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

a) Procedural Object-oriented

c) Functional Imperative

**2**.In procedural programming, the focus is on:

a) Objects and classes Data and functions

c) Inheritance and polymorphism Encapsulation and abstraction

**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.

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

a) int float

c) string char

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

a) Output formatting Input formatting

c) Console I/O File I/O

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

a) #define #include

c) #ifdef #ifndef

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

a) if if-else

c) if-else-if ladder switch case

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

a) for loop while loop

c) do-while loop switch case

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

a) continue break

c) exit return

**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