Learn C++ MCQs

1. C++ language was developed by ___.

A. Dennis Rechard
B. Dennis M. Ritchie
C. Bjarne Stroustrup
D. Anders Hejlsberg

Answer: C) Bjarne Stroustrup

Explanation:

C++ programming language was developed by Bjarne Stroustrup at Bell Laboratories (formerly AT&T Bell Laboratories).

2. In which year, the name of the language was changed from "C with Classes" to C++?

A. 1979
B. 1972
C. 1983
D. 1986

Answer: C) 1983

Explanation:

In 1983, the name of the language was changed from "C with Classes" to C++.

3. C++ language is a successor to which language?

A. B
B. C
C. Java
D. VB

Answer: B) C

Explanation:

C++ is a successor of C language.

4. C++ language is a ___.

A. Object Oriented Language
B. Procedural Oriented Language
C. Structural Oriented Language
D. None of the above

Answer: A) Object Oriented Language

Explanation:

C++ is an object-oriented language. It supports the concept of OOPs.

5. C++ follows ___.

A. Top-Down Design approach
B. Bottom-Up Design approach
C. Both of the above
D. None of the above.

Answer: B) Bottom-Up Design approach

Explanation:

C++ follows a bottom-up design approach for development.

6. C++ is a ___.

A. High-level language
B. Medium level language
C. Low-level language
D. None of the above

Answer: B) Medium level language

Explanation:

C++ is a medium-level language because it contains the features of low-level language as well as high-level language (Low-level Vs High-level).

7. How many keywords are in C++?

A. 32
B. 48
C. 99
D. 95

Answer: D) 95

Explanation:

Keywords are also known as reserved words, there are 95 keywords are available in C++. Some of the C++ keywords are not available in the C language.

8. Which of the following is not a valid keyword in C++ language?

A. while
B. for
C. switch
D. do-while

Answer: D) do-while

Explanation:

Do-while is a control statement, here "do" and "while" are different keywords.

9. Which of the following statement is correct about identifiers in C++?

A. Identifiers are the combination of alphanumeric characters that can be used for function and variable names.
B. Identifiers are a combination of alphanumeric characters that can be used for looping statements.
C. Both of the above
D. None of the above

Answer: A) Identifiers are the combination of alphanumeric characters that can be used for function and variable names.

Explanation:

The 2nd statement is correct about identifiers in C++.

10. Which of the following is used for single-line comment in C++?

A. //
B. \\

C. /* */
D. ##

Answer: A) //

Explanation:

We use "//" for single-line comments in C++.

11. Which of the following is used for multi-line comments in C++?

A. //
B. \\
C. /* */
D. ##

Answer: C) /* */

Explanation:

We use "/* */" for multi-line comment in C++.

12. In C++, can we put comments between the statement?

A. True
B. False

Answer: A) True

Explanation:

Yes, we can put comments between the statement in C++ language.

```
C = A /*2+3*/ + B;
```

13. In which year C++14 was introduced?

A. 2014
B. 2015
C. 2017
D. None of the above

Answer: A) 2014

Explanation:

C++14 was introduced in 2014. It contains the following features:

- polymorphic lambdas
- digit separators
- generalized lambda capture
- variable templates
- binary integer literals
- quoted strings

14. Which of the following language translator is used in C++?

A. Assembler
B. Interpreter
C. Compiler
D. Both Interpreter and Compiler

Answer: C) Compiler

Explanation:

In C++, a Compiler is used to process C++ source files and generate object files.

15. Which of the following whitespace characters can be used in C++?

1. Horizontal tab
2. Vertical tab
3. Form feed
4. New line

Options:

A. 1 and 2
B. 3 and 4
C. 1, 3, 4
D. All 1,2,3,4

Answer: D) All 1,2,3,4

Explanation:

In C++, we can use the following whitespace characters:

- Space
- Horizontal tab
- Vertical tab
- Form feed
- New-line

16. Which of the following is the correct extension of the C++ source code file?

A. .cpp
B. .c++
C. Both
D. None

Answer: c) Both

Explanation:

We can use both ".cpp" and ".c++" for a C++ source code file.

17. Which of the following command is used for the C++ compiler in Linux OS?

A. GCC
B. c++
C. g++
D. None

Answer: C) g++

Explanation:

The g++ command is used to compile C++ source files.

18. C++ is a pure object-oriented language.

A. True
B. False

Answer: B) False

Explanation:

C++ is not a pure object-oriented language because it supports the oops concept as well as procedural-oriented features.

19. C++ supports automatic garbage collection?

A. True
B. False

Answer: B) False

Explanation:

C++ does not support automatic garbage collection. Here we need to free dynamically allocated memory using free() or delete. Otherwise, it may cause memory leaks.

20. C++ is case sensitive language?

A. True
B. False

Answer: A) True

Explanation:

Yes, C++ is a case-sensitive language. Here Var1 and var1 will treat differently.

21. Which of the following OOPs concepts are supported in C++?

1. Inheritance
2. Encapsulation
3. Abstraction
4. Polymorphism

Opation:

A. 1 and 2
B. 1, 2, and 3
C. 1, 2, and 4
D. All 1,2,3,4

Answer: D) All 1,2,3,4

Explanation:

C++ supports the following OOPS concept:

1. Inheritance
2. Encapsulation
3. Abstraction
4. Polymorphism

22. OOPs stands for?

A. Object Oriented Process System
B. Object Oriented Programming System
C. Object Oriented Programming Service
D. Object Orientation Programming System

Answer: B) Object Oriented Programming System

Explanation:

OOPs stands for Object Oriented Programming System.

23. Is it true, C++ is a superset of C language?

A. True
B. False

Answer: A) True

Explanation:

Yes, C++ is known as a superset of C. Because C++ supports almost all the features of C language.

24. C++ is a more secure programming language compared to C language?

A. True
B. False

Answer: A) True

Explanation:

Yes, C++ is a more secure programming language compared to C language because C language does not support encapsulation and information hiding.

25. Stream is ___.

A. Group of non-printable character
B. Sequence of bytes
C. Set of errors
D. The flow of invalid characters

Answer: A) Group of non-printable character

Explanation:

In C++, we use the stream concept for Input/Output operations. It is a sequence of bytes or flow of data that improves performance.

26. If the set of bytes flows from main memory to other devices like printers, the monitor is known as ___.

A. Input Operation
B. Output Operation
C. Both of above
D. None of the above

Answer: B) Output Operation

Explanation:

If the set of bytes flows from the main memory to other devices like the printer, the monitor is known as output operation.

27. Which of the following header file is used to define cin, cout?

A. <iomanip.h>
B. <iostream.h>
C. <fstream.h>
D. None of the above

Answer: B) <iostream.h>

Explanation:

The <iostream.h> header file is used to define cin and cout.

28. The cin, cout are ___.

A. Library functions
B. structures
C. Pointers
D. objects

Answer: D) objects

Explanation:

The cin and cout are the objects of the istream and ostream classes respectively that are used to perform input/output operations.

29. Which of the following is not a valid predefined object in C++?

A. cin
B. cout
C. cput
D. cerr

Answer: C) cput

Explanation:

The "cput" is not a valid predefined object in C++.

30. The stdout stands for ___.

A. State Output
B. Standard Output
C. Stand Output
D. Stream Output

Answer: B) Standard Output

Explanation:

The "stdout" stands for standard output. It is used to represent standard output devices like the monitor.

31. Is it true, the cerr is an object of the ostream class?

A. True
B. False

Answer: A) True

Explanation:

Yes, it is true, the cerr is an object of the ostream class, which is used to output the errors.

32. Which of the following is an insertion operator in C++?

A. <<
B. >>
C. ->
D. <<<

Answer: A) <<

Explanation:

In C++, "<<" is known as the insertion operator which is used with the "cout" object to print data on the console screen.

33. Which of the following is an extraction operator in C++?

A. >>>
B. >>
C. ->
D. <<<

Answer: B) >>

Explanation:

In C++, ">>" is known as an extraction operator which is used with the "cin" object to read user input.

34. The endl is a ___.

A. Macro
B. object
C. Pointers
D. function

Answer: A) Macro

Explanation:

The endl is an object of ostream classes, which is used to print newline on the console screen.

35. Which of the following object is also used to flush the stream?

A. cin
B. cout
C. cerr
D. endl

Answer: D) endl

Explanation:

The "endl" object is used to print the newline as well as flush the stream.

36. Which of the following namespace contains cin, cout objects?

A. ost
B. std
C. endl
D. none of the above

Answer: B) std

Explanation:

The "std" namespace contains cin, and cout objects.

37. Which of the following are types of datatypes in C++?

1. Basic Datatype
2. Derived Datatype
3. Enumeration data type
4. User Defined datatype

Options:

A. 1 and 2
B. 1, 2, and 4
C. 1, 2, and 3
D. All, 1, 2, 3, 4

Answer: D) All, 1, 2, 3, 4

Explanation:

There are 4 types of datatypes in C++:

1. Basic Datatype
2. Derived Datatype
3. Enumeration data type
4. User Defined datatype

38. The size of basic datatypes can be changed according to 32 or 64-bit operating systems?

A. True
B. False

Answer: A) True

Explanation:

Yes, it is true, the size of basic datatypes can be changed according to 32 or 64-bit operating systems.

39. If we use value "3.14" then what will be the data type of the given value?

A. float
B. double
C. long double
D. none of the above

Answer: B) double

Explanation:

If we use any floating-point value with the suffix "F" in C++ that will be double type.

40. Which of the following is the correct format specifier for long double-type values in C++?

A. %f
B. %ld
C. %lf
D. %ldf

Answer: C) %lf

Explanation:

The "%lf" format specifier is used for long double in C++.

41. What is the size of a long double in C++?

A. 8 bytes
B. 10 bytes
C. 12 bytes
D. 16 bytes

Answer: B) 10 bytes

Explanation:

The size of a long double in C++ is 10 bytes.

42. Is C++ language supports both signed and unsigned literals?

A. True
B. False

Answer: A) True

Explanation:

Yes, C++ supports both signed and unsigned literals.

43. Which of the following is not the basic type in C++?

A. int
B. float
C. array
D. char

Answer: C) array

Explanation:

The "array" is a derived datatype in C++. It is not a fundamental datatype in C++.

44. Can we create a character variable that will occupy more than 1 byte in memory?

A. True
B. False

Answer: A) True

Explanation:

Yes, in C++, using wchar_t we can declare a variable that will occupy more than 1 byte of memory space.

45. For which type, the format specifier "%i" is used?

A. int
B. float
C. array
D. char

Answer: A) int

Explanation:

We can use a "%d" or "%i" format specifier for integer variables in C++.

46. Which of the following is not a correct qualifier in C++?

A. Size qualifier
B. Type qualifier
C. Sign qualifier
D. None of the above

Answer: D) None of the above

Explanation:

There are 3 types of qualifiers used in C++:

1. Size qualifier
2. Sign qualifier
3. Type qualifier

47. By default, "int" is?

A. Signed integer
B. Unsigned integer

Answer: A) Signed integer

Explanation:

In C++, "int" is a signed integer.

48. The data type "short" and "short int" are similar in C++?

A. True
B. False

Answer: A) True

Explanation:

"short" and "short int" are similar types in C++.

49. How many byte(s) does a short type take in C++?

A. 1
B. 2
C. 3
D. 4

Answer: B) 2

Explanation:

In C++, the short or short int takes 2 bytes (16 bits) in memory.

50. The operator '+' is?

A. Unary Operator
B. Binary Operator
C. Both Unary and Binary
D. None of the above

Answer: C) Both Unary and Binary

Explanation:

In C++, the operator '+' can be used as a binary and unary operator.

51. The operator '%' is known as?

A. Division Operator
B. Modulus Operator
C. Percentage Operator
D. None of the above

Answer: B) Modulus Operator

Explanation:

In C++, the operator '%' is known as the modulus operator, which is used to find the remainder.

52. Which of the following operator is a ternary operator?

A. +=
B. !=
C. ::
D. ?:

Answer: D) ?:

Explanation:

In C++, the operator '?:' is a ternary operator, it operates on 3 operands, it is also known as a conditional operator.

53. Which of the following operator is known as Scope Resolution Operator?

A. ::
B. ?:
C. ->
D. .

Answer: A) ::

Explanation:

In C++, the operator '::' is known as the Scope Resolution operator.

54. Which of the following operator is known as Referential Operator?

A. !=
B. ?:
C. ->
D. sizeof

Answer: C) ->

Explanation:

In C++, the operator '->' is known as the Referential operator.

55. The sizeof() is a?

A. Unary Operator
B. Binary Operator
C. Ternary Operator
D. None of the above

Answer: A) Unary Operator

Explanation:

In C++, the sizeof() is a unary operator.

56. The associativity of unary operators is?

A. Left to Right
B. Right to Left

Answer: B) Right to Left

Explanation:

In C++, the associativity of unary operators is Right to Left.

57. The associativity of the "[]" operator is?

A. Left to Right
B. Right to Left

Answer: A) Left to Right

Explanation:

In C++, the associativity of the "[]" operator is Left to Right.

58. The associativity of the conditional operator is?

A. Left to Right

B. Right to Left

Answer: B) Right to Left

Explanation:

In C++, the associativity of the conditional operator "?:" is Right to Left.

59. Which of the following operator is used to return the address of a variable?

A. *
B. ->
C. &
D. None of the above

Answer: C) &

Explanation:

In C++, the "&" operator is used to return the address of a variable.

60. Which of the following is known as the "value of" operator?

A. *
B. ->
C. &
D. None of the above

Answer: A) *

Explanation:

In C++, the "*" operator is known as the "value of" operator.