

C++ Programming: Introduction To C++ Language

Tota	I Questions:	16
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A. is block structured languageB. is not a block structured languageC. aids in object oriented programming

D. is an extension of C

For Answers Click Here: http://www.eduzip.com/cpp-programming/introduction-to-cpp-language.html

1: how many types of expression in c++.	
A. 5	
B. 6	
C. 7	
D. 8	
Explanation: there are 7 types of expressions in c++. 1) Constant expression 2) Integer expression 3) Float express 4) Pointer expression 5) Logical expression 6) Relational expression 7) Bitwise expression	sion
2: Do-while is an loop.	
A. Entry control	
B. Exit control	
C. Entry enrolled	
D. None of these	
Explanation: Do-while is an exit control loop.	
3: Dragons have wings like a bird and scales like a lizard. In object oriented verabage, we would say this is an exam	nple
of ?	
A. Multilevel Inheritance	
B. Polymorphism	
C. Multiple inheritance	
D. Aggregation	
4: C++ was originally developed by ?	
A. Colcksin and Mellish	
B. Donald E.Knuth	
C. Sir Richard Handlee	
D. Bajarne Stoustrup	
5: cfront ?	
A is the front and of C compiler	
A. is the front end of C compiler B. is the pre-processor of C compiler	
C. is a tool that translate a C++ code to its equivalent C code	
D. None of above	
6: Which of the following is false about object oriented?	



7: Polymorphism is implemented through which mechanism in C++?

A. Late Interpretation B. Late Binding C. Early Binding D. Overloading
8: Re-usability is a desirable feature of a language as it is ?
A. Decreases the testing time B. Lowers the maintenance cost C. Reduce the compilation time D. Reduces the execution time
9: Which of the following is not an extension associated during the creation of a C++ program?
Acpp Bexe Cjpg Dbak
10: Which of the following is not a C++ Compiler?
A. C front B. Turbo C++ C. Borland C++ D. C++ compiler
11: Why every program begins with main () in C++?
A. As this is from the compiler knows that program execution actually starts. B. Because its name is main C. Both A and B D. None of above
12: The wrapping up of data and functions into a single unit is called?
A. Inheritance B. Polymorphism C. Encapsulation D. Overloading
13: The process by which objects of one class acquire the attributes of another class is known as?
A. Inheritance B. Polymorphism C. Data Abstraction D. Binding
14: means the ability that one thing can take several distinct forms?
A. Dynamic Binding B. Early Binding C. Polymorphism D. None of above
15: The technique by which objects communicate with each other is called ?



- A. information passing
- B. function passing
- C. message passing
- D. none of above
- 16: Which operator is used to define a member of a class from outside the class definition
 - A. scope resolution
 - B. ->