
1. Which of the following programming paradigms focuses on objects and classes?

- a) Procedural programming
- b) Object-oriented programming
- c) Functional programming
- d) Imperative programming

Answer: b) Object-oriented programming

2. In procedural programming, the focus is on:

- a) Objects and classes
- b) Data and functions
- c) Inheritance and polymorphism
- d) Encapsulation and abstraction

Answer: b) Data and functions

3. Which of the following is a key difference between structures and classes in C++?

- a) Structures can have member functions, while classes cannot.
- b) Structures support inheritance, while classes do not.
- c) Structures have public access by default, while classes have private access by default.
- d) Structures can have static members, while classes cannot.

Answer: c) Structures have public access by default, while classes have private access by default.

4. Which of the following is NOT a built-in data type in C++?

- a) int
- b) float
- c) string
- d) char

Answer: c) string

5. The process of reading input from the user in C++ is known as:

- a) Output formatting
- b) Input formatting
- c) Console I/O
- d) File I/O

Answer: c) Console I/O

6. Which preprocessor directive is used to include the contents of another file in C++?

- a) #define
- b) #include
- c) #ifdef
- d) #ifndef

Answer: b) #include

7. Which decision-making construct in C++ allows for multiple conditions to be evaluated in a sequential manner?

- a) if
- b) if-else
- c) if-else-if ladder
- d) switch case

Answer: c) if-else-if ladder

8. Which repetitive construct in C++ is primarily used when the number of iterations is known beforehand?

- a) for loop
- b) while loop
- c) do-while loop
- d) switch case

Answer: a) for loop

9.The keyword used in C++ to prematurely exit a loop is:

- a) continue
- b) break
- c) exit
- d) return

Answer: b) break

10. Which of the following is NOT a valid usage of the "goto" statement in C++?

- a) Jumping to a specific line of code
- b) Breaking out of nested loops
- c) Implementing structured and readable code
- d) Handling error conditions

Answer: c) Implementing structured and readable code

SET-2

1.Which keyword is used to define a constant variable in C++?

- a) var
- b) const
- c) final
- d) static

Answer: b) const

2. Which data type is used to store true or false values in C++?

- a) int
- b) bool
- c) char
- d) float

Answer: b) bool

3. Which preprocessor directive is used to define a macro in C++?

- a) #include
- b) #define
- c) #ifdef
- d) #ifndef

Answer: b) #define

4. Which decision-making construct in C++ allows for a single condition to be evaluated?

- a) if
- b) if-else
- c) if-else-if ladder
- d) switch case

Answer: a) if

5. Which repetitive construct in C++ is primarily used when the number of iterations is not known beforehand?

- a) for loop
- b) while loop
- c) do-while loop
- d) switch case

Answer: b) while loop

6. Which operator is used to access the value stored at the address pointed by a pointer in C++?

- a) *
- b) &
- c) ->
- d) ::

Answer: a) *

7. Which keyword is used to allocate memory dynamically in C++?

- a) new
- b) malloc
- c) allocate
- d) create

Answer: a) new

8. Which keyword is used to deallocate memory in C++?

- a) delete
- b) free
- c) deallocate
- d) destroy

Answer: a) delete

9. Which keyword is used to refer to the current object within a member function in C++?

- a) this

- b) self
- c) current
- d) object

Answer: a) this

10. Which term describes a situation where a pointer points to a memory location that has been deallocated or no longer exists?

- a) Dangling pointer
- b) Null pointer
- c) Wild pointer
- d) Invalid pointer

Answer: a) Dangling pointer

SET-3

1. Which operator is used to access a member variable or function of an object in C++?

- a) .
- b) *
- c) ->
- d) :

Answer: a) .

2. Which keyword is used to declare a class in C++?

- a) class
- b) struct
- c) typedef
- d) typename

Answer: a) class

3. Which data type is used to store single characters in C++?

- a) int
- b) char
- c) float
- d) double

Answer: b) char

4. Which preprocessor directive is used to conditionally compile a block of code in C++?

- a) #define
- b) #include
- c) #ifdef
- d) #ifndef

Answer: c) #ifdef

5. Which decision-making construct in C++ is used when you have multiple conditions and want to perform different actions based on each condition?

- a) if
- b) if-else
- c) if-else-if ladder
- d) switch case

Answer: d) switch case

6. Which repetitive construct in C++ is primarily used when you want to execute the loop at least once, even if the condition is false?

- a) for loop
- b) while loop
- c) do-while loop
- d) switch case

Answer: c) do-while loop

7. Which operator is used to increment the value of a variable by 1 in C++?

- a) ++
- b) +=
- c) =
- d) *

Answer: a) ++

8. Which operator is used to perform logical AND operation in C++?

- a) &&
- b) ||
- c) !
- d) &

Answer: a) &&

9. Which keyword is used to stop the execution of the current iteration and move to the next iteration in a loop in C++?

- a) continue
- b) break
- c) exit
- d) return

Answer: a) continue

10. Which keyword is used to define a function in C++?

- a) func
- b) method
- c) def
- d) void

Answer: d) void

SET-4

1. Which keyword is used to pass a parameter by reference in a function in C++?

- a) byval
- b) byref
- c) inout
- d) const

Answer: b) byref

2. Which keyword is used to allocate memory for an array dynamically in C++?

- a) allocate
- b) create
- c) new

d) malloc

Answer: c) new

3. Which keyword is used to access a base class member from a derived class in C++?

a) super

b) base

c) this

d) parent

Answer: b) base

4. Which keyword is used to mark the end of a case block in a switch statement in C++?

a) end

b) stop

c) break

d) exit

Answer: c) break

5. Which data type is used to store decimal numbers with single precision in C++?

a) int

b) float

c) double

d) long double

Answer: b) float

6. Which operator is used to access the memory address of a variable in C++?

- a) *
- b) &
- c) \$
- d) #

Answer: b) &

7. Which operator is used to perform logical OR operation in C++?

- a) &&
- b) ||
- c) !
- d) |

Answer: b) ||

8. Which keyword is used to define a constant member function in C++?

- a) const
- b) static
- c) final
- d) virtual

Answer: a) const

9. Which keyword is used to access the parent class in a derived class in C++?

- a) super
- b) base
- c) this
- d) parent

Answer: b) base

10. Which operator is used to decrement the value of a variable by 1 in C++?

a) ++

b) +=

c) -=

d) --

Answer: d) --

1. Which operator is used to perform logical NOT operation in C++?

- a) &&
- b) ||
- c) !
- d) &

Answer: c) !

2. Which keyword is used to exit a function and return a value in C++?

- a) continue
- b) break
- c) exit
- d) return

Answer: d) return

3. Which keyword is used to define a function that does not return a value in C++?

- a) void
- b) int
- c) return
- d) none

Answer: a) void

4. Which keyword is used to pass a parameter by value in a function in C++?

- a) byval
- b) byref
- c) inout
- d) const

Answer: a) byval

5. Which keyword is used to allocate memory for a single variable dynamically in C++?

- a) allocate
- b) create
- c) new
- d) malloc

Answer: c) new

6. Which keyword is used to access a derived class member within the same class in C++?

- a) super
- b) base
- c) this
- d) child

Answer: c) this

7. Which keyword is used to mark the end of a loop and terminate its execution prematurely in C++?

- a) continue
- b) break
- c) exit
- d) return

Answer: b) break

8. Which data type is used to store characters with extended ASCII values in C++?

- a) char
- b) wchar_t
- c) int
- d) string

Answer: b) wchar_t

9. Which operator is used to multiply two numbers in C++?

a) +

b) –

c) *

d) /

Answer: c) *

10. Which operator is used to perform bitwise AND operation in C++?

a) &&

b) ||

c) !

d) &

Answer: d) &

1. Which keyword is used to define a class member that is shared among all objects of the class in C++?

- a) const
- b) static
- c) final
- d) virtual

Answer: b) static

2. Which keyword is used to access the derived class member from the base class in C++?

- a) super
- b) base
- c) this
- d) child

Answer: c) this

3. Which operator is used to perform logical XOR operation in C++?

- a) &&
- b) ||
- c) !
- d) ^

Answer: d) ^

4. Which keyword is used to mark the end of a function in C++?

- a) end
- b) stop
- c) break
- d) return

Answer: d) return

5. Which keyword is used to define a constant member variable in a class in C++?

- a) const
- b) static
- c) final
- d) mutable

Answer: a) const

6. Which operator is used to perform pointer arithmetic in C++?

- a) +
- b) –
- c) *
- d) /

Answer: b) –

7. Which keyword is used to define a base class in C++?

- a) base
- b) parent
- c) this
- d) class

Answer: d) class

8. Which data type is used to store true or false values in C++?

- a) int
- b) bool
- c) char
- d) float

Answer: b) bool

9. Which preprocessor directive is used to check if a macro is defined in C++?

- a) #ifdef
- b) #ifndef
- c) #if
- d) #endif

Answer: a) #ifdef

10. Which decision-making construct in C++ is used when you have multiple conditions and want to select only one condition to execute?

- a) if
- b) if-else
- c) if-else-if ladder
- d) switch case

Answer: d) switch case