the front and the back of the list:

1. stack
2. queue
3. deque
4. all of these

Correct Answer : 3

Your Answer :

QuestionID : 12448 Subject Name CPP

Q47. Observe the following code and then answer

```
template < class a >
a max (a z1, a z2)
{
return (z1>z2) ? z1 : z2;
}
```

which of the following is correct?

1. z1 and z2 are the data types
2. a is the data type
3. longest data type name will be returned

4. the greater the template smaller is the class

Correct Answer : 3

Your Answer :

QuestionID : 12462 Subject Name CPP

Q48. Which of the following are false

1. We cannot derive a class from derived class
2. Base and its derived class cannot create object in same function
3. Derived classes cannot add new attributes of their own
4. All of the above

Correct Answer : 4

Your Answer :

QuestionID : 12470 Subject Name CPP

Q49. Whereas < is called relational operator , x < y is called a(n) _____ .

1. a. Arithmetic

operator

2. b. Relative operator
3. c. Relational

Expression

4. d. Lageness Test

Correct Answer : 3

Your Answer :

QuestionID : 12563 Subject Name CPP

Q50. a limitation of c++ lang. is it`s inability to construct complex

mathematical expression

Correct Answer : F

Your Answer :

Q1. Which of the following keywords do you think can be used when declaring static members in a class?

i)Public

ii)Private

iii)Protected

1. Only i
2. i and ii
3. i, ii and iii
4. i and iii

Correct Answer : 3

Your Answer : 1

QuestionID : 1032 Subject Name CPP

Q2. Identify the true statements about a this pointer.

i)It is initialized automatically to the memory address of the object in which it is contained.

ii)It is a pointer to an object`s member functions.

iii)It can`t be used explicitly in a program.

iv)It is of the same type as the object in which it is contained.

1. i and iv.
2. ii, iii and iv.
3. i, ii, iii and iv.
4. i and iii

Correct Answer : 1

Your Answer :

QuestionID : 1101 Subject Name CPP

Q3. int diff(int x)

{int s;

s -= diff(x-1);

return(s);}

void main()

{int res = diff(5);

cout << res;}

Determine the output of the code written above:

1. -15
2. 0
3. Compilation error.
4. Stack overflow.

Correct Answer : 4

Your Answer :

QuestionID : 1107 Subject Name CPP

Q4. Identify the true statements about the use of pointers in C++.

i)A pointer is a variable that can contain the memory address of another variable as its value.

ii)Though not necessary, pointers make the use of dynamic memory allocation more efficient.

iii)You can use casting to cause a pointer of one type to reference the memory address of a variable of another type.

iv)In a cout statement, you can use a pointer to display a memory address.

1. i, ii and iv.
2. ii, iii and iv.
3. i, ii, iii and iv.
4. i and iii

Correct Answer : 3

Your Answer :

QuestionID : 1137 Subject Name CPP

Q5. In the array representation of circular queue when we can say that queue is full ?

1. Front = Rear.
2. Front = Rear - 1.
3. Rear = Front ? 1.
4. Can?t say.

Correct Answer : 1

Your Answer :

QuestionID : 1155 Subject Name CPP

Q6. Identify the true statements about a link/next pointer.?

i)Its value should be changed only if the linked list`s head changes?

ii)It is a self-referential class data member?

iii)It is used to reference a node in a linked list?

iv)If it belongs to the last node in the list, it should have a NULL value

1. i,ii and iv.
2. ii, iii and iv
3. i, ii and iii
4. i and iii

Correct Answer : 2

Your Answer :

QuestionID : 8234 Subject Name CPP

Q7. An instance is

1. a non-static Data Member
2. neccessary to establish inheritance
3. not an Object related issue
4. None of the above

Correct Answer : 1

Your Answer :

QuestionID : 8256 Subject Name CPP

Q8. An Object is

1. a class declration for an instance
2. composed of data, and functions that operate on the data
3. an physical non-living entity

4. an abstract concept

Correct Answer : 2

Your Answer :

QuestionID : 8375 Subject Name CPP

Q9. What will be the output?

```
#include < iostream.h >
using namespace std;
main()
{
cout << "best of luck!";
}
```

1. best of luck
2. best of luck!
3. compilation error
4. none of the above

Correct Answer : 3

Your Answer :

QuestionID : 8378 Subject Name CPP

Q10. what will be the c++ output of the following code...

```
int x1=1000.2500;
main()
{
int x1=1110;
x1=1100.35;
cout << (::x1)+x1;
}
```

1. 2101
2. 2111
3. 2100
4. compilation error

Correct Answer : 3

Your Answer :

QuestionID : 8397 Subject Name CPP

Q11. What will be the C++ output of the following code

(Number entered=100)

```
#include < iostream.h >
main()
{
int i1;
cout << endl << "enter the four digit;
//enter number 100
cin >> i1;
try
{
if(i1 < 1000)
throw (1);
else
{
if(i1%2)
throw (2);
else
throw (3);
}
```

```
}catch(int i1)
{
if(i1==2)
cout << "even number";
else
cout << "odd number";
}
return (0);
}
```

1. runtime error
2. compilation error
3. even number
4. odd number

Correct Answer : 4

Your Answer :

QuestionID : 8453 Subject Name CPP

Q12. C is derived from classes A and B means the type of inheritance is-

1. single
2. hierarchial
3. multilevel
4. multiple

Correct Answer : 4

Your Answer :

QuestionID : 8551 Subject Name CPP

Q13. In the c++ statement

```
int &sqrt=s1;
```

1. & is the bitwise AND operator
2. sqrt is a reference variable of data type of s1
3. sqrt is a reference variable of data type of int
4. None of the above

Correct Answer : 3

Your Answer :

QuestionID : 8655 Subject Name CPP

Q14. all variables used in the test expression of the while statement must be initialised is

1. always true
2. entirely baseless
3. not mandatory
4. both 2 & 3

Correct Answer : 1

Your Answer :

QuestionID : 8770 Subject Name CPP

Q15. what will be the c++ output of the following code?

```
int x1=1000;
main()
{
int x=1100;
cout << ((::x1)+x1);
}
return (0);
}
```

1. 2000
2. 2100

3. 2110

4. compilationerror

Correct Answer : 3

Your Answer :

QuestionID : 8772 Subject Name CPP

Q16. /* This is // a comment */

C++ compiler will

1. ignore entire line

2. ignore everything after //

3. give a compilation error

4. Nothing will be ignored

Correct Answer : 1

Your Answer :

QuestionID : 8904 Subject Name CPP

Q17.

When a derived class object is placed in a base class variable

1.

it acts like a base class object

2.

it remains to behave as a derived class object

3.

it gives compilation error

4.

none

Correct Answer : 1

Your Answer :

QuestionID : 8912 Subject Name CPP

Q18.

Which of the following ia not a C++ operator?

1.

^=

2.

.*

3.

&=

4.

->>

Correct Answer : 4

Your Answer :

QuestionID : 8938 Subject Name CPP

Q19.

What does following signify int *p = &++a

1.

p points to a

2.

p is an reference of a

3.

Error on compilation

4.

None of above

Correct Answer : 3

Your Answer :

QuestionID : 8963 Subject Name CPP

Q20.

Static data members cannot be private.

Correct Answer : F

Your Answer :

QuestionID : 8978 Subject Name CPP

Q21.

if tree has only one node than the tree may be a

1.

binary tree

2.

tertiary tree

3.

not a tree

4.

a and b

Correct Answer : 4

Your Answer :

QuestionID : 9077 Subject Name CPP

Q22.

C++ treats its data as

1.

a flowchart

2.

flowdiagram

3.

streams

4.

System canals

Correct Answer : 3

Your Answer :

QuestionID : 9115 Subject Name CPP

Q23.

In C++ identifier can begin with a $ sign.

Correct Answer : T

Your Answer :

QuestionID : 9209 Subject Name CPP

Q24. #include < iostream.h >

```
void main()
{
const int num=5;
int *p=const_cast< int* >(&num);
*p=10; ++*p;
cout << num ;
}
```

1. 5
2. 10
3. 11
4. compiler error

Correct Answer : 1

Your Answer :

QuestionID : 9226 Subject Name CPP

Q25. Which of the following are true about virtual functions

1. They cannot be static members
2. The virtual functions must be members of same class
3. They are accessed using object pointers

4. All of above

Correct Answer : 4

Your Answer :

QuestionID : 9256 Subject Name CPP

Q26. OOP revolves largely around classes because

1. They bring together attributes and behavior of objects
2. They permit the data to be hidden or exposed
3. They help to model real world objects
4. All of above

Correct Answer : 4

Your Answer :

QuestionID : 9272 Subject Name CPP

Q27. Which of the following is true for exception handling

1. the catch block immediately follows try block
2. throw block follows the catch block
3. finally block follows catch block
4. None of the above

Correct Answer : 1

Your Answer :

QuestionID : 11754 Subject Name CPP

Q28. What will be the switch statement display if the id variable contains the number 2?

Use the following switch statement to answer questions 42 through 44. id is a short Integer variable.

```
Switch(id)
{
case 1:
cout << "Jane" << endl;
```

```
break;
case 2 :
cout << "paul" << endl;
break;
case 3 :
case 5:
cout << "Jerry" << endl;
break;
default :cout << "Sue" << endl;
}
}
```

1. Sue
2. Paul
3. Jerry
4. Janet

Correct Answer : 2

Your Answer :

QuestionID : 11920 Subject Name CPP

Q29. Inheritance occure when class adopts allthe traits of-------

1. a function
2. variable
3. a parent class
4. an object

Correct Answer : 3

Your Answer :

QuestionID : 11938 Subject Name CPP

Q30. to overload a postfix ++ for a number class, an appropriate function header is

1. this number::operator++(number &num)
2. number& number

::operator++()

3. number& number

::operator++(int)

4. number& number

::operator++(number &num)

Correct Answer : 3

Your Answer :

QuestionID : 11973 Subject Name CPP

Q31. The first node in a binary tree list is called the_____.

1. head pointer
2. binary node
3. root node
4. pointer node

Correct Answer : 3

Your Answer :

QuestionID : 11974 Subject Name CPP

Q32. A binary search tree can be created using a struct containing data value

and _____

1. a pointer to first child node
2. a pointer to last child node
3. two pointers one for the left child and one for the right child
4. two data nodes

Correct Answer : 3

Your Answer :

QuestionID : 12074 Subject Name CPP

Q33. It is _____ to pass an argument to a function that contains an individual array element, such as numbers[3].

1. illegal in C++
2. legal in C++
3. not recommended by the ANSI committee
4. not good programming practice

Correct Answer : 2

Your Answer :

QuestionID : 12082 Subject Name CPP

Q34. To use a template class member function, use the -------with the instantiation .

1. Keyword template
2. Class Defination
3. Dot operator
4. scope resolution operator

Correct Answer : 4

Your Answer :

QuestionID : 12098 Subject Name CPP

Q35. The auto_ptr belongs to

1. memory header file
2. graphics file
3. iostream header file
4. void header file

Correct Answer : 1

Your Answer :

QuestionID : 12109 Subject Name CPP

Q36. A tree with a height of 3 has

1. six nodes
2. one root and three nodes with two children each

3. three levels

4. three subtrees

Correct Answer : 3

Your Answer :

QuestionID : 12116 Subject Name CPP

Q37. Data structure that can dynamically store elements and can grow and shrink in the size are:

1. Stacks

2. Queues

3. Deques

4. All of these

Correct Answer : 4

Your Answer :

QuestionID : 12131 Subject Name CPP

Q38. C++ limits the number of array dimensions to two.

Correct Answer : F

Your Answer :

QuestionID : 12156 Subject Name CPP

Q39. What will be the output of the following program if your integer inputs are 88, 64 and 37 ?

```
main()
{
int a, b,c;
cout << "Enter three integers: ";
cin >> a >> b >> c;
if (a >=b && a >=c ) cout << a endl;
if(b >=a && b >=c ) cout << b endl;)
if(c >=a && c >=b ) cout << c endl;)
}
```

}

1. 37
2. 88
3. 64
4. 176

Correct Answer : 2

Your Answer :

QuestionID : 12297 Subject Name CPP

Q40. To avoid the duplication of inherited members due to different paths of inheritance.It is better to design the common base class as

1. vital base function
2. base class with no members
3. virtual base class
4. base class with members initialized to zero

Correct Answer : 3

Your Answer :

QuestionID : 12310 Subject Name CPP

Q41. what is the code effect on compilation

```
const MAX=50
void main()
{cout << max;}
```

1. output will be 50
2. output will be MAX
3. Error
4. Ascii value of `M`

Correct Answer : 3

Your Answer :

QuestionID : 12317 Subject Name CPP

Q42. A new node cannot become the first node in the list

Correct Answer : F

Your Answer :

QuestionID : 12336 Subject Name CPP

Q43. _____members of a base class are never accessible to a

derived class.

1. public
2. private
3. protected
4. a,b,and c

Correct Answer : 2

Your Answer :

QuestionID : 12340 Subject Name CPP

Q44. Stack and Queue can be implemented as arrays or linked list.

Correct Answer : T

Your Answer :

QuestionID : 12354 Subject Name CPP

Q45. Most of the lines in a program contains something meaningfull; however, some of the lines contain nothing at all

Correct Answer : T

Your Answer :

QuestionID : 12467 Subject Name CPP

Q46. recursive algorithemare less efficent then iterative algorithem

Correct Answer : T

Your Answer :

QuestionID : 12512 Subject Name CPP

Q47. class copy constructor should be used when

1. new object is initialized to existing object of same class
2. class is derive class
3. constructor is default
4. new class is to be derived from existing class

Correct Answer : 1

Your Answer :

QuestionID : 12515 Subject Name CPP

Q48. The line containing a throw statement is known as the throw point.

Correct Answer : T

Your Answer :

QuestionID : 12585 Subject Name CPP

Q49. friend function can actually used to

1. prevent clashes between two or more classes
2. use object of private classes
3. allow a class to access an unrelated class
4. all of above

Correct Answer : 3

Your Answer :

QuestionID : 12613 Subject Name CPP

Q50. in case of class fails to redefine a virtual function

1. the function will be destroyed
2. the class will used base class version of function
3. the class will give compilation error
4. the class will not be implemented

Correct Answer : 2

Your Answer :