

MULTIPLE CHOICE QUESTIONS

1. Which of the following statement is true?
 - A. We cannot create any program without using token in c
 - B. We can create program without using token in c
 - C. Can use token to create program if necessary
 - D. None of the Above
2. Which of the following are the types of tokens?
 - A. Identifiers and Keywords
 - B. Operators and Strings
 - C. Special Characters and Constant
 - D. All of the Above
3. Which of the following is not keywords in C?
 - A. Double
 - B. Ripple
 - C. Default
 - D. Static
4. We can classify the operator as
 - A. Unary and Binary
 - B. Binary and Ternary
 - C. Unary and Ternary
 - D. Unary, Binary and Ternary
5. What are the special characters in C?
 - A. () and []
 - B. ,() and {}
 - C. * and #
 - D. All of the Above
6. Which of the following are examples of formatted input and output functions?
 - A. Printf()
 - B. Scanf()
 - C. Both A & B
 - D. Getch()
7. Which of the following is false?
 - A. Unformatted I/O functions are used for storing data more compactly.
 - B. Formatted input and output functions contain format specifier in their syntax.
 - C. getch(), getche(), getchar(), gets(), puts() are example of unformatted input output functions
 - D. None of the Above
8. Which of the following is not looping structure?
 - A. While
 - B. If Else
 - C. Do-While
 - D. For
9. Which of the following is unconditional control structure?
 - A. Goto
 - B. While
 - C. For
 - D. Do-while
10. The main function of the continue statement is
 - A. Starts from beginning of program
 - B. Does not break loop but starts new iteration
 - C. Exits the program
 - D. Breaks loop and goes to next statement after loop
11. In the program, if we use switch case
 - A. Default case must be present
 - B. Default case need not be present
 - C. Default case, if used, should be the last case
 - D. All of the Above
12. How long the for($x=0; X=5; X++$) loop runs?
 - A. 3 times
 - B. 5 times
 - C. 6 times
 - D. 2 times
13. Skip the rest of loop and carry on from top of the loop again?
 - A. Break
 - B. If-else
 - C. Continue
 - D. None of the Above
14. Which of the following is used to transfer control from a function back to the calling function?
 - A. Return
 - B. Back
 - C. Goto
 - D. Break
15. Which of the following statement is true?
 - A. No value is pass to the function during function call
 - B. Value is pass to the function during function call
 - C. Function with argument is declared and define with parameter list
 - D. All of the Above
16. Which of the following data structure is used to implement recursive function calls?
 - A. Array
 - B. Stack
 - C. Linked List
 - D. Circular List
17. The following error can arise if there is an absence of a exit condition in recursive function
 - A. Compile Time Error
 - B. Run Time Error
 - C. Depend on the program
 - D. Logical Error
18. Loop is similar to which of the following?
 - A. Switch Case
 - B. Recursion
 - C. If-else
 - D. None of the Above
19. Which of the following statement is true?
 - A. Recursion is always better than iteration
 - B. Iteration is always better than recursion
 - C. Recursion uses more memory
 - D. Iteration uses more memory
20. Array is?
 - A. Collection of similar types of elements.
 - B. Collection of different types of elements
 - C. Collection of both types of elements
 - D. None of the Above.
21. Initialization of an array done through?
 - A. int publication[3]=(1,2,3);
 - B. int publication[3]={1,2,3};
 - C. int publication[3]=[1,2,3];
 - D. int publication[3]=(1,2,3)
22. The index of first element in an array id
 - A. 0
 - B. 1
 - C. -1
 - D. 2
23. Elements in array are accessed
 - A. Sequentially
 - B. Randomly
 - C. Both
 - D. None
24. Array elements are stored
 - A. Randomly
 - B. Sequentially
 - C. Both
 - D. As Necessary

- 25. If we pass an array as argument to function, what actually get passed?**
- First elements of array
 - Value of elements in array
 - Address of elements
 - Base address of the array
- 26. In two dimensional array, Number of elements can be determined by**
- Multiplying No. of Rows and No. of Rows
 - Multiplying No. of Columns and No. of Columns
 - Multiplying No. of Rows and Number of Columns
 - Adding No. of Rows and No. of Columns
- 27. The row and column subscript start at**
- 0
 - 1
 - 1
 - 2
- 28. Two loops that are required to traverse in two dimensional array named as**
- Inner and Nested Loop
 - Outer and Nested Loop
 - Inner and Outer Loop
 - None of the Above
- 29. Copies of string to another is done by which function**
- Stcyp()
 - Strcmp()
 - Strcat()
 - Strcopy()
- 30. The gets() and puts() functions are defined in**
- Conio.h
 - String.h
 - Stdio.h
 - All of the Above
- 31. Which of the following is true in case of pointer declaration?**
- Int p*;
 - Int *p;
 - Int *p*;
 - None of the Above
- 32. A pointer variable can be**
- Returned by a function
 - Passed to a function
 - Changed to a function
 - None of the Above
- 33. Which of the following is true?**
- To pass large structures so that complete copy of the structure can be avoided
 - Pointers enable complex data structures like linked lists and binary trees
 - Pointers allow different functions to share and modify their local variables
 - All of the Above
- 34. Wild pointer is**
- Which is wild in nature
 - Which has no value
 - Which is not initialized
 - None of the Above
- 35. What is pointer?**
- Keyword used to create variables
 - A variable that stores address of an instruction
 - A variable that stores address of another variable
 - All of the Above
- 36. Operator used to get value at address stored in a pointer variable is**
- *
 - **
 - &
 - .
- 37. Void pointer points to**
- Int
 - Float
 - Double
 - All of the Above
- 38. Which of the following are types of pointers?**
- Null, Void and Wild
 - Near, Far and Huge
 - Complex and dangling
 - All of the above
- 39. Which of the following are few operations that are allowed to perform on pointers in C?**
- Increment/Decrement and Addition of Integer
 - Subtracting two pointers and comparison of pointers
 - Both A and B
 - Count of Integer
- 40. User-defined data type can be derived by**
- Struct
 - Enum
 - Typedef
 - All of the Above
- 41. Which of the following can be structure member?**
- Function
 - Array
 - Another Structure
 - Both B & C
- 42. Size of union is determined by the size of the**
- Biggest member in the union
 - First member in the union
 - Last member in the union
 - Sum of the sizes of all members
- 43. To create structure which keyword is used**
- Structure
 - Structs
 - Struct
 - Str
- 44. We can use structure if numbers of variables are**
- Fixed
 - Not Fixed
 - Both
 - None of the Above
- 45. Which of the following is correct?**
- Collection of variables of different datatypes in same memory location
 - Allows data members which are mutually exclusive to share the same memory
 - Can define with many members, only one member can contain a value at a given point of time.
 - All of the Above
- 46. In case of union which is correct?**
- Shared by individual members
 - Several member can be initialized at once
 - Each member is assigned a unique storage area of location
 - None of the Above
- 47. Which of the following is true on call by value?**
- Value of the actual parameters is copied into the formal parameters
 - Cannot modify the value of the actual parameter by the formal parameter
 - Can modify the value of the actual parameter by the formal parameter
 - Both A & B
- 48. Which of the following is true on call by reference?**
- Value of the actual parameters is copied into the formal parameters
 - Cannot modify the value of the actual parameter by the formal parameter
 - The address of the variable is passed into the function call as the actual parameter
 - Both A & B
- 49. Which of the following is used for invoking a function?**
- Call by Reference
 - Call by value
 - Call by functions
 - Both A and B

50. Which of the following are two ways to access the members of structure with the help of a structure pointer?
- (*) asterisk or indirection operator and (.) dot operator
 - (-) asterisk or indirection operator and (.) dot operator
 - (+) asterisk or indirection operator and (.) dot operator
 - All of the Above
51. Which of the following statement is correct?
- Structure elements can be initialized at the time of declaration.
 - Structure members cannot be initialized at the time of declaration
 - Only integer members of structure can be initialized at the time of declaration
 - None of the above
52. User defined data type is also called as
- Aggregate
 - Derived
 - Secondary
 - All of the above
53. Functions used to read or write a file in Text Mode
- fprintf(), fscanf()
 - fread(), fwrite()
 - fprint(), fscan()
 - read(), write()
54. Correct syntax for opening a file?
- FILE *fopen(const char *filename, const char *mode);
 - FILE *fopen(const char filename, const char mode);
 - FILE *open(const *filename, const char *mode);
 - All of the Above
55. What is the function of the mode 'w+'?
- Write and Open for both reading and writing
 - Open for both reading and writing
 - Open for writing
 - Open for both reading and appending in binary mode
56. What is the function of the mode 'a+'?
- Write and Open for both reading and writing
 - Open for both reading and writing
 - Open for reading and appending
 - Open for both reading and appending in binary mode
57. If mode includes b after the initial letter, what does it indicates?
- Text file
 - Binary file
 - Big file
 - None of the Above
58. What does tmpfile() returns when it could not create the file?
- Stream
 - NULL
 - Both Stream and NULL
 - No result
59. fwrite() can be used only with files that are opened in binary mode
- True
 - False
 - Depend on Situation
 - All of the Above
60. What are the functions that helps to random access the file?
- fseek()
 - ftell()
 - rewind()
 - All of the Above
61. Data stored in a file can be accessed in
- Sequential and Random
 - Semi Sequential and Random
 - Random only
 - All of the Above
62. The causes of function overloading are:
- Type Conversion
 - Function with Default Arguments
 - Function with pass by reference
 - All of the Above
63. Which of the following is true?
- Existing operators can only be overloaded, but the new operators cannot be overloaded
 - The overloaded operator contains atleast one operand of the user-defined data type.
 - We cannot use friend function to overload certain operators
 - All of the Above
64. Which of the following operator cannot be overloaded?
- Scope operator (::) and Sizeof
 - Member selector(.) and member pointer selector(*)
 - Ternary operator(?:)
 - All of the Above
65. Which of the following can be overloaded?
- Methods
 - Constructors
 - Indexed Properties
 - All of the Above
66. The function whose definition can be substituted at a place where its function call is made is
- Inline Function
 - Offline Function
 - Friend Function
 - Normal Function
67. How many ways to invoke a function in C++?
- 1
 - 2
 - 3
 - 4
68. In which time the inline function get expanded?
- Compile time
 - Run time
 - At the end
 - Depends on program
69. In Function Prototype, where should default parameters appears?
- Leftmost side
 - Rightmost side
 - In middle
 - Anywhere
70. Which one of the following is correct?
- Only one parameter of a function can be a default parameter.
 - Minimum one parameter of a function must be a default parameter.
 - All the parameters of a function can be default parameters.
 - No parameter of a function can be default.
71. Execution of the program starts from?
- Main
 - Void
 - User Defined
 - Loop
72. In the program, if user and default value are given, the program will take
- Default Value
 - User Value
 - NULL Value
 - Own Value
73. Default return type of function is
- INT
 - FLOAT
 - CHAR
 - VOID
74. Which of the following is correct?
- Object is runtime entity and created at runtime
 - Object is entity that has state and behavior
 - Object is an instance of class
 - All of the above

75. Which of the following entities can be connected by dot operator?
 A. A class object and a member of that class.
 B. A class object and a class.
 C. A class member and a class object.
 D. All of the Above
76. Which of the following also known as an instance of a class?
 A. Member Functions
 B. Class
 C. Object
 D. Member Variables
77. How many objects can be created from an abstract class?
 A. 0 B. 1
 C. 2 D. 3
78. We can overload
 A. Operator B. Function
 C. Both A & B D. Object
79. How many types of access specifiers?
 A. 2 B. 3
 C. 4 D. 5
80. In a single class, which of the following can be used together?
 A. Private Only B. Public Only
 C. Protected Only D. All
81. Which of following can restrict class members to get inherited?
 A. Private Only B. Public Only
 C. Protected Only D. All
82. Which access specifier is used for data members of a class?
 A. Private B. Default
 C. Protected D. Public
83. Which access specifier should be used for member functions of a class?
 A. Private B. Default
 C. Protected D. Public
84. In which access specifier all the parent class members can be inherited and accessed from outside the class?
 A. Private B. Default
 C. Protected D. Public
85. Which access specifier should be used in a class where the instances can't be created?
 A. Private default constructor
 B. All private constructors
 C. Public
 D. Protected
86. Which of the following is scope resolution operator?
 A. :: B. ...
 C. & D. &&
87. Which of the following is the address operator?
 A. @ B. &
 C. # D. %
88. To become a pure object oriented programming language which features must be supported?
 A. Encapsulation B. Inheritance
 C. Polymorphism D. All of the above
89. The scope resolution operator is used to
 A. Overload function in inheritance
 B. Override function in inheritance
 C. Both of the above
 D. None of the Above
90. The scope resolution operator is used for
 A. To specifies a particular class
 B. Provides a conceptual framework
 C. Addition
 D. All of the Above
91. Which class allows to declare only one object of it?
 A. Abstract Class B. Singleton class
 C. Friend class D. All of the above
92. Which of the following is the member of class?
 A. Static function
 B. Constant function
 C. Virtual function
 D. All of the above
93. The other name used for functions inside a class is
 A. Own Functions
 B. Member Functions
 C. Inside Functions
 D. None of the Above
94. Generally there are how many types of member functions in C++?
 A. 2 B. 3
 C. 4 D. 5
95. In main function, how can a static member function can be called?
 A. Using Dot Operator
 B. Using arrow operator
 C. Using dot or arrow operator
 D. Using dot, arrow or using scope resolution operator with class name
96. Which of the following is correct?
 A. If no constructor is explicitly declared, the compiler automatically creates a default constructor with no data member (variables) or initialization
 B. A constructor is used in classes to initialize data members of class in order to avoid errors/segmentation faults.
 C. Copy constructor is a constructor to initialize an object with the values of another object
 D. All of the Above
97. A constructor is used to?
 A. To modify the data whenever required
 B. To destroy an object
 C. To initialize the data members of an object when it is created
 D. None of the Above
98. What will happen if we forgot to define a constructor inside a class?
 A. Error Occurs
 B. Segmentation faults
 C. Compiler provides a default constructor
 D. Destructor called
99. How many types of constructor exists in C++?
 A. 2 B. 3
 C. 4 D. 5
100. Why we use destructor in C++?
 A. To destroy an object when the lifetime of an object ends
 B. To create an object when object needs to be created
 C. To initialize the data members of an object when it is created
 D. None of the Above
101. Destructor is preceded by
 A. / B. |
 C. ? D. ~
102. Which of the following statement is correct?
 A. Constructor has the same name as that of the class
 B. Destructor has the same name as that of the class with a tilde symbol at the beginning.
 C. Constructor is a member function of the class
 D. All of the Above

103. When an object goes out of scope which of the following gets called?
A. Constructor B. Destructor
C. Main D. Void

104. Which of the following can be declared as virtual?
A. Destructor B. Constructor
C. Data Members D. All of the above

105. The constructor that either has no parameters, or if it has parameters, all the parameters have default values
A. Default B. Copy
C. Parametrized D. Friend function

106. Per class how many default constructors are possible?
A. 1 B. 2
C. 3 D. 4

107. A destructor takes how many arguments?
A. 0 B. 1
C. 2 D. 3

108. How many times a constructor is called in the life-time of an object?
A. Only once
B. 3
C. 2
D. None of the Above

109. The area where the local variables are stored is called
A. Heap B. Stack
C. Free Memory D. Cache

110. What is the return type of malloc()
A. Char* B. Int *
C. Void * D. Void **

111. Which of the following obtains block of memory dynamically?
A. Malloc B. Calloc
C. Free D. Both A & B

112. Which of the following operator is used to release the dynamically allocated memory in C++?
A. New B. Delete
C. Free D. Remove

113. Which of the following is used to free the allocated memory for an object in C++?
A. Free
B. Delete
C. Release
D. Either delete or free

114. Which of the following is correct?
A. This pointer is accessible within all the member functions of the class
B. This pointer is accessible only within functions returning void
C. This pointer is accessible only within non-static functions
D. This pointer is accessible within the member functions with zero arguments

115. This pointer can be used to
A. Guard against any kind of reference
B. Guard against self-reference
C. Guard from other pointers
D. Guard from parameter referencing

116. This pointer is
A. Modifiable
B. Non-Modifiable
C. Are made variables
D. None of the Above

117. Which of the following are type of this pointer?
A. Const B. Volatile
C. Both A & B D. Int

118. The static member functions have access to
A. All the members of a class
B. Only constant members of a class
C. Only the static members of a class
D. All other class members also

119. The static member are
A. Created and initialized only once
B. Created and initialized twice
C. Created when necessary
D. All of the Above

120. Which of the following is correct?
A. The static data member can't be mutable
B. If static data member are made inline, those can be initialized within the class
C. We can use the static member functions and static data member Even if class object is not created
D. All of the Above

121. The keyword friend is placed only in the

A. Function Declaration
B. Function Definition
C. Main Function
D. Void Function

122. Which of the following is correct?
A. Friend functions can be invoked as a normal function
B. Friend cannot access the members of the class directly

C. Friend functions can be private or public
D. All of the Above

123. Syntax of friend function is

A. Friend class;
B. Friend class
C. Friend class1, class2
D. All of the Above

124. Binary Operator Performs its action on

A. A single operand
B. Two operand
C. Three operand
D. Any number of operands

125. Which of the following is Unary Operator?
A. & B. ==
C. - D. /

126. Which of the following is Binary Operator?
A. & B. ==
C. / D. All of the above

127. Which is called ternary Operator?

A. ?: B. &&
C. ||| D. ===

128. C-style type casting is also known as

A. Cast notation
B. Type casting
C. Function notation
D. C notation

129. There are three major ways in which we can use explicit conversion in C++

A. 2 B. 3
C. 4 D. 5

130. How many parameters does a conversion operator may take?

A. 0 B. 1
C. 2 D. 3

131. What type of operator is cast operator?
A. Unary
B. Binary
C. Ternary
D. None of the above

132. The compiler carries which type of casting?
A. Implicit B. Explicit
C. Ex-Implicit D. All of the above

133. The programmer initiates which type of casting?
A. Implicit B. Explicit
C. Ex-Implicit D. All of the above

134. How many types of inheritance are there in C++?

- A. 3
- B. 4
- C. 5
- D. 6

135. Single level inheritance is

- A. A class inheriting a derived class
- B. A class inheriting a base class
- C. A class inheriting a nested class
- D. A class which gets inherited by 2 classes

136. Multiple Inheritance is not supported by

- A. JAVA
- B. C++
- C. C
- D. JAVA and Small talk

137. The feature of multiple inheritance in JAVA is done through

- A. Interfaces Concept
- B. Diamond Problem
- C. Reusability concept
- D. None of the Above

138. Diamond problem is associated with

- A. Single
- B. Multiple
- C. Multi-Level
- D. Hierarchical

139. Which constructor is called first, if a derived class object is created?

- A. Base Class Constructor
- B. Copy Constructor
- C. Default
- D. Not possible

140. In a single program, how many types of inheritance can be used?

- A. 2
- B. 3
- C. 4
- D. Any type, any number of times

141. If we use single inheritance, then program will contain how many classes?

- A. At least 2
- B. 3
- C. 4
- D. At most 4

142. Which constructor will be called first from the classes involved in single inheritance from object of derived class?

- A. Base class constructor
- B. Derived class constructor
- C. Both class constructors at a time
- D. Runtime error

143. Multilevel inheritance is

- A. A class derived from another derived class
- B. Classes being derived from other derived classes
- C. Continuing single level inheritance
- D. Class which have more than one parent

144. Minimum number of levels for a implementing multilevel inheritance?

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

145. In multilevel inheritance one class inherits

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

146. In multilevel inheritance, which is the most significant feature of OOP used?

- A. Code readability
- B. Flexibility
- C. Code reusability
- D. All of the Above

147. Multiple inheritance is defined as

- A. A class is derived from another class
- B. A class is derived from two or more classes
- C. When a class is derived from other two derived classes
- D. When a class is derived exactly one class

148. To implement the multiple inheritance at least how many class a program should contain?

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

149. Why does diamond problem arise due to multiple inheritance?

- A. Methods with same name creates ambiguity and conflict
- B. Methods with same name creates ambiguity
- C. Derived class gets overloaded with more than two class methods
- D. None of the Above

150. We can overcome diamond problem by:

- A. Using Alias Name
- B. Using Virtual Keyword with same name function
- C. Both A & B
- D. None of the Above

151. Which members can't be accessed in derived class in multiple inheritance?

- A. Private members of base
- B. Public members of base
- C. Protected members of base
- D. All of the Above

152. To implement hierarchical inheritance at least how many classes must be there?

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

153. Hierarchical inheritance can be a subset of

- A. Single
- B. Multiple
- C. Multi-level
- D. Hybrid

154. Hybrid Inheritance is the

- A. Combination of two or more inheritance types
- B. Combination of same type of inheritance
- C. Inheritance of more than 5 classes
- D. None of the Above

155. In hybrid inheritance which is true

- A. Constructor calls are in reverse
- B. Constructor calls are priority based
- C. Constructor of only derived class is called
- D. Constructor calls are usual

156. Which of the following is correct?

- A. Virtual functions must be members of some class and virtual function must be defined in the base class
- B. Virtual functions cannot be static members.
- C. Virtual Functions are accessed through object pointers.
- D. All of the Above

157. Which of the following is true in pure virtual function?

- A. A class is abstract if it has at least one pure virtual function.
- B. We can have pointers and references of abstract class type.
- C. Abstract classes cannot be instantiated.
- D. All of the Above

158. Static Binding is also called as

- A. Early Binding
- B. Compile Time Binding
- C. Late Binding
- D. Both A & B

159. Static Binding Happens

- A. At compile time
- B. At run time
- C. When all information needed to call a function is available at the compile-time
- D. Both A & C

160. To implement late binding which concept is used?

- A. Static Functions
- B. Virtual Functions
- C. Non Static Functions
- D. None of the Above

161. For achieving file handling we need?

- A. Naming and opening a file
- B. Writing data and reading data into from the file
- C. Closing a file
- D. All of the Above

162. Default open modes in file are

- A. Ifstream, ofstream and fstream
- B. Iifstream, ofsstream and ffstream
- C. Ifstream and ostream
- D. Ofstream and fstream

163. Which class is derived from the class ios?

- A. Isstream
- B. Ostream
- C. Streambuf
- D. Fstreambase

164. Which class declares input functions such as get(0, getline() and read()

- A. Ios
- B. Istream
- C. Ostream
- D. Streambuf

165. Which class inherits the functions get(), getline(), read(), seekg(0 and tellg()

- A. Ofstream
- B. Fstreambase
- C. Ifstream
- D. None of the above

166. How many types of output stream classes are there in C++?

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

167. Which of the following are built-in functions to handle file errors.

- A. Int bad()
- B. Int fail()
- C. Int good()
- D. All of the Above

168. Which of the following returns a non-zero (true) value when an input or output operation has failed?

- A. Int bad()
- B. Int fail()
- C. Int good()
- D. Int eof()

169. Which of the following returns non-zero (true) value when no error has occurred?

- A. Int bad()
- B. Int fail()
- C. Int good()
- D. Int eof()

170. Which of the following returns a non-zero (true) value if an invalid operation is attempted or an unrecoverable error has occurred.

- A. Int bad()
- B. Int fail()
- C. Int good()
- D. Int eof()

171. Which of the following returns a non-zero (true) value when end-of-file is encountered while reading?

- A. Int bad()
- B. Int fail()
- C. Int good()
- D. Int eof()

172. Which of the following is true?

- A. All the built-in function returns either non-zero to indicate true or zero to indicate false.
- B. eof() returns true if eofbit is set
- C. the good() returns true there are no errors
- D. All of the Above

173. Which of the following is true about manipulators?

- A. Used to makeup the program structure
- B. Are special stream function that changes certain format and characteristics of the input and output
- C. To carry out the operations of the manipulators <iomanip.h> must be included.
- D. All of the Above

174. Which of the following are Integer Manipulators?

- A. Hex, oct, dec
- B. Fixed, scientific
- C. Hex, Fixed and Scientific
- D. Dec, Fixed and Scientific

175. Which of the following are float manipulators?

- A. Hex, oct, dec
- B. Fixed, scientific
- C. Hex, Fixed and Scientific
- D. Dec, Fixed and Scientific

176. Which of the following is not the manipulators?

- A. Base
- B. Ends
- C. Oct
- D. Skipws

177. Which of the following header file is used for manipulators?

- A. Iomanipulator.h
- B. Stdiomanip.h
- C. Iomanip.h
- D. None of the Above

178. _____ functions allow to supply input or display output in user desired format.

- A. Formatted I/O
- B. Unformatted I/O
- C. Scattered I/O
- D. None of the above

179. _____ functions are the most basic form of input and output and they do not allow to supply input or display output in user desired format.

- A. Formatted I/O
- B. Unformatted I/O
- C. Scattered I/O
- D. None of above

180. Printf () and scanf () are examples for _____.

- A. Formatted I/O
- B. Unformatted I/O
- C. Scattered I/O
- D. None of above

181. Getch (), getche (), getch (), gets (), puts (), putchar () etc. are examples of _____.

- A. Formatted I/O
- B. Unformatted I/O
- C. Scattered I/O
- D. None of above

182. _____ contain format specifier in their syntax.

- A. Formatted I/O
- B. Unformatted I/O
- C. Scattered I/O
- D. None of above

183. _____ do not contain format specifier in their syntax.

- A. Formatted I/O
- B. Unformatted I/O
- C. Scattered I/O
- D. None of above

184. Consider an example and determine which Input/Output function is this example belongs to:

```
#include<stdio.h>
#include<conio.h>
void main()
{
    int x;
    printf("Please enter value of x:");
    scanf("%d", &x);
    printf("x = %d", x);
    getch();
}
A. Formatted I/O
B. Unformatted I/O
C. Scattered I/O
D. None of above
```

185. Consider an example and determine which Input/Output function is this example belongs to:

```
#include<stdio.h>
#include<conio.h>
void main()
{
    char c;
    printf("Please press any character:");
    c = getche();
    printf("\n You have pressed :");
    putchar(c);
    getch();
}
A. Formatted I/O
B. Unformatted I/O
C. Scattered I/O
D. None of above
```

186. The iomanip.h and iostream.h header files are used to perform the operations in C++.

- A. Formatted I/O
- B. Unformatted I/O
- C. Scattered I/O
- D. None of above

187. In C++, _____ is one of the ways to perform the formatted IO operations.

- A. Using the member functions of ios class.
- B. Using the special functions called manipulators defined in iomanip.h.
- C. Both A and B
- D. None of above

188. Width(int), fill(char), precision(int) provides the details of the functions of ios class used to perform _____ in C++.

- A. Formatted I/O
- B. Unformatted I/O
- C. Scattered I/O
- D. None of above

189. The functions width(int), fill(char), precision(int) are called using the built-in object _____ in formatted I/O in OOP.

- A. Cin()
- B. Cout()
- C. Printf()
- D. Scanf()

190. Template can be represented in how many ways

- A. 2
- B. 3
- C. 4
- D. 5

191. The ways in which the template can be represented

- A. Function and Class Templates
- B. Function and Structure Templates
- C. Class and Structure Templates
- D. None of the Above

192. Which of the following is true?

- A. Generic function is created by using the keyword template
- B. Generic functions use the concept of a function template
- C. The type of the data that the function will operate on depends on the type of the data passed as a parameter
- D. All of the Above

193. Which of the following is correct

- A. Template classes and functions eliminate the code duplication of different data types
- B. Multiple parameters can be used in both class and function template.
- C. Template functions can also be overloaded.
- D. All of the Above

194. We can restrict a function to throw certain exceptions by

- A. Defining function with throw clause
- B. Defining multiple try and catch block inside a function
- C. Both A & B
- D. Not possible in C++

195. What is the return type of uncaught exception?

- A. String
- B. Char
- C. Bool
- D. None of the Above

196. STL Stands for

- A. SQL Template Library
- B. Standard Template Library
- C. Standardized Template Library
- D. None of the Above

197. Standard Template Library is

- A. Set of C++ template classes to provide common programming data structures and functions
- B. Set of Functions
- C. Set of programming data structures only
- D. All of the Above

198. Which of the following provide a different interface for sequential containers?

- A. Associative Container
- B. Container Adaptors
- C. Unordered Associative Containers
- D. None of the Above

199. No of components that STL has

- A. 2
- B. 3
- C. 4
- D. 5

200. What is containers

- A. That stores all the algorithms
- B. That contain overloaded functions
- C. That stores objects and data
- D. All of the Above

201. How many types of Container Adaptors are presents?

- A. 3
- B. 4
- C. 5
- D. 6

202. How many types of associative containers are presents?

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

203. How many Unordered Associative containers are present?

- A. 2
- B. 3
- C. 4
- D. 5

- 204. Unordered associative containers is containers that**
- Containers that implements unsorted (hashed) data structures for quick search in O(1)
 - Implement sorted data structures that can be quickly searched (O(log n) complexity)
 - Provide a different interface for sequential containers.
 - All of the Above
- 205. Container adaptor is that**
- Containers that implements unsorted (hashed) data structures for quick search in O(1)
 - Implement sorted data structures that can be quickly searched (O(log n) complexity)
 - Provide a different interface for sequential containers.
 - All of the Above
- 206. Associative Container is that**
- Containers that implements unsorted (hashed) data structures for quick search in O(1)
 - Implement sorted data structures that can be quickly searched (O(log n) complexity)
 - Provide a different interface for sequential containers.
 - All of the Above
- 207. Exception specification is**
- A function is limited to throwing only a specified list of exceptions
 - A function is allowed to throwing all list of exceptions
 - Both A & B
 - A function can throw any type of exceptions
- 208. When a programs throws any other type of exception other than specified, then?**
- Run
 - Arises error
 - No response
 - Throw
- 209. No Exception specification means**
- Throw Nothing
 - Catch nothing
 - Throw anything
 - Catch anything
- 210. Which of the following operations does not throw anything?**
- Operations which are irreversible
 - Operations which are reversible
 - Operations which are continuous
 - None of the Above
- 211. Ellipses operator are used to**
- Catch all handler
 - Throw all handler
 - Catch and throw all handler
 - None of the Above
- 212. When we move to try block far away from catch block then?**
- Reduces the amount of code in cache
 - Increases the amount of code in cache
 - Don't alter anything
 - All of the Above
- 213. It is expensive to use the objects for the exceptions because**
- Exception object is created only if an error actually happens
 - Large time and space
 - Both A & B
 - Large execution time
- 214. Iterators are used to**
- Point memory addresses of STL containers
 - Iterate over pointers
 - Iterate over C-like arrays
 - All of the Above
- 215. Exception handling consist of how many keywords?**
- 2
 - 4
 - 3
 - 5
- 216. Advantages of exception handling are:**
- Separation of Error Handling code from Normal Code
 - Functions/Methods can handle only the exceptions they choose
 - Grouping of Error Types
 - All of the Above
- 217. Which of the following statement is true?**
- Exceptions are runtime anomalies or abnormal conditions that a program encounters during its execution.
 - Types of exception are synchronous and asynchronous
 - Grouping of error types is an advantage of error handling
 - All of the Above
- 218. Which of the following is used to catch all the exceptions?**
- Catch(....)
 - Catch(...)
 - Catch()
 - Catch(&)
- 219. Which of the following is used to handle the exceptions in C++?**
- Catch
 - Throw
 - Exception
 - Exception handler
- 220. In C++ what types of exceptions are available?**
- Static
 - Dynamic
 - Both A & B
 - Unhandled
- 221. Which of the following is used to check the error in the block?**
- Try
 - Catch
 - Throw
 - All of the above
- 222. The C++ code which causes abnormal termination/behaviour of a program should be written under**
- Try
 - Catch
 - Throw
 - Any one of the above
- 223. What a program does when it detects an exception?**
- Continue running
 - Calls other functions of the program
 - Results in the termination of the program
 - None of the Above
- 224. What will happen if try catch block is not used?**
- Error will arise
 - Error will not arise
 - Program generates output
 - None of the Above
- 225. We can take Exception in C++ as**
- Divide by zero
 - Variable not declared
 - An expression is not complete
 - All of the Above
- 226. Which of the following is correct?**
- Exceptions can be handled at the run-time but the errors cannot
 - There are two types of exceptions
 - Throw keyword is used to throw an exception
 - All of the Above
- 227. Rethrowing Means?**
- An exception that is thrown again as it is not handled by that catching block
 - An exception that is caught twice
 - An exception that is not handled in one caught hence thrown again
 - All of the mentioned

228. What is encapsulation in object-oriented programming?

- A. The process of hiding implementation details from users of a class.
- B. The process of exposing implementation details to users of a class.
- C. The process of defining variables and methods in a class.
- D. The process of creating objects from a class.

229. Which access modifiers can be used to implement encapsulation in Java?

- A. Public and private
- B. Public and protected
- C. Private and protected
- D. Public, private, and protected

230. Which of the following is an example of encapsulation?

- A. A class with all public methods and variables.
- B. A class with all private methods and variables.
- C. A class with some public and some private methods and variables
- D. A class with no methods or variables.

231. Which of the following best describes the relationship between encapsulation and information hiding?

- A. Encapsulation and information hiding are two different terms for the same thing.
- B. Encapsulation is a broader concept that includes information hiding.
- C. Information hiding is a broader concept that includes encapsulation.
- D. Encapsulation and information hiding are unrelated concepts.

232. Which of the following is NOT a benefit of encapsulation?

- A. Improved security of data
- B. Better organization of code
- C. Easier debugging of code
- D. Increased speed of execution

233. Which of the following best describes the principle of "separation of concerns" in relation to encapsulation?

- A. The idea that different classes should be responsible for different tasks, and that each class should be responsible for a single concern.
- B. The idea that all code related to a particular feature should be located in a single class.
- C. The idea that classes should be designed to be easily extended and modified without breaking existing code.
- D. The idea that all variables and methods in a class should be accessible to other classes.

234. Which of the following statements about encapsulation in C++ is true?

- A. Encapsulation is achieved through the use of access modifiers such as public, private, and protected.
- B. Encapsulation is not possible in C++.
- C. Encapsulation in C++ is achieved through the use of pointers.
- D. Encapsulation in C++ is achieved through the use of inheritance.

235. Which of the following best describes the relationship between encapsulation and inheritance?

- A. Encapsulation and inheritance are two different terms for the same thing.
- B. Encapsulation is a broader concept that includes inheritance.
- C. Inheritance is a broader concept that includes encapsulation.
- D. Encapsulation and inheritance are unrelated concepts.

236. Which type of polymorphism is resolved at compile-time?

- A. Runtime polymorphism
- B. Dynamic polymorphism
- C. Method overloading
- D. Subtyping

237. Which type of polymorphism allows objects of a subclass to be treated as objects of its superclass?

- A. Compile-time polymorphism
- B. Dynamic polymorphism
- C. Subtyping
- D. Method overriding

238. Which of the following is NOT a form of polymorphism?

- A. Method overloading
- B. Method overriding
- C. Subclassing
- D. Interface-based programming

239. Which type of polymorphism allows an object of a subclass to be used in place of an object of its superclass?

- A. Subtyping
- B. Method overloading
- C. Method overriding
- D. Interface-based programming

240. Which of the following is correct?

- A. Virtual functions must be members of some class and virtual function must be defined in the base class
- B. Virtual functions cannot be static members.
- C. Virtual Functions are accessed through object pointers.
- D. All of the Above

ANSWER SHEET

1.A	2.D	3.B	4.D	5.D	6.C	7.D	8.B	9.A	10.B
11.C	12.C	13.C	14.A	15.C	16.B	17.B	18.B	19.C	20.A
21.B	22.A	23.B	24.B	25.D	26.C	27.A	28.B	29.A	30.C
31.B	32.A	33.D	34.C	35.C	36.A	37.D	38.D	39.C	40.D
41.D	42.A	43.C	44.C	45.D	46.A	47.D	48.C	49.D	50.A
51.B	52.D	53.A	54.A	55.B	56.C	57.B	58.C	59.A	60.D