Section 1

1. The de-reference operator (\*) used before a pointer variable to get the:

**i. Data pointed by the pointer.**

ii. Address of the pointer.

2. When an array is passed as a reference variable, we can modify the values stored in the array.

True / **False**

5. A class can inherit from only one class.

**True** / False

Section 2

7. What will be the output of the following code:

void increment(int\* salary, int rate) {

int\* temp;

temp = salary;

\*temp += \*temp \* (rate / 100);

}

int main() {

int \*salary;

int initial = 1000;

salary = &initial;

increment(salary, 15);

cout << \* salary << endl;

}

Answer:

**The out put will be &initial.**