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**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**

**2 MARKS MCQs**

1 .What will be the output of the following C++ code?

#include <iostream>

int main() {

int x = 5;

int y = 2;

int z = x % y;

std::cout << z << std::endl;

return 0;

}

a) 1

b) 2

c) 3

d) 0

**Answer: a) 1**

2. What will be the output of the following C++ code?

#include <iostream>

int main() {

int num;

std::cout << "Enter a number: ";

std::cin >> num;

int factorial = 1;

for (int i = 2; i <= num; i++) {

factorial \*= i;

}

std::cout << "Factorial: " << factorial << std::endl;

return 0;

}

a) The program will compile but no output will be displayed.

b) The program will display "Enter a number: ", wait for user input, and then display the factorial of the input number.

c) The program will display "Enter a number: ", wait for user input, and then display the sum of the factorial series up to the input number.

d) The program will display "Enter a number: ", wait for user input, and

Answer: b) The program will display "Enter a number: ", wait for user input, and then display the factorial of the input number.

3. What will be the output of the following C++ code?

#include <iostream>

int main() {

int x = 5;

int y = 3;

int z = x++;

std::cout << z << std::endl;

return 0;

}

a) 5

b) 3

c) 6

d) 4

Answer: a) 5

4. What is the correct way to declare a constant integer named "MAX\_VALUE" in C++?

A. const MAX\_VALUE = 10;

B. int MAX\_VALUE = 10;

C. #define MAX\_VALUE 10

D. constant MAX\_VALUE = 10;

Answer: C. #define MAX\_VALUE 10

5. What will be the output of the following C++ code snippet?

#include <iostream>

int main() {

int i = 0;

for (; i < 5; i++) {

std::cout << i << " ";

}

return 0;

}

A. 0 1 2 3 4 5

B. 0 1 2 3 4

C. 1 2 3 4 5

D. No output will be displayed

Answer: B. 0 1 2 3 4