QUIZ

Started on	Monday, 27 November 2023, 4:02 PM
State	Finished
Completed on	Monday, 27 November 2023, 4:42 PM
Time taken	39 mins 59 secs
Grade	**26.00** out of 40.00 (**65**%)

Question 1

Complete

Mark 1.00 out of 1.00

How do you catch an exception in C++?

- a. Using the throw keyword
- b. Using the try block
- c. Using the catch block
- d. Using the finally block

Question 2

Complete

Mark 0.00 out of 1.00

How do you declare a constant variable in C++?

- a. const variable var_type;
- b. var_type const variable;
- c. variable const var_type;
- d. const var_type variable;

Question 3

Complete

Mark 1.00 out of 1.00

How do you declare a function pointer in C++?

- a. ptr int*();
- b. int (*ptr)();
- c. int pointer() ptr;
- d. pointer function int();

Question 4

Complete

Mark 1.00 out of 1.00

How do you iterate through the elements of a vector in C++?

- a. Using a while loop
- b. Using a for loop with an index
- c. All of the above
- d. Using an iterator

Question 5

Complete

Mark 0.00 out of 1.00

How do you open a file for writing in C++?

- a. file.open("example.txt", ios::out);
- b. file.open("example.txt");
- c. file.open("example.txt", ios::write);
- d. file.open("example.txt", ios::read);

Question 6

Complete

Mark 1.00 out of 1.00

How do you pass an array to a function in C++?

- a. Both A and B
- b. By passing the array directly as an argument
- c. By passing the array's size along with the array
- d. By passing the array's address as a pointer

Question 7

Complete

Mark 0.00 out of 1.00

How do you read a string from a file in C++?

- a. file.read(stringVar, length);
- b. file.read_string(stringVar, length);
- c. file.getline(stringVar, length);
- d. file.readline(stringVar, length);

Question 8

Complete

Mark 0.00 out of 1.00

How do you remove an element from the end of a C++ vector?

- a. vec.erase(vec.end());
- b. vec.delete_back();
- c. vec.pop_back();
- d. vec.remove_back();

Question 9

Complete

Mark 0.00 out of 1.00

How do you throw an exception in C++?

- a. throw(exception);
- b. throw Exception();
- c. throw Exception;
- d. throw Exception("Error message");

Question 10

Complete

Mark 1.00 out of 1.00

How do you write an infinite loop in C++?

- a. All of the above
- b. do { } while (1);
- c. while (true) { }
- d. for (;;){ }

Question 11

Complete

Mark 1.00 out of 1.00

How is memory allocated for a C++ array using the "new" operator?

- a. int* arr = new int(10);
- b. int arr = new int[10];
- c. int* arr = new int[10];
- d. int arr[10] = new int;

Question 12

Complete

Mark 1.00 out of 1.00

In C++, how do you dynamically allocate memory for an integer?

- a. malloc(sizeof(int));
- b. allocate(int);
- c. int* dynamic = malloc(int);
- d. new int;

Question 13

Complete

Mark 1.00 out of 1.00

In C++, what is the purpose of the "this" pointer?

- a. To reference the current instance of the class
- b. To create a new instance of the class
- c. To access static members of the class
- d. To reference the base class in a derived class

Question 14

Complete

Mark 1.00 out of 1.00

What does "C++" stand for?

- a. Central++
- b. Computer++
- c. Complex++
- d. C plus plus

Question 15

Complete

Mark 1.00 out of 1.00

What does the "const" keyword indicate in a function declaration?

- a. The function cannot modify any variable
- b. The function cannot have any side effects
- c. The function can modify only local variables
- d. The function cannot modify the input parameters

Question 16

Complete

Mark 0.00 out of 1.00

What does the "nullptr" keyword represent in C++?

- a. A constant value representing zero
- b. A keyword for defining null pointers
- c. A keyword for defining uninitialized pointers
- d. A null pointer constant

Question 17

Complete

Mark 0.00 out of 1.00

What is a memory leak in C++?

- a. When a program fails to release memory that is no longer needed
- b. When a program runs out of memory
- c. When a program uses too much memory
- d. When a program has a segmentation fault

Question 18

Complete

Mark 1.00 out of 1.00

What is a virtual function in C++?

- a. A function that is declared in the base class and can be overridden by a derived class
- b. A function that is declared as static
- c. A function that is defined in the derived class and can be called from the base class
- d. A function that can be accessed from any class

Question 19

Complete

Mark 1.00 out of 1.00

What is an exception in C++?

- a. A syntax error in the code
- b. An error that occurs during runtime
- c. An error that occurs during compilation
- d. A warning message from the compiler

Question 20

Complete

Mark 1.00 out of 1.00

What is encapsulation in C++?

- a. The process of inheriting attributes and behaviors from another class
- b. The process of wrapping data and the methods that operate on the data into a single unit
- c. The process of hiding the implementation details of a class
- d. The process of creating multiple instances of a class

Question 21

Complete

Mark 1.00 out of 1.00

What is the default access specifier for members of a class in C++?

- a. Private
- b. Protected
- c. Public
- d. Friend

Question 22

Not answered

Marked out of 1.00

What is the output of the following code snippet? for (int i = 0; i < 5; ++i) {if (i == 3) continue;cout << i << " ";}

- a. 0 1 2 3
- b. 0 1 2 3 4
- c. 0 1 2 4
- d. 0 1 2

Question 23

Not answered

Marked out of 1.00

What is the output of the following code snippet? int x = 5;cout << x++ << " " << ++x;

- a. 6 6
- b. 6 7
- c. 5 6
- d. 5 7

Question 24

Complete

Mark 1.00 out of 1.00

What is the purpose of the "break" statement in a switch statement?

- a. To continue to the next case
- b. To exit the switch statement
- c. To end the entire loop
- d. To skip the current iteration

Question 25

Complete

Mark 0.00 out of 1.00

What is the purpose of the "continue" statement in a loop?

- a. To skip the rest of the code in the loop and move to the next iteration
- b. To exit the loop immediately
- c. To terminate the loop
- d. To restart the loop from the beginning

Question 26

Complete

Mark 1.00 out of 1.00

What is the purpose of the "delete" operator in C++?

- a. To deallocate memory that was allocated using the "new" operator
- b. To delete a pointer variable
- c. To remove a member from a class
- d. To delete a file from the system

Question 27

Complete

Mark 0.00 out of 1.00

What is the purpose of the "eof()" function in C++?

- a. To check if the end-of-file has been reached
- b. To check if the file is empty
- c. To check if the file is open
- d. To check if the file is in binary mode

Question 28

Complete

Mark 1.00 out of 1.00

What is the purpose of the "friend" keyword in C++?

- a. To declare a function that is a friend of another class
- b. To declare a class that is a friend of another class
- c. To allow access to private and protected members of a class by another class or function
- d. To declare a function that can only be accessed by friend classes

Question 29

Complete

Mark 1.00 out of 1.00

What is the purpose of the "fstream" class in C++?

- a. To handle file input and output operations
- b. To handle string operations
- c. To represent a stream of bytes in memory
- d. To perform mathematical operations

Question 30

Complete

Mark 1.00 out of 1.00

What is the purpose of the "malloc" function in C++?

- a. To initialize memory to zero
- b. To allocate memory for a variable
- c. To deallocate memory
- d. To allocate memory for an array

Question 31

Complete

Mark 0.00 out of 1.00

What is the purpose of the "map" container in the C++ Standard Template Library (STL)?

- a. To store key-value pairs
- b. To represent a dynamic array
- c. To represent a linked list
- d. To implement a queue

Question 32

Complete

Mark 1.00 out of 1.00

What is the purpose of the "return" statement in a C++ function?

a. To return a value from the function to the caller
b. To terminate the function and return a value
c. Both A and B
d. To indicate an error condition

Question 33

Complete

Mark 1.00 out of 1.00

What is the purpose of the "seekg" function in C++?

a. To move the file pointer to a specified position in the file for writing
b. To close the file
c. To check the position of the file pointer
d. To move the file pointer to a specified position in the file for reading

Question 34

Complete

Mark 1.00 out of 1.00

What is the purpose of the "std::exception" class in C++?

a. To terminate the program
b. To handle standard errors in C++
c. To print error messages
d. To define custom exceptions

Question 35

Complete

Mark 0.00 out of 1.00

What is the purpose of the "typeid" operator in C++?

a. To perform type casting
b. To compare two types
c. To check the type of a variable
d. To identify the type of an object at runtime

Question 36

Complete

Mark 1.00 out of 1.00

What is the purpose of the "vector" container in the C++ Standard Template Library (STL)?

- a. To implement a queue
- b. To represent a linked list
- c. To store key-value pairs
- d. To represent a dynamic array

Question 37

Complete

Mark 0.00 out of 1.00

What is the purpose of the keyword "inline" in a C++ function?

- a. All of the above
- b. To declare the function as an inline function
- c. To indicate that the function should be inlined
- d. To provide a hint to the compiler to optimize the function

Question 38

Complete

Mark 1.00 out of 1.00

Which header file is used for input and output operations in C++?

- a. <fstream>
- b. <stdlib.h>
- c. <iostream>
- d. <stdio.h>

Question 39

Complete

Mark 1.00 out of 1.00

Which keyword is used to define an alias for a data type in C++?

- a. define
- b. alias
- c. typedef
- d. type

Question 40

Complete

Mark 1.00 out of 1.00

Which of the following is not a fundamental data type in C++?

a. int
b. char
c. string
d. float