1. What does your class can hold?

a) data

b) functions

c) both a & b

d) none of the mentioned

View Answer

Answer:C

Explanation:The classes in c++ are used to manipulate both data and functions.

2. How many specifiers are present in access specifiers in class?

a) 1

b) 2

c) 3

d) 4

View Answer

Answer:c

Explanation:There are three types of access specifiers. They are public, protected and private.

3. Which is used to define the member of a class externally?

a) :

b) ::

c) #

d) none of the mentioned

View Answer

Answer:b

Explanation:None.

4. Which other keywords are also used to declare the class other than class?

a) struct

b) union

c) object

d) both a & b

View Answer

Answer:d

Explanation:Struct and union take the same definition of class but differs in the access techniques.

5. What is the output of this program?

```
#include <iostream>

using namespace std;

class rect

{

  int x, y;

  public:

  void val (int, int);

  int area ()

  {

    return (x * y);
    }
};
void rect::val (int a, int b)
{
    x = a;
    y = b;
}
int main ()
{
    rect rect;
    rect.val (3, 4);
    cout << "rect area: " << rect.area();
    return 0;
}
```

a) rect area:12

b) rect area: 12

c) rect area:24

d) none of the mentioned

View Answer

Answer:b

Explanation:In this program, we are calculating the area of rectangle based on given values.

Output:

```
$ g++ class.cpp

$ a.out

rect area: 12
```

6. What is the output of this program?

```
#include <iostream>

using namespace std;

class CDummy

{

  public:

  int isitme (CDummy& param);

};

int CDummy::isitme (CDummy& param)
```

```
{
    if (&param == this)
        return true;
    else
        return false;
}
int main ()
{
    CDummy a;
    CDummy *b = &a;
    if (b->isitme(a)) {
        cout << "execute";
    }
    else
    {
            cout<<"not execute";

          }

          return 0;

        }
```

a) execute

b) not execute

c) none of the mentioned

d) both a & b

View Answer

Answer:a

Explanation:In this program, we are just pointing the pointer to a object and printing execute if it is correctly pointed.

Output:

```
$ g++ class1.cpp
$ a.out
execute
```

7. Which of the following is a valid class declaration?

a) class A { int x; };

b) class B { }

c) public class A { }

d) object A { int x; };

View Answer

Answer:a

Explanation:None.

8. The fields in the class in c++ program are by default

a) protected

b) private

c) public

d) none of the mentioned

View Answer

Answer:b

Explanation:None.

9. Constructors are used to

a) initalize the objects

b) construct the data members

c) both a & b

d) none of the mentioned

View Answer

Answer:a

Explanation:Once the object is declared means, the constructor are also declared by default.

10. When struct is used instead of the keyword class means, what will happen in the program?

a) access is public by default

b) access is private by default

c) access is protected by default

d) none of the mentioned

View Answer

Answer:a

1. Where does the object is created?

a) class

b) constructor

c) destructor

d) attributes

View Answer

Answer:a

Explanation:In class only all the listed items except class will be declared.

2. How to access the object in the class?

a) scope resolution operator

b) ternary operator

c) direct member access operator

d) none of the mentioned

View Answer

Answer:c

Explanation:Objects in the method can be accessed using direct member access operator which is (.).

3. Which of these following members are not accessed by using direct member access operator?

a) public

b) private

c) protected

d) Both a & b

View Answer

Answer:d

Explanation:Because of the access given to the private and protected, We can't access them by using direct member access operator.

4. What is the output of the following program?

```
#include <iostream>
```

```
using namespace std;
class Box
{
   public :
   double length;
   double breadth;
   double height;
};
int main( )
{
   Box Box1;
   double volume;
   Box1.height = 5;
   Box1.length = 6;
```

```
    Box1.breadth = 7.1;

    volume = Box1.height * Box1.length * Box1.breadth;

    cout << "Volume of Box1 : " << volume <<endl;

    return 0;

}
```

a) 210

b) 213

c) 215

d) 217

View Answer

Answer:b

Explanation:In the above program, we are calculating the area of the cube by using the cube formula

Output:

```
$ g++ obj1.cpp
$ a.out
213
```

5. What is the output of the program?

```
#include <iostream>

using namespace std;

class Rect
```

```
{
  int x, y;
  public:
  void set_values (int,int);
  int area ()
  {
    return (x * y);
  }
};
void Rect::set_values (int a, int b) {
  x = a;
  y = b;
}
int main ()
```

```
    {

        Rect recta, rectb;

        recta.set_values (5, 6);

        rectb.set_values (7, 6);

        cout << "recta area: " << recta.area();

        cout << "rectb area: " << rectb.area();

        return 0;

    }
```

a) recta area: 30 rectb area: 42

b) recta area: 20 rectb area: 34

c) recta area: 30 rectb area: 21

d) none of the mentioned

View Answer

Answer:a

Explanation:We are calculating the area of rectangle by two objects.

6. Pick out the other definition of objects.

a) member of the class

b) associate of the class

c) attribute of the class

d) instance of the class

View Answer

Answer:d

Explanation:None.

7. How many objects can present in a single class?

a) 1

b) 2

c) 3

d) as many as possible

View Answer

Answer:d

Explanation:Because a class may contain any number of objects according to it’s compliance.

8. What is the output of this program?

```
#include <iostream>

using namespace std;

class sample

{

  private:

  int var;

  public:
```

```
  void input()
  {
    cout << var;
  }
  void output()
  {
    cout << "Variable entered is ";
    cout << var << "\n";
  }
};
int main()
{
  sample object;
  object.input();
  object.output();
```

```
        object.var();

        return 0;

    }
```

a) Enter an integer 5

Variable entered is 5

b) runtime error

c) error

d) none of the mentioned

View Answer

Answer:c

Explanation:While using private member, you can’t access it variable.

9. Which special character is used to mark the end of class?

a) ;

b) :

c) #

d) $

View Answer

Answer: a

Explanation:None.

10. What is the output of this program?

```
    #include <iostream>
```

```
using namespace std;
class number
{
   int i;
   public:
   int geti();
   void puti(int j);
};
int number::geti()
{
   return i;
}
void number::puti(int j)
{
   i = j;
}

int main()

{

    number s;

    s.puti(10);

    cout << s.geti( );

    return 0;

}
```

a) 10

b) 11

c) 20

d) 22

View Answer

Answer:a

Explanation:We are getting the number and copying it to j and printing it.

. Which keyword is used to define the user defined data types?

a) def

b) union

c) typedef

d) type

View Answer

Answer:c

Explanation:None.

2. Identify the correct statement.

a) typedef does not create different types.It only creates synonyms of existing types.

b) typedef create different types.

c) both a & b

d) none of the mentioned

View Answer

Answer:a

Explanation:By using typedef, we can create a type of pre-existing type only not our own type of data.

3. What does the data type defined by union will do?

a) It allow one different portion of memory to be accessed as same data types

b) It allow one same portion of memory to be accessed as same data types

c) It allow one different portion of memory to be accessed as different data types

d) It allow one same portion of memory to be accessed as different data types

View Answer

Answer:d

Explanation:Union is used to define the data types of our choice and it will store the data type in one location make them accessible.

4. What is the output of this program?

```
    #include <iostream>

    using namespace std;
    int main()

    {

        typedef int num;

        num a = 10, b = 15;

        num c = a + b + a - b;

        cout << c;

        return 0;

    }
```

a) 20

b) 15

c) 30

d) 25

View Answer

Answer:a

Explanation:In this program, we are manipulating the numbers and printing the result using user-defined data types.

Output:

```
$ g++ user.cpp

$ a.out

20
```

5. What is the output of this program?

```
#include <iostream>

using namespace std;

int main()

{

    int i;

    enum month {

        JAN,FEB,MAR,APR,MAY,JUN,JUL,AUG,SEP,OCT,DEC

    };

    for (i = JAN; i <= DEC; i++)

        cout << i;

    return 0;

}
```

a) 012345678910

b) 0123456789

c) 01234567891011

d) none of the mentioned

View Answer

Answer:a

Explanation:In this program, we are defined the data types as enumerator and printing its value in a order.

Output:

```
$ g++ user1.cpp

$ a.out

012345678910
```

6. What is the output of this program?

```
#include <iostream>

using namespace std;

int main()

{

    typedef int num;

    typedef char let;

    let w = "steve";

    num a = 10, b = 15;

    num c = a + w;
```

```
        cout << c;

        return 0;

    }
```

a) 10steve

b) steve10

c) compile time error

d) compile but not run

View Answer

Answer:C

Explanation:In this program, we are trying to add an integer and a character and it is not possible.

7. What is the syntax of user-defined data types?

a) typedef_existing data type_new name

b) typedef_new name_existing data type

c) def_existing data type_new name

d) none of the mentioned

View Answer

Answer:a

Explanation:None.

8. How many types of user-defined data type are in c++?

a) 1

b) 2

c) 3

d) 4

View Answer

Answer:c

Explanation:There are three types of user-defined data types. They are typedef, union, enumerator.

9. What is the scope of typedef defined data types?

a) inside that block only

b) whole program

c) outside the program

d) none of the mentioned

View Answer

Answer:b

Explanation:We are defining the user-defined data type to be availed only inside that program, if we want to use anywhere means we have to define those types in the header file.

10. How many types of models are available to create the user-defined data type?

a) 1

b) 2

c) 3

d) 4

View Answer

Answer:b

Explanation:There are two types of models. They are references to built-in types and multipart types.

1. Which rule will not affect the friend function?

a) private and protected members of a class cannot be accessed from outside

b) private and protected member can be accessed anywhere

c) both a & b

d) None of the mentioned

View Answer

Answer:a

Explanation:Friend is used to access private and protected members of a class from outside the same class.

2. Which keyword is used to declare the friend function?

a) firend

b) friend

c) classfriend

d) myfriend

View Answer

Answer:b

Explanation:None.

3. What is the syntax of friend function?

a) friend class1 Class2;

b) friend class;

c) friend class

d) None of the mentioned

View Answer

Answer:a

Explanation:In option a, the class2 is the friend of class1 and it can access all the private and protected members of class1.

4. What is the output of this program?

```
#include <iostream>

using namespace std;

class Box
```

```
{
    double width;
    public:
    friend void printWidth( Box box );
    void setWidth( double wid );
};
void Box::setWidth( double wid )
{
    width = wid;
}
void printWidth( Box box )
{
    box.width = box.width * 2;
    cout << "Width of box : " << box.width << endl;
    }

    int main( )

    {

        Box box;

        box.setWidth(10.0);

        printWidth( box );

        return 0;

   }
```

a) 40

b) 5

c) 10

d) 20

View Answer

Answer:d

Explanation:We are using the friend function for printwidth and multiplied the width value by 2, So we got the output as 20

Output:

```
$ g++ friend.cpp

$ a.out

20
```

5. What is the output of this program?

```
#include <iostream>

using namespace std;

class sample

{

   int width, height;

   public:

   void set_values (int, int);

   int area () {return (width * height);}

   friend sample duplicate (sample);

};

void sample::set_values (int a, int b)

{

   width = a;

   height = b;
```

```
}
sample duplicate (sample rectparam)
{
    sample rectres;
    rectres.width = rectparam.width * 2;
    rectres.height = rectparam.height * 2;
    return (rectres);
}
int main ()
{
    sample rect, rectb;
    rect.set_values (2, 3);
    rectb = duplicate (rect);
    cout << rectb.area();
```

```
        return 0;

    }
```

a) 20

b) 16

c) 24

d) None of the mentioned

View Answer

Answer:c

Explanation:In this program, we are using the friend function for duplicate function and calculating the area of the rectangle.

Output:

```
$ g++ friend1.cpp
$ a.out
24
```

6. What is the output of this program?

```
    #include <iostream>

    using namespace std;

    class sample;

    class sample1

    {
```

```
    int width, height;

    public:

    int area ()

    {

        return (width * height);}

        void convert (sample a);

    };

class sample

{

    private:

    int side;

    public:

    void set_side (int a)

    {

        side = a;
    }
    friend class sample1;
};
void sample1::convert (sample a)
{
    width = a.side;
    height = a.side;
}
int main ()
{
    sample sqr;
    sample1 rect;
    sqr.set_side(6);
    rect.convert(sqr);
```

```
        cout << rect.area();

        return 0;

    }
```

a) 24

b) 35

c) 16

d) 36

View Answer

Answer:d

Explanation:In this program, we are using the friend for the class and calculating the area of the square.

Output:

```
$ g++ friend2.cpp
$ a.out
36
```

7. What is the output of this program?

```
    #include <iostream>

    using namespace std;

    class base

    {

        int val1, val2;
    public:

    int get()

      {

        val1 = 100;

        val2 = 300;

      }

    friend float mean(base ob);

};

float mean(base ob)

{

    return float(ob.val1 + ob.val2) / 2;

}

int main()

{
```

```
            base obj;

            obj.get();

            cout << mean(obj);

            return 0;

        }
```

a) 200

b) 150

c) 100

d) 300

View Answer

Answer:a

Explanation:In this program, We are finding the mean value by declaring the function mean as a friend of class base.

Output:

```
$ g++ friend3.cpp

$ a.out

200
```

8. What is the output of this program?

```
        #include <iostream>

        using namespace std;
```

```
class sample
{
    private:
    int a, b;
    public:
    void test()
    {
        a = 100;
        b = 200;
    }
    friend int compute(sample e1);
};
int compute(sample e1)
{
    return int(e1.a + e1.b) - 5;
}

int main()

{

    sample e;

    e.test();

    cout  << compute(e);

    return 0;

}
```

a) 100

b) 200

c) 300

d) 295

View Answer

Answer:d

Explanation:In this program, we are finding a value from the given function by using the friend for compute function.

Output:

```
$ g++ friend4.cpp

$ a.out

295
```

9. Pick out the correct statement.

a) A friend function may be a member of another class.

b) A friend function may not be a member of another class.

c) A friend function may or may not be a member of another class.

d) None of the mentioned

View Answer

Answer:c

Explanation:None.

10. Where does keyword 'friend' should be placed?

a) function declaration

b) function definition

c) main function

d) None of the mentioned

View Answer

Answer:a

Explanation:The keyword friend is placed only in the function declaration of the friend function and not in the function definition because it is used toaccess the member of a class.

1. Which is used to tell the computer that where a pointer is pointing to?

a) dereference

b) reference

c) heap operations

d) none of the mentioned

View Answer

Answer:a

Explanation:None.

2. Which is used to do the dereferencing?

a) pointer without asterix

b) value without asterix

c) pointer with asterix

d) value with asterix

View Answer

Answer:c

Explanation:Derefencing is using a pointer with asterix. For example, *(abc).

3. Pick out the correct option.

a) References automatically dereference without needing an extra character.

b) References automatically dereference with an extra character.

c) Reference will not dereference

d) none of the mentioned

View Answer

Answer:a

Explanation:None.

4. What is the output of this program?

```
#include <iostream>

using namespace std;

int main()

{

  int a, b;
```

```
    int* c;

    c = &a;

    a = 200;

    b = 200;

    *c = 100;

    b = *c;

    cout << *c << " " << b;

    return 0;

  }
```

a) 100 200

b) 100 0

c) 200 200

d) 100 100

View Answer

Answer:d

Explanation:In this program, We are making the assignments and invoking the both b and c values as 100 by dereference operator.

Output:

```
$ g++ def.cpp

$ a.out
```

100 100

5. What is the output of this program?

```
    #include <iostream>

    using namespace std;

    int main()

    {

      int x;

      int *p;

      x = 5;

      p = &x;

      cout << *p;

      return 0;

    }
```

a) 5

b) 10

c) memory address

d) none of the mentioned

View Answer

Answer:a

Explanation:In this program, we are copying the memory location of x into p and then printing the value in the address.

Output:

```
$ g++ def1.cpp
$ a.out
5
```

6. What is the output of this program?

```
#include <iostream>

using namespace std;

int main ()

{

    int a;

    int * ptr_b;

    int ** ptr_c;

    a = 1;

    ptr_b = &a;
```

```
        ptr_c = &ptr_b;

        cout << a << "\n";

        cout << *ptr_b << "\n";

        cout << *ptr_c << "\n";

        cout << **ptr_c << "\n";

        return 0;

    }
```

```
a) 1
   1
   0xbffc9924
   1
b) 1
   1
   1
   0xbffc9924
c) 1
   0xbffc9924
   1
   1
```

d) none of the mentioned

View Answer

Answer:a

Explanation:In this program, We are printing the values and memory address by using the pointer and derefernce operator.

Output:

```
$ g++ def2.cpp
$ a.out
1
1
0xbffc9924
1
```

7. What is the output of this program?

```
    #include <iostream>
    using namespace std;
    int main()
    {
        int x = 9;
        int* p = &x;
        cout << sizeof(p);
        return 0;
        }
```

a) 4

b) 2

c) Depends on compiler

d) none of the mentioned

View Answer

Answer:c

Explanation:The size of a datatype mainly depends on complier only.

Output:

```
$ g++ def3.cpp

$ a.out

4
```

8. What is the output of this program?

```
        #include  <iostream>

        using namespace std;

        int main()

        {

            double arr[] = {5.0, 6.0, 7.0, 8.0};

            double *p = (arr+2);

            cout << *p << endl;
            cout << arr << endl;

            cout << *(arr+3) << endl;

            cout << *(arr) << endl;

            cout << *arr+9 << endl;

            return 0;

        }
```

```
a) 7
   0xbf99fc98
   8
   5
   14
b) 7
   8
   0xbf99fc98
   5
   14
c) 0xbf99fc98
d) none of the mentioned
```

View Answer

Answer:a

Explanation:In this program, We are printing the values that are pointed by pointer and also the dereference oerator.

Output:

```
$ g++ def5.cpp

$ a.out

7

0xbf99fc98

8

5

14
```

9. What does the dereference operator will return?

a) rvalue equivalent to the value at the pointer address.

b) lvalue equivalent to the value at the pointer address.

c) it will return nothing

d) none of the mentioned

View Answer

Answer:b

Explanation:It operates on a pointer variable, and returns an l-value equivalent to the value at the pointer address.

10. Pick out the correct statement.

a) The NULL pointer dereference occurs where a pointer that is expected to be a

valid address but instead is equal to NULL.

b) The NULL pointer dereference occurs where a pointer that is expected to be a

valid address but instead is equal to memory address.

c) both a & b

d) none of the mentioned

View Answer

Answer:a

1. How many types of representation are in string?

a) 1

b) 2

c) 3

d) 4

View Answer

Answer:b

Explanation:C++ provides following two types of string representations. They are C-style character string and string class type with Standard C++.

2. What is the header file for the string class?

a) #include<ios>

b) #include<str>

c) #include<string>

d) None of the mentioned

View Answer

Answer:c

Explanation:None.

3. Which is used to return the number of characters in the string?

a) length

b) size

c) both a & b

d) None of the mentioned

View Answer

Answer:c

Explanation:Both will return the number of characters that conform the string’s content.

4. What is the output of this program?

```
#include <iostream>

#include <cstring>

using namespace std;

int main ()

{

   char str1[10] = "Hello";

   char str2[10] = "World";

   char str3[10];

   int  len ;

   strcpy( str3, str1);

   strcat( str1, str2)

   len = strlen(str1);

   cout << len << endl;

   return 0;
```

```
        }
```

a) 5

b) 55

c) 11

d) 10

View Answer

Answer:d

Explanation:In the program, We are concatanating the str1 and str2 and printing it’s total length. So the length is 10.

Output:

```
$ g++ stri.cpp
$ a.out
10
```

5. What is the output of this program?

```
        #include <iostream>

        #include <string>

        using namespace std;

        int main ()

        {

            string str ("microsoft");
            string::reverse_iterator r;

            for (r = str.rbegin() ; r < str.rend(); r++ )

                cout << *r;

            return 0;

        }
```

a) microsoft

b) micro

c) tfosorcim

d) tfos

View Answer

Answer:c

Explanation:’rbegin’ is used to reverse the given the string.

Output:

```
$ g++ stri1.cpp
$ a.out
tfosorcim
```

6. What is the output of this program?

```
    #include <iostream>

    #include <string>
```

```
using namespace std;

int main ()

{

    string str ("nobody does like this");

    string key ("nobody");

    size_t f;

    f = str.rfind(key);

    if (f != string::npos)

        str.replace (f, key.length(), "everybody");

    cout << str << endl;

    return 0;

}
```

a) nobody does like this

b) nobody

c) everybody

d) everybody does like this

View Answer

Answer:d

Explanation:rfind is used to find the characters in the string and replace is used to replace with certain characters.

Output:

```
$ g++ stri2.cpp

$ a.out

everbody does like this
```

7. What is the output of this program?

```
    #include <iostream>

    #include <string>

    using namespace std;

    int main ()

    {

      string str ("steve jobs is legend");

      string::iterator it;

      str.erase (str.begin()+ 5, str.end()-7);

      cout << str << endl;

      return 0;
    }
```

a) jobs is

b) steve legend

c) steve

d) none of the mentioned

View Answer

Answer:b

Explanation:In this program, We are leaving the first 5 characters and last 7 characters and we are erasing the remaining the characters.

Output:

```
$ g++ stri3.cpp

$ a.out

steve legend
```

8. What is the output of this program?

```
    #include <iostream>

    #include <string>

    using namespace std;

    int main ()

    {

      string str ("Microsoft");
```

```
        for (size_t i = 0; i < str.length();)

        {

          cout << str.at(i-1);

        }

        return 0;

      }
```

a) M

b) Microsoft

c) Micro

d) runtime error

View Answer

Answer:d

Explanation:This program will terminate because the cout element is out of range.

9. What is the output of this program?

```
    #include <iostream>

    #include <string>

    using namespace std;
```

```
int main ()
{
   string str ("Ubuntu");
   cout << str.capacity();
   cout << str.max_size();
   return 0;
}
```

a) 61073741820

b) 51073741820

c) 6 and max size depends on compiler

d) none of the mentioned

View Answer

Answer:c

Explanation:In this program, We are printing the capacity and max size of the string.

Output:

```
$ g++ stri5.cpp
$ a.out
61073741820
```

10. Which method do we use to append more than one character at a time?

a) append

b) operator+=

c) data

d) both a & b

View Answer

Answer:d

Explanation:None.

1. Which operator works only with integer variables?

a) increment

b) decrement

c) both a & b

d) None of the mentioned

View Answer

Answer:c

Explanation:None.

2. How many types are there in increment/decrement operator?

a) 1

b) 2

c) 3

d) 4

View Answer

Answer:b

Explanation:There are two types of increment/decrement. They are postfix and prefix.

3. Pick out the correct statement.

a) Increment operator ++ adds 1 to its operand

b) Increment operator ++ adds 2 to its operand

c) Decrement operator ++ subtracts 1 to its operand

d) None of the mentioned

View Answer

Answer:a

Explanation:None.

4. What is the output of this program?

```
#include <stdio.h>
using namespace std;
int main()
{
    int a = 21;
    int c ;
    c = a++;
    cout << c;
    return 0;
}
```

a) 21

b) 22

c) 23

d) 20

View Answer

Answer:a

Explanation:value of ‘a’ will be stored in c and then only it will be incremented.

Output:

```
$ g++ incre.cpp
$ a.out
21
```

5. What is the output of this program?

```
#include <stdio.h>

using namespace std;

int main()

{

  int x = 5, y = 5;

  cout << ++x << --y << endl;

  return 0;

}
```

a) 55

b) 64

c) 46

d) 45

View Answer

Answer:b

Explanation:The values will be preincemented and predecremented, So it will print as 64.

Output:

```
$ g++ incre2.cpp
$ a.out
64
```

6. What is the output of this program?

```
#include <stdio.h>
using namespace std;
int main()
{
    int x = 5, y = 5, z;
    x = ++x; y = --y;
    z = x++ + y--;
    cout << z;
    return 0;
```

```
        }
```

a) 10

b) 11

c) 9

d) 12

View Answer

Answer:a

Explanation:In this program, the increment and decrement of evaluation of z will not be accounted because they are post.

Output:

```
$ g++ incre3.cpp

$ a.out

10
```

7. What is the output of this program?

```
        #include <stdio.h>

        using namespace std;

        int main()

        {

            int x = 5, y = 5, z;

            x = ++x; y = --y;
```

```
         z = x + ++x;

         cout << z;

         return 0;

      }
```

a) 11

b) 12

c) 13

d) 14

View Answer

Answer:d

Explanation:In this program, we are adding the x value after preincrementing two times.

Output:

```
$ g++ incre4.cpp
$ a.out
14
```

8. What is the output of this program?

```
      #include <stdio.h>

      using namespace std;

      int main()
```

```
    {

        int num1 = 5;

        int num2 = 3;

        int num3 = 2;

        num1 = num2++;

        num2 = --num3;

        cout << num1 << num2 << num3;

        return 0;

    }
```

a) 532

b) 235

c) 312

d) 311

View Answer

Answer:d

Explanation:In this program, We are preincrementing and postincrementing the operands and saving it.

Output:

```
$ g++ incre5.cpp

$ a.out

311
```

9. Pick out the correct statement

a) Preincrement is faster than postincrement.

b) postincrement is faster than preincrement.

c) Both a & b

d) None of the mentioned

View Answer

Answer:a

Explanation:Because preincrement take one byte instruction & post increment takes two byte instruction.

10. Which concepts does the preincrement uses?

a) call by value

b) call by reference

c) queue

d) None of the mentioned

View Answer

Answer:b

. How many categories are there in c++?

a) 2

b) 4

c) 5

d) 3

View Answer

Answer:c

Explanation:There are five types of iterators. They are Output, Input, Forward, Random access and Bi-directional.

2. Which of the following can serve as random-access iterator?

a) Memory pointer

b) Object pointer

c) Class pointer

d) None of the mentioned

View Answer

Answer:b

Explanation:Because of this, It can serve as any category of iterator.

3. What kind of pattern is iterator pattern?

a) Design pattern

b) Sequence pattern

c) Adapter pattern

d) All of the mentioned

View Answer

Answer:a

Explanation:Iterator pattern is a design pattern in which an iterator is used to traverse a container and access the container’s elements.

4. What is the output of this program?

```
    #include <iostream>

    #include <set>

    using namespace std;

    int main()

    {
```

```
    set<int> tst;

    tst.insert(12);

    tst.insert(21);

    tst.insert(32);

    tst.insert(31);

    set<int> :: const_iterator pos;

    for(pos = tst.begin(); pos != tst.end(); ++pos)

    cout << *pos << ' ';

    return 0;

  }
```

a) 12 21 32 31

b) 12 21 31 32

c) 12 21 32

d) 12 21 31

View Answer

Answer:b

Explanation:In this program, We are using const_iterator to sort the data in the set.

Output:

```
$ g++ itr.cpp

$ a.out

12 21 31 32
```

5. What is the output of this program?

```
    #include <iostream>

    #include <vector>

    #include<iterator>

    using namespace std;

    int main ()

    {

      vector<int> myvector;

      for (int i = 1; i <= 10; i++)

      myvector.push_back(i);

      myvector.erase (myvector.begin() + 6);

      myvector.erase (myvector.begin(), myvector.begin() + 4);
```

```
        for (unsigned i = 0; i < myvector.size(); ++i)

        cout << ' ' << myvector[i];

        return 0;

    }
```

a) 5 6 7 8 9

b) 5 6 8 9 10

c) 6 7 8 9 10

d) None of the mentioned

View Answer

Answer:b

Explanation:In this program, We are erasing the values in the vector based on the given condition.

Output:

```
$ g++ itr1.cpp

$ a.out

5 6 8 9 10
```

6. What is the output of this program?

```
    #include <iostream>

    #include <iterator>

    #include <list>

    using namespace std;
```

```
int main ()
{
    list<int> mylist;
    for (int i = 0; i < 10; i++)
    mylist.push_back (i * 10);
    list<int> :: iterator it = mylist.begin();
    advance (it, 5);
    cout  << *it << endl;
    return 0;
}
```

a) 30

b) 40

c) 50

d) 60

View Answer

Answer:c

Explanation:In this program, We are printing the sixth element in the list.

Output:

```
$ g++ itr2.cpp
$ a.out
50
```

7. What is the output of this program?

```
#include <iostream>

#include <iterator>

#include <list>

using namespace std;

int main ()

{

  list<int> firstlist, secondlist;

  for (int i = 1; i <= 2; i++)

  {

    firstlist.push_back(i);

    secondlist.push_back(i * 10);

   }
```

```
    list<int> :: iterator it;

    it = firstlist.begin();

    advance (it, 3);

    copy (secondlist.begin(), secondlist.end(), inserter(firstlist, it));

    for ( it = firstlist.begin(); it != firstlist.end(); ++it )

        cout << *it << " ";

    return 0;

}
```

a) 1 2 10 20

b) 10 20

c) 1 2

d) 1 10

View Answer

Answer:a

Explanation:In this iterator, We are copying the first list into second and printing it.

Output:

```
$ g++ itr3.cpp

$ a.out

1 2 10 20
```

8. What is the output of this program?

```
#include <iostream>
#include <iterator>
#include <list>
using namespace std;
int main ()
{
  list<int> mylist;
  for (int i = 0; i < 5; i++)
    mylist.push_back (i * 20);
  list<int> :: iterator first = mylist.begin();
  list<int> :: iterator last = mylist.end();
  cout << distance(first, last) << endl;
  return 0;
}
```

a) 20

b) 100

c) 5

d) None of the mentioned

View Answer

Answer:c

Explanation:In this program, We are printing the number of elements in the list by using distance method.

Output:

```
$ g++ itr4.cpp

$ a.out

5
```

9. In which type of semantics does c++ implements iterator?

a) Memory

b) Size

c) Pointer

d) None of the mentioned

View Answer

Answer:c

Explanation:None.

10. By using which operator does point to next element is represent in

iterator?

a) ++

b) –

c) +-

d) None of the mentioned

View Answer

Answer:a

Explanation:’++’ operator is used to represent the next element in the iterator.