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QuestionID : 1006 Subject Name CPP

Q1. 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 : 1015 Subject Name CPP

Q2. How do you think you could declare PrintDetails() within the base class CDrawObject, if a definition for PrintDetails() is to exist for the base class as well as for derived classes?

- i)virtual void PrintDetails(void);
- ii)virtual PrintDetails();
- iii)virtual PrintDetails()=0;
- iv)void PrintDetails(void)=0;

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

Correct Answer : 4

Your Answer :

QuestionID : 1018 Subject Name CPP

Q3. When the compiler sees a user-defined type being used where another type is required, it _____ calls the casting operator.

1. Implicitly
2. Explicitly
3. Gives an error
4. Continues by ignoring the statement

Correct Answer : 1

Your Answer :

QuestionID : 1043 Subject Name CPP

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

```
#include
void f(int *iPtr){*iPtr = 1;}
int main(void){int i = 0;
f(&i);
cout<<"The value is\ "<< i <return 0;}
```

1. The value is 0.
2. The value is 1.
3. Will generate compiler error.
4. The value can not be specified i.e. it will contain garbage.

Correct Answer : 2

Your Answer :

QuestionID : 1065 Subject Name CPP

Q5. 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 : 1078 Subject Name CPP

Q6. When do you think you should use a friend declaration?

1. When an external function needs direct access to a private or protected data member.
2. When you need to keep a variable constant within the program.
3. Never.
4. When you want to create an instance of a class.

Correct Answer : 1

Your Answer :

QuestionID : 1093 Subject Name CPP

Q7. Which of the following lines of code could you include in a class definition to make that class abstract?

1. void SetLength();
2. virtual void SetLength(void)=0;
3. void SetLength(void)=0;
4. SetLength();

Correct Answer : 2

Your Answer :

QuestionID : 1135 Subject Name CPP

Q8. 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 : 8243 Subject Name CPP

Q9. Which is True ?

1. The top most class in the class hierarchy should never be an abstract class
2. Generally all data members should be with public visibility
3. Members belonging to different classes should not interact directly
4. The class to be designed should be dependent on maximum possible other classes

Correct Answer : 3

Your Answer :

QuestionID : 8373 Subject Name CPP

Q10.

What will be the output?

```
int & max(int & o, int & p)
```

```
{
if(o < p)
return o;
else
return p;
}
```

1. Compiler Error
2. Will return a reference to either o or p
3. Will return the value o or p

4. None of the above

Correct Answer : 4

Your Answer :

QuestionID : 8411 Subject Name CPP

Q11. 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 : 8441 Subject Name CPP

Q12. //What will be the C++ output of the following code

```
#include < iostream.h >
class a
{
int x;
int out_a(int a=100);
{
x=a;
return (a);
}
};
class b
{
int y;
int out_b(int b=1000);
{
y=b;
return (b);
}
};
main()
{
a x[10];
b y[10];
cout << x[1].out_a();
return (0);
}
```

1. 10
2. compilation error
3. 100
4. 1000

Correct Answer : 2

Your Answer :

QuestionID : 8516 Subject Name CPP

Q13. two pointer variables are said to be comparable provided the pointers point to

1. object of the same datatype

1. object of the same datatypes
2. same object
3. either a or b
4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 8697 Subject Name CPP

Q14. 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 : 8834 Subject Name CPP

Q15. what will the following output?

```
float x1=1000.30;
{
float x1=1110;
cin>>x1 //input value for x1 is 1100.36
cout<<(int((::x1)+x1))/3);
}
```

1. 700
2. 700.00
3. 700.12
4. compilation error

Correct Answer : 4

Your Answer :

QuestionID : 8841 Subject Name CPP

Q16. State which statement not False

1. Arithmetic io operation are not possible with String Constants.
2. String Constant and character constant are same
3. Integer values of character constant are not same as their binary values
4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 8891 Subject Name CPP

Q17. Constructors are used to

1. initialize the objects
2. construct the data members
3. both a & b
4. None of these

Correct Answer : 1

Your Answer :

QuestionID : 8959 Subject Name CPP

Q18.

The identifier on left of dot operator is

- 1.

an array name

- 2.

an variable

- 3.

an object

- 4.

an keyword

Correct Answer : 3

Your Answer :

QuestionID : 8995 Subject Name CPP

Q19.

To execute a cpp program one first need to translate the source code into object code. The process is called _____

1.

translate

2.

sourcing

3.

compiling

4.

coding

Correct Answer : 3

Your Answer :

QuestionID : 9065 Subject Name CPP

Q20.

We can implement generic classes using templates.

Correct Answer : T

Your Answer :

QuestionID : 9142 Subject Name CPP

Q21.

Which one is the simplest data structure

1.

Array

2.

Linklist

3.

Tree

4.

Struct

Correct Answer : 1

Your Answer :

QuestionID : 9234 Subject Name CPP

Q22. If an method of base class be redefined in derived class we make it -----

1. Static

2. Inline

3. Virtual

4. Extern

Correct Answer : 3

Your Answer :

QuestionID : 9248 Subject Name CPP

Q23. Manipulators with no arguments are in _____ and with arguments in _____

1. iosstream.h and ostream.h

1. iostream.h and stdio.h
2. iomanip.h and sstream.h
3. iostream.h and iomanip.h
4. stdio.h and iomanip.h

Correct Answer : 3

Your Answer :

QuestionID : 9253 Subject Name CPP

Q24. In which of the following cases C++ makes automatic conversions

1. value of arithmetic type is assigned to variable of another arithmetic type
2. when we combine mixed types in an expression
3. when arguments are passed to functions
4. All of above

Correct Answer : 4

Your Answer :

QuestionID : 9273 Subject Name CPP

Q25. C++ supports

1. metaclasses
2. static binding
3. data hiding
4. All of the above

Correct Answer : 4

Your Answer :

QuestionID : 11724 Subject Name CPP

Q26. 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 : 11732 Subject Name CPP

Q27. In an inheritance situation the new class that you create from an existing class is known as the _____

1. derived class
2. inheritee
3. child class
4. a and c

Correct Answer : 3

Your Answer :

QuestionID : 11765 Subject Name CPP

Q28. Function templates allow you to write a single function definition that works with many different data types.

Correct Answer : T

Your Answer :

QuestionID : 11828 Subject Name CPP

Q29. When argument must be passed to the base class constructor, they are passed from the derived class constructor's header line.

Correct Answer : F

Your Answer :

QuestionID : 11875 Subject Name CPP

Q30. A _____ is automatically called when an object is destroyed

1. Constructor function
2. Specification deallocator
3. Destructor function
4. coroner function

Correct Answer : 3

Your Answer :

QuestionID : 11913 Subject Name CPP

Q31. object composition is useful creating a _____ relationship between classes.

1. friend
2. static
3. has a
4. conditional

Correct Answer : 3

Your Answer :

QuestionID : 11953 Subject Name CPP

Q32. Redirection redirects

1. the screen from a device to a stream
2. a device from a screen to a file
3. a file from a device to a stream
4. a stream from a file to the screen

Correct Answer : 4

Your Answer :

QuestionID : 11971 Subject Name CPP

Q33. The first item place onto a stack is always the last item remove from the stack

Correct Answer : T

Your Answer :

QuestionID : 12032 Subject Name CPP

Q34. the _____ causes a program to wait untill information is typed at the keyboard and the enter key is pressed

1. input device
2. cin object
3. cout object
4. preprocessor

Correct Answer : 2

Your Answer :

QuestionID : 12105 Subject Name CPP

Q35. The _____ Starts with the keyword try, and is followed by a block of code executing any statements that might cause an Exception to be thrown.

1. try block
2. try/catch class
3. try() function
4. catch() function

Correct Answer : 1

Your Answer :

QuestionID : 12171 Subject Name CPP

Q36. Five types of Iterators defined in STL are

1. input,output,forward,bidirectional random access
2. stdin,stdout,stderr,stdin and stdnone iterators
3. up,down,top,bottom and diagaonal iterators
4. None of above

Correct Answer : 1

Your Answer :

QuestionID : 12176 Subject Name CPP

Q37. A linked list is called "linked" because each node in the series has a pointer that points to the next node in the list.

Correct Answer : T

Your Answer :

QuestionID : 12231 Subject Name CPP

Q38. if you declare two objects as customer firstcust,secondcust; which of the following must be true

1. you can not declare two object of the same class

2. each object will store a saperate copy of any non static data members
3. each object will store a saperate copy of any member functions
4. each object will store a saperate copy of any static members data

Correct Answer : 2

Your Answer :

QuestionID : 12271 Subject Name CPP

Q39. polymorphism is when _____ in a class hierarchy perform differently, depending upon which object performs the call.

1. base class constructors
2. derived class destructors
3. member functions
4. derived class constructors

Correct Answer : 3

Your Answer :

QuestionID : 12302 Subject Name CPP

Q40. 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 : 12328 Subject Name CPP

Q41. 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 : 12359 Subject Name CPP

Q42. the _____ constructor is called before the _____ constructor.

1. base,derived
2. derived,base
3. public,private
4. private,public

Correct Answer : 1

Your Answer :

QuestionID : 12366 Subject Name CPP

Q43. Pointers to a base class may be assigned the address of derived class object

Correct Answer : T

Your Answer :

QuestionID : 12422 Subject Name CPP

Q44. A _____ of a base class expects to be overridden in a derived class.

1. constructor function
2. destructor function
3. static function
4. virtual function

Correct Answer : 4

Your Answer :

Your Answer :

QuestionID : 12461 Subject Name CPP

Q45. output will be same if you use inorder , postorder or preorder traversals of the same binary tree

Correct Answer : F

Your Answer :

QuestionID : 12465 Subject Name CPP

Q46. Syntax involves rules that must be followed when construction a program

Correct Answer : T

Your Answer :

QuestionID : 12474 Subject Name CPP

Q47. To throw an exception, a program must have a(n)

_____.

1. throw() function
2. try/catch construct
3. fatal error
4. unrecoverable error

Correct Answer : 2

Your Answer :

QuestionID : 12491 Subject Name CPP

Q48. When the > > operator extracts information from a file , it expects to read pieces of data that are separated by _____

1. commas
2. tabs
3. white spaces
4. semi colon

Correct Answer : 3

Your Answer :

QuestionID : 12522 Subject Name CPP

Q49. Protected members of a base class are like _____, but they may be accessed by derived classes.

1. constructor functions
2. static members
3. private members
4. public members

Correct Answer : 3

Your Answer :

QuestionID : 12523 Subject Name CPP

Q50. Constructor function may not accept arguments.

Correct Answer : F

Your Answer :