Hi Dac , You have scored : 0

QuestionID : 996   Subject Name CPP

Q1. Which of the following options are true about inheritance?
i)When deriving from a protected base class, public members become protected members of the derived class.
ii)When deriving from a protected base class, protected members become public members of the derived class.
iii)When deriving from a private base class, protected and public members become private members of the base class.
iv)When deriving from a public base class, the public members become public members of the base class.

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 : 1069   Subject Name CPP

Q2. _____ class members can be accessed only by member and friend functions of that class.

1. Public
2. Protected
3. Private
4. Static

Correct Answer : 3

Your Answer :

QuestionID : 1097   Subject Name CPP

Q3. 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 : 1109   Subject Name CPP

Q4. 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 : 1131   Subject Name CPP

Q5. Let`s say that you insert a new node between two existing nodes in a singly link list. Which link pointers do you think require a new value?
i)The one after the new node.?
ii)The one belonging to the new node.?
iii)The one before the new node and the one after the new node.?

iii)The one before the new node and the one after the new node.?

iv)The one before the new node.

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

Correct Answer : 2

Your Answer :

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 :

Q7. 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 :

Q8. OOA means

1. Object Oriented Analysis
2. Object Oriented Association
3. Object Oriented Approach
4. none of the Above

Correct Answer : 1

Your Answer :

Q9. Protected data members of an class

1. is visible to the derived class members
2. is visible to its class members
3. is visible to the friends of the class
4. All of the Above

Correct Answer : 4

Your Answer :

Q10. What is true for function overloading?

1. Matches the argument list for number of arguments when everything fails
2. Uses implicit conversions of the supplied arguments if necessary
3. Uses integral promotion of supplied arguments first
4. None of the above

Correct Answer : 2

Your Answer :

Q11. 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);
}
};
```

what will be the c++ output of the following code
```
main()
{
student s1;
s1.inputdata(25,41,102);
return 0;
}
}
```

    1. 25
    2. 41
    3. 102
    4. none of the above
    Correct Answer : 2
    Your Answer :

Q12. #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 : 8456   Subject Name CPP

Q13. To pop an item normally means-

1. to push an item in stack
2. To get out an item from stack
3. to peek out an item from a stack
4. all of above

Correct Answer : 2

Your Answer :

QuestionID : 8590   Subject Name CPP

Q14. which of the following is always true

1. main() is manadatory in atleast one of the programs linked together.
2. Name of the executable file is the name of the program file containing main()
3. Atleast one preprocessor directive is must for a C program
4. Atleast one statement is required in the main() block code

Correct Answer : 4

Your Answer :

QuestionID : 8613   Subject Name CPP

Q15. What will be the output:
float x1=111.1234567;
{
cout << setprecision(8);
cout << setiosflags(ios::showpos);
cout << setiosflags(ios::showpoint);
cout << setiosflags(ios::scientific);
cout << x1;
}

}

1. +1.111234567e+002
2. +111.12345670e+000
3. +111.123456700e+000
4. +111.1234567e+000

Correct Answer : 1

Your Answer :

QuestionID : 8620   Subject Name CPP

Q16. Generally,arguments to operator overloading functions are

1. characters
2. arrays
3. objects
4. bitfields

Correct Answer : 3

Your Answer :

QuestionID : 8650   Subject Name CPP

Q17. A pointer in c++

1. can be assigned to any pointer as it is.
2. can be assigned to any pointer with typecasting
3. can not be assigned to any pointer
4. can be assigned to only another void pointer

Correct Answer : 2

Your Answer :

QuestionID : 8791   Subject Name CPP

Q18. Variable declared as const i c++

1. can have Data Type
2. can be used in constant expression
3. must be initialized
4. all are true

Correct Answer : 4

Your Answer :

Q19. What will be the output of the following code?

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

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

Correct Answer : 3

Your Answer :

Q20. 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 :

Q21. what will be the c++ output of the following code?

```
float x1=1000.00;
{
int x1=1110;
x1=00.36;
cout<<((::x1)+float(x1))/3;
}
```

1. 700.00
2. 7000.12
3. 700.120000
4. compilation error

Correct Answer : 1

Your Answer :

Q22. The fields in a class of a c++ program are by default
1. protected
2. public
3. private
4. None of these

Correct Answer : 3

Your Answer :

Q23.
Destructors can be overloaded.

Correct Answer : F

Your Answer :

Q24.
in Recursion which data structure is used
1.

Array

2.

Linked List

3.

Tree

4.

Stack

Correct Answer : 4
Your Answer :

Q25.
A class template may not be used as a base class.
Correct Answer : F
Your Answer :

Q26. A _____ template works with a specific data type.
1. specialised
2. generalised
3. specific
4. any
Correct Answer : 1
Your Answer :

Q27.
What is wrong in following code?
```
#include < iostream.h >
void main()
{
int a[5]={0};
for(int i=0;i<2;i++)
a[i]=i;
for(i=0;i<5;i++)
cout << a[i] << endl;
}
```
1.

Array a is not initialized properly

2.

There is no problem

3.

Redeclaration of variable i

4.

There is a run time error

Correct Answer : 3
Your Answer :

Q28. 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 :

Q29. If a variable uses more than one byte of memory,for pointer purposes its address is:
1. the address of the last byte of storage
2. the average of the addresses used to store the variable
3. the address of the first byte of storage
4. general delivery
Correct Answer : 3
Your Answer :

Q30. the cin.getline() takes the arguments as
1. size & the word
2. line & its size

3. a white space & a tab
4. a line & the enter key
Correct Answer : 2
Your Answer :

Q31. 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 :

Q32. A _____ list does not contain a null pointer at the end of the list.
1. Circular-linked
2. Doubly-linked
3. backwards-linked
4. Null-linked
Correct Answer : 1
Your Answer :

Q33. If information is transmitted faster than it can be processed, it can efficiently be held in a _____ for processing.
1. stack
2. queue
3. static array
4. static deque
Correct Answer : 2
Your Answer :

Q34. _____ 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 :

Q35. Array elements must be_____ before a binary search can be performed.
1. summed
2. set to 0

3. sorted
4. positive number
Correct Answer : 3
Your Answer :

Q36. In c++ what safe guard is offered against exceeding arrays limits
1. convert int type array to double type
2. don`t use size in arrays delaration
3. no built in method to avoid bound crossing
4. char arrays to be declared as int
Correct Answer : 3
Your Answer :

Q37. Which of the following is the correct way to read the entire record from the input file ?(Assume that fields are seperated by # sign and each record appears on a seperate line in the file .Also assume that the record variable name is payroll)

struct payinfo
{
char empname[2 5];
char code;
short salary;
};

1. infile >> payinfo.empname;
infile.ignore(1);
infile << payinfo.code;
infile.ignore(1);
infile << payinfo.salary;
infile.ignore(1);
2. infile >> payroll.empname;
infile.ignore(1);
infile << payroll.code;
infile.ignore(1);
infile << payroll.salary;
infile.ignore(1);
3. infile.get(payroll.empname,25,`#`);
infile.ignore(1);
infile >> payroll.code;
infile.ignore(1);
infile >> payroll.salary;
infile.ignore(1);
4. infile.get(payinfo.empname,25,`#`);
infile.ignore(1);
infile >> payinfo.code;
infile.ignore(1);
infile >> payinfo.salary;
infile.ignore(1);
Correct Answer : 3
Your Answer :

Q38. The cin member function , _____, reads an entire line of text ,until the [Enter]key.
1. >>
2. getline()
3. line()
4. input()
Correct Answer : 2
Your Answer :

Q39. _____ 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 :

Q40. when you redefine the way a standard operator works when it is used
with class objects you have_____the operator.

1. reassigned
2. reformatted
3. overloaded
4. overwhelmed

Correct Answer : 3

Your Answer :

Q41. THE _____ IS ARE USED TO DISPLAY
INFORMATION ON THE COMPUTER SCREEN

1. OPENING AND CLOSING BRACES
2. OPENING AND CLOSING QUOTATION MARKS
3. COUT OBJECT
4. BACKSLASH

Correct Answer : 3

Your Answer :

Q42. 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 :

Q43. Inorder method of traversing a binary tree involves traversing
the node`s left subtree,processing the node`s data ,then traversing
the node`s right subtree

Correct Answer : T

Your Answer :

Q44. 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 :

Q45. the base class access specification determines
how_____class
members may be accessed by derived classes.

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

Correct Answer : 4

Your Answer :

QuestionID : 12389 Subject Name CPP

Q46. When element is added to a queue, it is added to the rear.
When element is removed, it is removed from the _____.
1. rear
2. middle
3. front
4. all of these

Correct Answer : 3

Your Answer :

QuestionID : 12485 Subject Name CPP

Q47. 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 : 12505 Subject Name CPP

Q48. objects allcated memory by new operator are also reffered as
1. allocation on free store
2. heap object
3. allocated in dynamic memory
4. all correct

Correct Answer : 4

Your Answer :

QuestionID : 12514 Subject Name CPP

Q49. When an operator`s operands are of different data types ,
c++ will automatically convert them to the same data type.

Correct Answer : T

Your Answer :

QuestionID : 12600 Subject Name CPP

Q50. 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

Your Answer :