**-: Multiple Choice Questions:-**

**OBJECT ORIENTED TECHNOLOGY/C++**

1. Which allows you to create a derived class that inherits properties from more than one base class?

A. Multilevel inheritance

B. Multiple inheritance (Ans)

C. Hybrid Inheritance

D. Hierarchical Inheritance

2. Which feature in OOP allows reusing code?

A) Polymorphism

B) Inheritance(Ans)

C) Encapsulation

D) Data hiding

3. A function that changes the state of the cout object is called a(n) \_\_\_\_\_

A. member

B. adjuster

C. manipulator(Ans)

D. operator

4. What does C++ append to the end of a string literal constant?

A. a space

B. a number sign (#)

C. an asterisk (\*)

D. a null character (Ans)

5. An array element is accessed using

A. a first-in-first-out approach

B. the dot operator

C. a member name

D. an index number (Ans)

6. To hide a data member from the program, you must declare the data member in the \_\_\_\_\_ section of the class

A. concealed B. confidential

C. hidden

D. private (Ans)

E. restricted

7. External documentation includes

A. a printout of the program's code (Ans)

B. flowcharts

C. IPO charts

D. pseudo code

E. All of the above

8. The function whose prototype is void getData(Item \*thing); receives

A. a pointer to a structure (Ans)

B. a reference to a structure

C. a copy of a structure

D. nothing

9. Null character needs a space of

A. zero bytes

B. one byte (Ans)

C. three bytes

D. four bytes

10. The number of structures than can be declared in a single statement is

A. one

B. two

C. three

D. unlimited (Ans)

11. Which of the following formulas can be used to generate random integers between 1 and 10?

A. 1 + rand() % (10 - 1 + 1) (Ans)

B. 1 + (10 - 1 + 1) % rand()

C. 10 + rand() % (10 - 1 + 1)

D. 10 + rand() % (10 + 1)

12. Format flags may be combined using the \_\_\_\_\_

A. bitwise OR operator (|)(Ans)

B. logical OR operator (||)

C. bitwise AND operator (&)

D. logical AND operator (&&)

13. Which of the following will store the number 320000 as a Float number?

A. counPop = (float) 3.2e5; (Ans)

B. counPop = (float) 3.2e6;

C. counPop = (float) .32e5;

D. counPop = (float) .32e7;

14. The arguments that determine the state of the cout object are called

A. classes

B. manipulators

C. format flags or state flags (Ans)

D. state controllers

15. The following statement where T is true and F is false T&&T||F&&T

A. is true (Ans)

B. is false

C. is wrong

D. not applicable in C language

16. Which of the following statements declares a variable that can contain a decimal number?

A. dec payRate;

B. dec hourlyPay

C. float payRate

D. float hourlyPay; (Ans)

17. The statement int num[2][3]={ {1,2}, {3,4}, {5, 6} };

A. assigns a value 2 to num[1][2]

B. assigns a value 4 to num[1][2]

C. gives an error message (Ans)

D. assigns a value 3 to num[1][2]

18. A program will have one function prototype for each function defined in the programmer-defined section of the program. (Assume that the programmer-defined section is located below the main function.)

A. true (Ans)

B. false

19. The standard input stream, which refers to the keyboard, is called

A. cin (Ans)

B. cout

C. stin

D. stout

20. Elements in an array are identified by a unique \_\_\_\_\_

A. data type

B. order

C. subscript (Ans)

D. symbol

21. The statement fwrite ( (char\*)&objl, sizeof(objl) );

A. writes the member functions of objl to fl

B. writes the data in objl to fl (Ans)

C. writes the member functions and me data of obj 1 to fl

D. writes the address of objl to fl

22. The body of a C++ function is surrounded by \_\_\_\_\_

A. parentheses

B. angle brackets

C. curly brackets (Ans)

D. square brackets

23. Which of the following type casts will convert an Integer variable named amount to a Double type?

A. (double) amount (Ans)

B. (int to double) amount

C. int to double(amount)

D. int (amount) to double

24. The loosest type of coupling is

A. data coupling (Ans)

B. control coupling

C. external coupling

D. pathological coupling

25. Which of the following is a string literal constant?

A. “Visual C++”

B. “137.45”

C. “A”

D. “2,365”

E. All of the above (Ans)

26. Which of the following, if any, are valid names for variables?

A. class

B. friend

C. #OnHand

D. void

E. None of the above is valid names for variables (Ans)

27. You have assigned the address of Value to the pointer P, Which statement will display the value stored in Value?

A. cout<<P;

B. cout<<\*Value;

C. cout<<&P;

D. cout<<\*<P; (Ans)

28. The void specifier is used if a function does not have return type.

a. True (Ans)

b. False

29. You must specify void in parameters if a function does not have any arguments.

a. True

b. False (Ans)

30. Type specifier is optional when declaring a function

a. True

b. False (Ans)

31. A pointer to a block of memory is effectively same as an array

A. True (Ans)

B. False

32. Does this mentioning array name gives the base address in all the contexts?

A. Yes

B. No (Ans)

33. Is there any difference int the following declarations?

int fun(int arr[]);

int fun(int arr[2]);

A. Yes

B. No (Ans)

34. Are the expressions arr and &arr same for an array of 10 integers?

A. Yes

B. No (Ans)

35. The keyword used to transfer control from a function back to the calling function is

A. switch

B. goto

C. go back

D. return (Ans)

36. In an assignment statement a=b Which of the following statement is true?

a. The variable a and the variable b are equal.

b. The value of b is assigned to variable a but the later changes on variable b will not effect the value of variable a (Ans)

c. The value of b is assigned to variable a and the later changes on variable b will effect the value of

variable a

d. The value of variable a is assigned to variable b and the value of variable b is assigned to variable a.

37. All of the following are valid expressions in C++

a = 2 + (b = 5);

a = b = c = 5;

a = 11 % 3

a. True (Ans)

b. False

38. To increase the value of c by one which of the following statement is wrong?

a. c++;

b. c = c + 1;

c. c + 1 => c; (Ans)

d. c += 1

39. When following piece of code is executed, what happens?

b = 3;

a = b++;

a. a contains 3 and b contains 4 (Ans)

b. a contains 4 and b contains 4

c. a contains 4 and b contains 3

d. a contains 3 and b contains 3

40. The result of a Relational operation is always

a. either True or False (Ans)

b. is less than or is more than

c. is equal or less or more

d. All of these

41. Which of the following is not a valid relational operator?

a. ==

b. => (Ans)

c. >=

d. >=

42. What is the final value of x when the code int x; for(x=0; x<10; x++) {} is run?

A. 10 (Ans)

B. 9

C. 0

D. 1

43. When does the code block following while(x<100) execute?

A. When x is less than one hundred (Ans)

B. When x is greater than one hundred

C. When x is equal to one hundred

D. While it wishes

44. Which is not a loop structure?

A. for

B. do while

C. while

D. repeat until (Ans)

45. How many times is a do while loop guaranteed to loop?

A. 0

B. Infinitely

C. 1 (Ans)

D. Variable

46. What is the correct value to return to the operating system upon the successful completion of a program?

A. -1

B. 1

C. 0

D. Programs do not return a value.

47. What is the only function all C++ programs must contain?

A. start()

B. system()

C. main()(Ans)

D. program()

48. What punctuation is used to signal the beginning and end of code blocks?

A. { }(Ans)

B. -> and <-

C. BEGIN and END

D. ( and )

49. What punctuation ends most lines of C++ code?

A. . (dot)

B. ; (semi-colon) (Ans)

C. : (colon)

D. ' (single quote)

50. Which of the following is a correct comment?

A. \*/ Comments \*/

B. \*\* Comment \*\*

C. /\* Comment \*/ (Ans)

D. { Comment }

51. Which of the following is not a correct variable type?

A. float

B. real (Ans)

C. int

D. double

52. Which of the following is the correct operator to compare two variables?

A. :=

B. =

C. equal

D. == (Ans)

53. Which of the following is true?

A. 1

B. 66

C. .1

D. -1

E. All of the above (Ans)

54. Which of the following is the boolean operator for logical-and?

A. &

B. && (Ans)

C. |

D. |&

55. Evaluate !(1 && !(0 || 1)).

A. True (Ans)

B. False

C. Unevaluatable

56. The void specifier is used if a function does not have return type.

a. True (Ans)

b. False

57. You must specify void in parameters if a function does not have any arguments.

a. True

b. False(Ans)

58. Type specifier is optional when declaring a function

a. True

b. False(Ans)

59. Study the following piece of code and choose the best answer

int x=5, y=3, z;

a=addition(x,y)

a. The function addition is called by passing the values(Ans)

b. The function addition is called by passing reference

60. In case of arguments passed by values when calling a function such as z=addidion(x,y),

a. Any modifications to the variables x & y from inside the function will not have any effect outside the function. (Ans)

b. The variables x and y will be updated when any modification is done in the function

c. The variables x and y are passed to the function addition

d. None of above are valid.

61. If the type specifier of parameters of a function is followed by an ampersand (&), that function call is

a. pass by value

b. pass by reference (Ans)

62. In case of pass by reference

a. The values of those variables are passed to the function so that it can manipulate them

b. The location of variable in memory is passed to the function so that it can use the same memory area for its processing. (Ans)

c. The function declaration should contain ampersand (&) in its type declaration

d. All of above

63. Overloaded functions are

a. Very long functions that can hardly run

b. One function containing another one or more functions inside it.

c. Two or more functions with the same name but different number of parameters or type.

d. None of above (Ans)

64. Functions can be declared with default values in parameters. We use default keyword to specify the value

of such parameters.

a. True

b. False(Ans)

65. Find out the error in following block of code.

If (x = 100)

Cout << “x is 100”;

a. 100 should be enclosed in quotations

b. There is no semicolon at the end of first line

c. Equals to operator mistake (Ans)

d. Variable x should not be inside quotation

66. Looping in a program means

a. Jumping to the specified branch of program

b. Repeat the specified lines of code (Ans)

c. Both of above

d. None of above

67. The difference between while structure and do structure for looping is

a. In while statement the condition is tested at the end of first iteration

b. In do structure the condition is tested at the beginning of first iteration

c. The do structure decides whether to start the loop code or not whereas while statement decides whether to repeat the code or not

d. In while structure condition is tested before executing statements inside loop whereas in do structure condition is tested before repeating the statements inside loop (Ans)

68: Which of the following is not a looping statement in C?

a. while

b. until (Ans)

c. do

d. for

69. Which of the following is not a jump statement in C++?

a. break

b. goto

c. exit

d. switch(Ans)

70. Which of the following is selection statement in C++?

a. break

b. goto

c. exit

d. switch (Ans)

71. The continue statement

a. resumes the program if it is hanged

b. resumes the program if it was break was applied

c. skips the rest of the loop in current iteration (Ans)

d. all of above

72. Consider the following two pieces of codes and choose the best answer

Code 1:

switch (x) {

case 1:

cout <<”x is 1”;

break;

case 2:

cout <<”x is 2”;

break;

default:

cout <<”value of x unknown”;

}

Code 2

If (x==1){

Cout <<”x is 1”;

}

Else if (x==2){

Cout << “x is 2”;

}

Else{

Cout <<”value of x unknown”;

}

a. Both of the above code fragments have the same behavior (Ans)

b. Both of the above code fragments produce different effects

c. The first code produces more results than second

d. The second code produces more results than first.

73. Observe the following block of code and determine what happens when x=2?

switch (x)

{

case 1:

case 2:

case 3:

cout<< "x is 3, so jumping to third branch";

goto thirdBranch;

default:

cout<<"x is not within the range, so need to say Thank You!";

}

a. Program jumps to the end of switch statement since there is nothing to do for x=2

b. The code inside default will run since there is no task for x=2, so, default task is run

c. Will display x is 3, so jumping to third branch and jumps to thirdBranch. (Ans)

d. None of above

74. Which of the following is false for switch statement in C++?

a. It uses labels instead of blocks

b. we need to put break statement at the end of the group of statement of a condition

c. we can put range for case such as case 1..3 (Ans)

d. None of above

75. cin extraction stops execution as soon as it finds any blank space character

a. true(Ans)

b. false

76. Observe the following statements and decide what do they do.

string mystring;

getline (cin, mystring);

a. reads a line of string from cin into mystring(Ans)

b. reads a line of string from mystring into cin

c. cin can’t be used this way

d. none of above

77. Regarding stringstream identify the invalid statement

a. string stream is defined in the header file <sstream>

b. It allows string based objects treated as stream

c. It is especially useful to convert strings to numerical values and vice versa.

d. None of above(Ans)

78. Which of the header file must be included to use stringstream?

a. <iostream>

b. <string>

c. <sstring>

d. <sstream>(Ans)

79. Which of the following header file does not exist?

a. <iostream>

b. <string>

c. <sstring>(Ans)

d. <sstream>

80. If you use same variable for two getline statements

a. Both the inputs are stored in that variable

b. The second input overwrites the first one(Ans)

c. The second input attempt fails since the variable already got its value

d. You can not use same variable for two getline statements

81. The “return 0;” statement in main function indicates

a. The program did nothing; completed 0 tasks

b. The program worked as expected without any errors during its execution(Ans)

c. not to end the program yet.

d. None of above

82. Which of the following is not a reserve keyword in C++?

a. mutable

b. default

c. readable(Ans)

d. volatile

83. The size of following variable is not 4 bytes in 32 bit systems

a. int

b. long int

c. short int(Ans)

d. float

84. Identify the correct statement regarding scope of variables

a. Global variables are declared in a separate file and accessible from any program.

b. Local variables are declared inside a function and accessible within the function only. (Ans)

c. Global variables are declared inside a function and accessible from anywhere in program.

d. Local variables are declared in the main body of the program and accessible only from functions.

85. Streams are

a. Abstraction to perform input and output operations in sequential media

b. Abstraction to perform input and output operations in direct access media

c. Objects where a program can either insert or extract characters to and from it

d. Both a and c (Ans)

86. Which of the following is known as insertion operator?

a. ^

b. v

c. << (Ans)

d. >>

87. Regarding the use of new line character (/n) and endl manipulator with cout statement

a. Both ways are exactly same

b. Both are similar but endl additionally performs flushing of buffer (Ans)

c. endl can’t be used with cout

d. \n can’t be used with cout

88. Which of the following is output statement in C++?

a. print

b. write

c. cout (Ans)

d. cin

89. Which of the following is input statement in C++?

a. cin (Ans)

b. input

c. get

d. none of above

90. By default, the standard output device for C++ programs is

a. Printer

b. Monitor (Ans)

c. Modem

d. Disk

91. By default, the standard input device for C++ program is

a. Keyboard (Ans)

b. Mouse

c. Scanner

d. None of these

92. Which of the following statement is true regarding cin statement?

a. cin statement must contain a variable preceded by >> operator

b. cin does not process the input until user presses RETURN key

c. you can use more than one datum input from user by using cin

d. all of above (Ans)

93. Which of the following is extraction operator in C++?

a. ^

b. v

c. <<

d. >> (Ans)

94. When requesting multiple datum, user must separate each by using

a. a space

b. a tab character

c. a new line character

d. all of above (Ans)

95. The void specifier is used if a function does not have return type.

a. True(Ans)

b. False

96. You must specify void in parameters if a function does not have any arguments.

a. True

b. False(Ans)

97. Type specifier is optional when declaring a function

a. True

b. False(Ans)

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