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QuestionID : 990 Subject Name CPP

Q1. What is the term that describes the hiding of implementation details of objects from each other in a C++ class?

1. Encapsulation
2. Data hiding
3. Data implementation
4. Data abstraction

Correct Answer : 1

Your Answer :

QuestionID : 995 Subject Name CPP

Q2. What do you think is the advantage of declaring the constructor and destructor functions for public member access?

1. It allows the constructor and destructor access to the data members.
2. It means that the constructor and destructor can be called directly by code in the main() function.
3. It allows the constructor and destructor access to the other member functions.
4. None of the above.

Correct Answer : 2

Your Answer :

QuestionID : 1005 Subject Name CPP

Q3. Identify the true statements about polymorphism, as implemented in C++.

i)Polymorphism allows objects of different classes that are related by inheritance to respond differently to the same member function call.

ii)Early binding is the mechanism for implementing polymorphism

iii)C++ supports polymorphism using virtual functions

iv)Polymorphism does not allow overloading of base-class member functions in derived classes.

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

Correct Answer : 4

Your Answer :

QuestionID : 1013 Subject Name CPP

Q4. How do you think you begin the definition of derived class CTriangle so that public members of CShape are inherited as public members in the derived class?

1. class CTriangle::Cshape
2. class CTriangle::public CShape
3. class CTriangle:public CShape
4. class CTtriangle:public class CShape

Correct Answer : 3

Your Answer :

QuestionID : 1035 Subject Name CPP

Q5. Which seek base parameter do you think is used in the seekg() function to position the pointer to the start of the file?

1. ios::start
2. ios::beg
3. ios::open
4. ios::initial

Correct Answer : 2

Your Answer :

QuestionID : 1048 Subject Name CPP

Q6. A class becomes an abstract base class if:

1. It can be instantiated.
2. It has a virtual function.
3. It has a pure virtual function.
4. It has the keyword `abstract` preceding it.

Correct Answer : 2

Your Answer :

QuestionID : 8253 Subject Name CPP

Q7. Class dependencies and Inter-relationships are established before

1. Design of classes
2. Design of member functions
3. design of main driver program
4. All of the above

Correct Answer : 4

Your Answer :

QuestionID : 8255 Subject Name CPP

Q8. dynamic binding

1. is same as dynamic memory Allocation for objects
2. is a software mechanism for deriving addresses of functions at the run time
3. is used in dynamic constructors
4. All of the Above

Correct Answer : 2

Your Answer :

QuestionID : 8265 Subject Name CPP

Q9. which is false

1. a class can be derived from more than one base class
2. a base class need not have more than one derived classes
3. a derived class can be used as a base class
4. a class can inherit members from another derived class only

Correct Answer : 4

Your Answer :

QuestionID : 8266 Subject Name CPP

Q10. Inheritance enables _____ which saves time in developement and encourages using previously proven and high quality software

1. encapsulation
2. abstraction
3. data hiding
4. reusability

Correct Answer : 4

Your Answer :

QuestionID : 8286 Subject Name CPP

Q11. A queue is linear list

Correct Answer : T

Your Answer :

QuestionID : 8335 Subject Name CPP

Q12. Virtual functions

1. must not be member functions of some other class
2. are accessed using pointers to objects
3. must be static members functions of some class
4. all of the above

Correct Answer : 2

Your Answer :

QuestionID : 8349 Subject Name CPP

Q13. A program can use the address of any variable in an expression, except variables declared with the _____ storage class

1. static
2. auto

3. extern
4. register

Correct Answer : 4

Your Answer :

QuestionID : 8384 Subject Name CPP

Q14. what will be the C++ output of the following code

```
#include < iostream.h >
Class a
{
int x;
public:
int out_a(int a=100);
{
x=a;
return(a);
}
};

Class b
{
int y;
public:
int out_b(int b=1000);
{
y=b;
return(b);
}
};
main()
{
a x[10];
b y[10];
y[2].out_b(200);
cout << y[1].out_b(x[1].out_a()+y[2]);
return(0);
}
```

1. 1100
2. Compilation Error
3. 1200
4. 300

Correct Answer : 2

Your Answer :

QuestionID : 8416 Subject Name CPP

Q15. Main Driver Program should contain

1. interfacing for creation of objects
2. data inputs and validations
3. data manipulation
4. All of the Above

Correct Answer : 4

Your Answer :

QuestionID : 8507 Subject Name CPP

Q16. which is true for c++

1. global variables can be declared several times as is
2. global variables can not be declared as local variables
3. local varican be declared several times as global variables
4. all are false

Correct Answer : 4

Your Answer :

QuestionID : 8714 Subject Name CPP

Q17. What will be the output of following code

```
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 : 8766 Subject Name CPP

Q18. Retrieving a message from the stack is called...

1. push
2. pop up
3. look up
4. search

Correct Answer : 2

Your Answer :

QuestionID : 8887 Subject Name CPP

Q19. Operator overloading is

1. making c++ operators works with objects
2. giving new meaning to existing c++ operators
3. making new c++ operator
4. both a& b above

Correct Answer : 4

Your Answer :

QuestionID : 8906 Subject Name CPP

Q20.

Data items in a class may be public.

Correct Answer : T

Your Answer :

QuestionID : 8920 Subject Name CPP

Q21.

The copy constructor takes the return type

1.

```
as void
```

2.

```
as int
```

3.

```
as class
```

4.

```
no return type
```

Correct Answer : 4

Your Answer :

QuestionID : 8982 Subject Name CPP

Q22.

The linear data structures are

1.

```
stacks
```

2.

```
linked list
```

3.

```
queues
```

4.

```
All of above
```

Correct Answer : 4

Your Answer :

QuestionID : 9029 Subject Name CPP

Q23.

Linked list are not superior to STL vectors.

Correct Answer : F

Your Answer :

QuestionID : 9088 Subject Name CPP

Q24. #include < iostream.h >

```
void main()
{
char str1[]="India",str2[]="India";
if(str1==str2)
cout << "Both are same ";
else
cout << "Both are not same";
}
```

1. Both String are same
2. Both string are not same
3. Compile TimeError
4. RunTime Error

Correct Answer : 2

Your Answer :

QuestionID : 9096 Subject Name CPP

Q25.

In binary tree each node has maximum degree of

1.

```
one
```

2.

```
two
```

3.

```
thirty
```

4.

```
ninety
```

Correct Answer : 2

Your Answer :

QuestionID : 9143 Subject Name CPP

Q26.

std::cout is a standard input stream.

Correct Answer : F

Your Answer :

QuestionID : 9271 Subject Name CPP

Q27. The advantage of templates use over macros is

1. macros expand without type checking
2. templates are generic
3. template donot use # define
4. All of the above

Correct Answer : 1

Your Answer :

QuestionID : 11794 Subject Name CPP

Q28. A stack can be adopted to work with _____ data types.

1. all
2. only the built-in C++
3. Only abstract
4. deque-like

Correct Answer : 1

Your Answer :

QuestionID : 11884 Subject Name CPP

Q29. Which of the following will read a string into the array char Names[20]?

1. cin << Names
2. cin Names
3. cin >> Names
4. cin >> Names

Correct Answer : 4

Your Answer :

QuestionID : 11938 Subject Name CPP

Q30. to overload a postfix ++ for a number class, an appropriate function header is

1. this number::operator++(number &num)
2. number& number ::operator++()
3. number& number ::operator++(int)
4. number& number ::operator++(number &num)

Correct Answer : 3

Your Answer :

QuestionID : 11967 Subject Name CPP

Q31. friend is a keyword used for

1. making an outside function access public data of a class
2. making an outside function access private data of a class
3. making a private data avialable to member function
4. none of these

Correct Answer : 2

Your Answer :

QuestionID : 12049 Subject Name CPP

Q32. Deleting a node is a _____ step process.

1. one -- delete the node from memory
2. two -- remove the node without breaking links, then delete it from memory
3. three -- create a blank node, remove the node being deleted, insert the blank, then delete the node
4. four -- create a blank node, remove the node being deleted, insert the blank, delete the node, delete the blank

Correct Answer : 2

Your Answer :

QuestionID : 12050 Subject Name CPP

Q33. the programer must ensure that a recursive function does not become

1. a static function
2. a prototyped function
3. an end less loop
4. a dynamic function

Correct Answer : 3

Your Answer :

QuestionID : 12068 Subject Name CPP

Q34. Which of the following are false

1. We cannot derive a class from derived class
2. Base and its derived class cannot create object in same function
3. Derived classes cannot add new attributes of their own
4. All of the above

Correct Answer : 4

Your Answer :

QuestionID : 12094 Subject Name CPP

Q35. what will be the output after the following program is executed?

```
#include < iostream.h >
#include < string.h >
main()
{
cout << strlen("Hello,World.\n") << `/n`;
return 0;
}
```

1. 14
2. 13
3. 12
4. 11

Correct Answer : 1

Your Answer :

QuestionID : 12160 Subject Name CPP

Q36. Stacks are useful data structures for algorithms that works _____ with the _____ saved element in the series.

1. Last, First
2. First, Last
3. Efficiently, First
4. Efficiently, Last

Correct Answer : 2

Your Answer :

QuestionID : 12187 Subject Name CPP

Q37. The .....may be used to read information from a file.

1. cin object
2. file.read() method
3. file.in macro
4. none of these

Correct Answer : 4

Your Answer :

QuestionID : 12207 Subject Name CPP

Q38. Static binding occurs when the compiler binds a function call with the function call thatresides in the same classas the class itself

Correct Answer : T

Your Answer :

QuestionID : 12212 Subject Name CPP

Q39. Any time you use the new operator,it is good practice to:

1. test the pointer for the NULL address
2. use a preprocessor directives
3. clear the data from the old operator
4. none of these

Correct Answer : 1

Your Answer :

QuestionID : 12231 Subject Name CPP

Q40. if you decleare two objects as customer firstcust,secondcust; which of the following must be true

1. you can not declear 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 : 12270 Subject Name CPP

Q41. What will be the output after the following program is executed?

```
#include < iostream.h >
main()
{
int n1, n2 = 55,n3, n4, n5 = 44, n6;
cout << n2 << ", " << n5 << endl;
return 0;
}
```

1. 44, 55
2. 55, 44
3. 33, 44
4. 55, 66

Correct Answer : 2

Your Answer :

QuestionID : 12305 Subject Name CPP

Q42. A _____ is used to travel through a linked list and search for data

1. Node
2. Pointer
3. Null
4. Traversal operator

Correct Answer : 2

Your Answer :

QuestionID : 12328 Subject Name CPP

Q43. 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 : 12463 Subject Name CPP

Q44. Although it is tempting,it is not considered a good programming practice to declare all of your variables globally.

Correct Answer : F

Your Answer :

QuestionID : 12474 Subject Name CPP

Q45. 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 : 12482 Subject Name CPP

Q46. C++ was developed by

1. Dennis Ritchie
2. Bjarne Stroustup
3. Herbert Schildz
4. Bjarne Borne

Correct Answer : 2

Your Answer :

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 : 12599 Subject Name CPP

Q48. You place the constructor`s prototype in the ------ section of the class

1. private
2. public
3. hidden
4. confidential

Correct Answer : 2

Your Answer :

QuestionID : 12602 Subject Name CPP

Q49. An array of references will work similar to the array of pointers

Correct Answer : F

Your Answer :

QuestionID : 12623 Subject Name CPP

Q50. what is the output from the following program if your integer input are 87, 22, 47?

```
#include < iostream.h >
main()
{
int x, y;
cout << "enter two integers: ";
cin << x > y;
if (x > y)
{
int temp = x;
x = y;
y temp;
}
cout < x < ` ` ` ` < y < endl;
}
```

1. 47 87 22
2. 22 47 87
3. 87 47 22
4. all of the above

Correct Answer : 2

Your Answer :