

### Fill Data

qno	question	o1	o2	o3	o4	ans1	ans2	ans3	ans4
1	To create new datatype we can use	Union	Enum	Typedef	New	No	No	Yes	No
2	> > is used to  a) accept only basic data types provided by C++ b) accept only user defined data type c) accept any object that is standard as well as user defined d) accept only standard data types provided by C++	a	b	c	d	No	No	Yes	No
3	Which operator cannot be overloaded through friend?  a) * = b) = = c) = d) +=	a	b	c	d	No	No	Yes	No
4	Which of the following operators are used as both unary & binary operators?  1) + 2) ++ 3)   4) * 5) &  a) 1,4,5 b) 2,4,5 c) 1,2,5 d) 2,3,5	a	b	c	d	Yes	No	No	No
5	What is false for operator overloading?  a) Precedence & associativity of the operator must remain the same b) Overloaded operator should not have an operand of the User Derived Data Type c) Syntax of the operator usage must be the same d) Existing operators can not be overloaded	a	b	c	d	No	No	No	Yes
6	In C++, function call can appear on the LHS of the assignment operator when  a) function is returning pointer b) function is returning reference c) function is returning void* d) function is accepting references as formal parameters	a	b	c	d	No	Yes	No	No
7	The signature of function is its _____  a) .. function code b) prototype c) call d) parameter list	a	b	c	d	No	Yes	No	No
8	What is true about inline functions?  a) It's a compulsion on the compiler to make function inline b) It's a request to the compiler to make the function inline c) It's the indication to the compiler that the function is recursive d) It's the indication to the compiler that the function is member function.	a	b	c	d	No	Yes	No	No
9	Member functions that return the value of an attribute of an object are called  a) Destructors b) Inspector c) Facilitator d) Mutators	a	b	c	d	No	Yes	No	No
10	Static member function  a) Can access any other member function & member variables	a	b	c	d	No	Yes	No	No

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	b) Can access only static member variables & member functions c) Can be only called through object of the class d) Returns only static data.								
11	A friend function  a) is declared as a friend & defined elsewhere in the program b) is always an inline function c) creates objects without initialisation d) May be a static member function of the class	a	b	c	d	Yes	No	No	No
12	What is true about friendship  a) Friendship can be inherited. b) Friendship can be virtual. c) Friendship can be static. d) Friendship can not be inherited.	a	b	c	d	No	No	No	Yes
13	class professor {}; class teacher :public virtual professor{}; class researcher : public virtual professor{}; class myprofessor : public teacher, public researcher{};  Referring to the sample code above, if an object of class "myprofessor" was created, how many instances of professor will it contain?  a) 0 b) 1 c) 2 d) 3	a	b	c	d	No	Yes	No	No
14	Which of the following is false with respect to inheritance  a) When a base class is privately inherited, public members of the base class becomes private members of derived class. b) When a base class is publically inherited, public members of base class becomes public members of derived class. c) When a base class is publically inherited protected members of base class becomes protected members of derived class. d) When a base class is publically inherited protected members of base class becomes public members of derived class.	a	b	c	d	No	No	Yes	No
15	When a base class pointer points to derived class object  a) It can access only base class members. b) It can access only derived class members. c) Both base class & derived class members. d) None	a	b	c	d	Yes	No	No	No
16	The function used to produce a different sequence of pseudorandom numbers is  a) rand( ) b) RAND_MAX c) srand( ) d) None of the above	a	b	c	d	Yes	No	No	No
17	The vector member function end( )  a) Returns an iterator pointing immediately beyond the last element of the vector b) Returns an iterator pointing immediately ahead of first element of the vector c) Returns an iterator pointing middle element of the vector. d) None of the above	a	b	c	d	Yes	No	No	No
18	Which one is appropriate?  a) '\n' is used in C & endl is used in C++ b) '\n' is used in C++ & endl is used in C c) '\n' & endl both can be used in C	a	b	c	d	No	No	No	Yes

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	d) '\n' & endl both can be used in C++.								
19	Which way is wrong to invoke function f ( ) of namespace C of namespace B ?  a) B::C::f ( ); b) C:: f ( ); c) Using namespace BC:: f ( ); d) Using namespace B::C f ( );	a	b	c	d	No	Yes	No	No
20	Which is false  a) Default constructor does contain any arguments b) A constructors must be a public member c) A parameterised constructor must not return anything d) All are false	a	b	c	d	No	No	No	Yes
21	class thak { int i =1; public: void milao(int i) { int j =1; i=++i - --j/ ++j - --i; cout<<i; } }; void main( ) { thak t1; t1.milao(1); }  a) 0 b) Error c) 1 d) Garbage value	a	b	c	d	No	Yes	No	No
22	int limits[ ] = {1,2,3,4,5,6};int result=0; for (unsigned int ii=0; ii<5;++ii) { int total = 0; total +=ii; if (total > limits[ii]) result= ii; }  What is the value of "result" after the code above is executed?  a) 4 b) 0 c) 1 d) 3	a	b	c	d	No	Yes	No	No
23	If program file contains following code-  main( ) { }  a) Program will give compilation error b) Program will get compiled, but cant be converted into executable file c) Program will give runtime error d) None of above	a	b	c	d	No	No	No	Yes
24	Find ouput of the following sequence:  void main( ) { struct s { int i:12;	a	b	c	d	Yes	No	No	No

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	<pre>int j:10; } obj; printf("%d",sizeof(struct s)); }</pre> <p>a) 4 b) 3 c) 22 d) Error</p>								
25	<pre>#include void main( ) {int x =8; x&lt;&lt; 1; cout &lt;&lt; x; x&gt;&gt;1; cout &lt;&lt;x; }</pre> <p>a) 16 8 b) 8 8 c) 8 16 d) Linked Error</p>	a	b	c	d	No	Yes	No	No
26	<pre>void main( ) { int x=20, y=35; x=y++ + x++; y = ++y + ++x; cout&lt;&lt; x &lt;&lt;" " &lt;&lt; y; }</pre> <p>a) 55 55 b) 58 95 c) 57 94 d) 55 93</p>	a	b	c	d	No	No	Yes	No
27	<pre>#define abs(i) ( (i)&gt;=0 ? (i) : -(i)) int f( ) { cout &lt;&lt; "Inside functions"; return 0; } void main( ) { int x=2; int ans; ans = abs(x++); cout &lt;&lt; ans &lt;&lt; " "; ans = abs(f( )); cout &lt;&lt; ans &lt;&lt; endl; }</pre> <p>a) 2 inside function b) 3 inside function inside function 0 c) 2 0 d) Compilation error</p>	a	b	c	d	No	Yes	No	No
28	<pre>#include #include using namespace std; int main( ) {string s1,s2; string s3 = "Abcd" ef"; string s4("opqr"); s2="xyz"; s1=s3+ " "+s4; s1 += "p"; cout &lt;&lt; s1+s2+ "   " &lt;&lt; endl; }</pre> <p>a) Abcd ef opqr.xyz!!</p>	a	b	c	d	No	No	No	Yes

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	b) Abcd ef xyz!! c) Abcd ef opqr p xyz !! d) Compilation error								
29	union packed {char i; short j; int k; long l; float f; double m; long double d; }; int main( ) {cout << sizeof(packed) << endl; }  a) 23 b)24 c)8 d)10	a	b	c	d	No	No	No	Yes
30	<pre>#define mul(x) (x++ *x++ *x++) void main( ) { int i = 3; int j; j= mul(i); cout&lt;&lt; j; cout &lt;&lt; i; getch( ); }</pre> Predict the value of i and j repectively  a) 3 & 60 b) 27 & 6 c) 6 & 120 d) 4 & 50	a	b	c	d	No	Yes	No	No

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qno	question	o1	o2	o3	o4	ans1	ans2	ans3	ans4
1	What is a difference between defining a member function and a constructor?	A member function can return values but a constructor cannot.	A member function can define values but a constructor cannot.	A constructor can define values but a member function cannot.	A constructor can return values but a member function cannot.	Yes	No	No	No
2	<pre> class Screen { public: float X; };  class Keyboard { public: char Z; };  main() { Screen myscreen; Keyboard Japanese = myscreen; return 0 ; } </pre> <p>What is wrong with the sample code above?</p>	The word Japanese is a reserved word in C++.	There are too few lines of code used in declaring the Japanese object.	You cannot initialize and assign Keyboard objects to Screen objects	You cannot create Japanese and initialize it in the same line.	No	No	Yes	No
3	Which of the following statements about inheritance is false?	Even if a base class contains an overloaded assignment operator, it will not be inherited in a derived class.	In general, the more a program uses inheritance and virtual functions, the faster it will execute.	Inheritance is necessary in C++ for true polymorphism to occur.	Given a pointer to a base class that contains function f(), it is possible to use that pointer to invoke f() in a derived class.	No	Yes	No	No
4	<pre> class Base { public: Base(); ~Base(); int getBaseNum();  private: int baseNum; };  class A : public Base { public: A(); ~A(); float getBaseNum();  private: float baseNum; }; </pre> <p>What concept is represented by the sample code above?</p>	Virtual Function	Polymorphism	Recursion	Inheritance	No	No	No	Yes
5	Which of the following code segments declares a pure virtual function?	virtual void draw()=0 ;	void draw()=0 ;	virtual void draw() ;	int virtual draw()=0 ;	Yes	No	No	No

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6	<pre>class Word { public: Word(); Word(int, float = 3.14159, short); };  int main() { Word* pw = new Word(); }  Referring to the sample code above, what, if anything, is wrong with the code?</pre>	It is not permissible to provide a constructor with paramers without also providing a default constructor.	Nothing is wrong with the code.	The final parameter was not given a default.	You cannot dynamically create a class that does not have a destructor specified.	No	No	Yes	No
7	Following terms represents three dimensions of software component.	Data types	COM component	algorithm	Collection	Yes	No	Yes	Yes
8	Following is not tree traversal order	inorder	border	preoder	postorder	No	Yes	No	No
9	In C++, which operator can not be overloaded	::	+	<<	( )	Yes	No	No	No
10	When should a class have a virtual destructor?	You only want to have a virtual destructor if you have pure virtual member functions in your class.	Virtual destructors are not allowed in C/C++.	You always want a class to have a virtual destructor, no matter what.	You will want a virtual destructor if child classes will need to have their destructors called.	No	No	No	Yes
11	<pre>class SomeClass { public: void makeobject(); };  Which of the following variations of the above code enables late binding?</pre>	void makeobject() = 0;	void ~makeobject() virtual;	virtual void makeobject();	void ~makeobject();	No	No	Yes	No
12	Which are following mentioned components are collections	map	queue	vector	list	Yes	Yes	Yes	Yes
13	Name the following travarsal algorithm Process node Visit left child Visit right child	inorder	preorder	postorder	border	No	Yes	No	No
14	By observing following code segment name type of serach algorithm.  <pre>int serach ( int data [ ],int n) { int lb=0,ub,mid; ub=n-1; while(lb&lt;=ub)</pre>	Linear search	Sequential search	Index Sequential search	Binary Search	No	No	No	Yes

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	<pre> { mid=(lb+ub)/2; if(key==data[mid]) return mid; if(key&lt;data[mid]) ub=mid-1; else lb=mid+1; } return (-1); } </pre>								
15	WHich type of functions Pure abstract base class contains ?	static functions	friend functions	pure virtual functions	inline functions	No	No	Yes	No
16	C++ provides following new type of casts	Dynamic cast	const cast	Static cast	type cast	Yes	Yes	Yes	No
17	In C++ RTTI is implemented by using following function.	typeid ( )	GetRuntimeClass( )	IsKindOf ( )	Reflection( )	Yes	No	No	No
18	this pointer could not be accessed from following members	destructor	static function	virtual function	friend function	No	Yes	No	Yes
19	Graph is not represented by following type	Adjuctecy Matrix	Adjuctency List	Doubly list	friend function	No	No	No	Yes
20	Which of the following sentence is correct about graph ?	Graph consists of vertices and edges	If edge is between pair of vertices it is called Complete Graph	Degree of vertex is a number of edges incident at particular vertex.	Tree is cyclic graph	Yes	Yes	Yes	Yes
21	Which are major pillars of Object Oriented Technology ?	Encapsulation	Abstraction	Function Overloading	Inheritance	Yes	Yes	No	Yes
22	Which is the following sentence is false	new operator could be overloaded	operator new could be overloaded	Reference is always initialized	constant variables are read only	Yes	No	No	No
23	Where will input from stdin come from, and where does output to stderr go to?	Mouse, printer.	Keyboard, printer.	Mouse, screen.	Keyboard, screen.	No	No	No	Yes
24	Which of the following allows a function to specify the set of exceptions it can generate?	throw{list}	throw (class1, class2, . . . , classn)	catch(...)	try {}	No	Yes	No	No
25	Compared to structured programming, object-oriented programming promises all the following benefits EXCEPT _____.	Easier maintenance	Higher reusability	Closer relationship between requirements and model	Lower maintenace cost	No	No	No	Yes
26	What is a general guideline on how many methods can be included in a single class?	the same or less than the number of instance variables	as many as necessary	the same or less than the number of class variables	less than the number of different classes	No	Yes	No	No



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27	A class could be analogous to a table in a relational database, except that it would be missing _____.	objects	its data	relationships to other classes	its persistence mechanism	No	No	No	Yes
28	Class m: public n, virtual public o {};  What is the order for constructor call if object of class m is created.  A. Constrtctor of m B. Constrtctor of n C. Constrtctor of o	A,B,C	C,B,A	C,A,B	A,C,B	No	Yes	No	No
29	select correct option template T add (T i,T j){cout<<(i+j);} where _____ is called as 'Template Argument'	T	I	j	Both i & j	Yes	No	No	No
30	Containment is	'is a kind' of relationship	' is a part 'of relationship	both a & b are true	both a & b are false	No	Yes	No	No

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1	Following one term is not collection	int	list	tree	queue	Yes	No	No	No
2	In C++, which operator can not be overloaded	::	+	/	()	Yes	No	No	No
3	class Shape { public: void Show(); } Which of the following variations of the above code enables late binding?	void Show()=0;	virtual void Show();	void ~Shape() virtual;	void ~Shape();	No	Yes	No	No
4	Name the following traversal algorithm  Visit left child Process node Visit right child	inorder	preorder	postorder	byorder	Yes	No	No	No
5	To implement polymorphism in C++ which kind of table is generated ?	Message Map table	Index table	Virtual table	order table	No	No	Yes	No
6	this pointer could not be accessed from following members	constructor	static function	virtual function	friend function	No	Yes	No	Yes
7	In C++ RTTI is implemented by using following function.	typeid ( )	GetRuntimeClass( )	IsKindOf( )	Reflection( )	Yes	No	No	No
8	Exception handling is used for handling	runtime errors	linktime errors	compiletime errors	buildtime errors	Yes	No	No	No
9	stdio.lib is ----- type of library	dynamic link library	static library	runtime library	import library	No	Yes	No	No
10	In C++ which cast returns NULL pointer if it fails at runtime	Dynamic cast	const cast	Static cast	type cast	Yes	No	No	No
11	Class m: public n, virtual public o {};  What is the order for constructor call if object of class m is created.  A. Constructor of m B. Constructor of n C. Constructor of o	A,B,C	C,B,A	C,A,B	A,C,B	No	No	No	Yes
12	Inheritance is	'is a kind' of relationship	'is a part' of relationship	both a & b are true	both a & b are false	Yes	No	No	No
13	Which type of member function never return a value	virtual function	Destructor	static function	Constructor	No	Yes	No	Yes
14	Which of the following allows a function to specify the set of exceptions it can generate?	throw{list}	catch(...)	throw (class1, class2, . . . , classn)	Choice 4 try {}	No	No	Yes	No
15	Destructor is never declared virtual in class	True	False	Should not	has to be	No	Yes	No	No