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100 TOP C++ Programming Multiple Choice Questions and Answers

C++ Programming Multiple Choice Questions and Answers :-

1. If the class name is X, what is the type of its “this” pointer (in a nonstatic, non-const member function)?

- a. const X* const
- b. X* const
- c. X*
- d. X&

2. Which classes allow primitive types to be accessed as objects?

- a. Storage
- b. Virtual
- c. Friend
- d. Wrapper

3. When is std::bad_alloc exception thrown?

- a. When new operator cannot allocate memory

- b. When alloc function fails
 - c. When type requested for new operation is considered bad, this exception is thrown
 - d. When delete operator cannot delete the allocated (corrupted) object
4. Which one of the following is not a fundamental data type in C++
- a. float
 - b. string
 - c. int
 - d. wchar_t
5. Which of the following is a valid destructor of the class name "Country"
- a. int ~Country()
 - b. void Country()
 - c. int ~Country(Country obj)
 - d. void ~Country()
6. Which of the following correctly describes C++ language?
- a. Statically typed language
 - b. Dynamically typed language
 - c. Both Statically and dynamically typed language
 - d. Type-less language
7. Which of the following keyword supports dynamic method resolution?
- a. abstract
 - b. Virtual
 - c. Dynamic
 - d. Typeid
8. Which of the following is the most preferred way of throwing and handling exceptions?
- a. Throw by value and catch by reference.
 - b. Throw by reference and catch by reference.
 - c. Throw by value and catch by value
 - d. Throw the pointer value and provide catch for the pointer type.

9. Which of the following is not true about preprocessor directives

- a. They begin with a hash symbol
- b. They are processed by a preprocessor
- c. They form an integral part of the code
- d. They have to end with a semi colon

10. What's wrong? `while((i < 10) && (i > 24))`

- a. the logical operator `&&` cannot be used in a test condition
- b. the while loop is an exit-condition loop
- c. the test condition is always false
- d. the test condition is always true

11. A continue statement causes execution to skip to

- a. the return 0; statement
- b. the first statement after the loop
- c. the statement following the continue statement
- d. the next iteration of the loop

12. What's wrong? `(x = 4 && y = 5) ? (a = 5) ; (b = 6);`

- a. the question mark should be an equal sign
- b. the first semicolon should be a colon
- c. there are too many variables in the statement
- d. the conditional operator is only used with apstrings

13. What's wrong? `for (int k = 2, k <=12, k++)`

- a. the increment should always be `++k`
- b. the variable must always be the letter i when using a for loop
- c. there should be a semicolon at the end of the statement
- d. the commas should be semicolons

14. Which of the following is not recommended in a header file?

- a. Type definitions (typedefs)
- b. Class definitions

c. Function definitions

d. Template definitions

15. Which of the STL containers store the elements contiguously (in adjacent memory locations)?

a. `std::vector`

b. `std::list`

c. `std::map`

d. `std::set`

16. Which of the following is not a standard exception built in C++.

a. `std::bad_creat`

b. `std::bad_alloc`

c. `std::bad_cast`

d. `std::bad_typeid`

17. What does STL stand for?

a. Simple Template Library

b. Standard Template Library

c. Static Type Library

d. Single Type-based Library

18. What is the difference between overloaded functions and overridden functions?

a. Overloading is a dynamic or run-time binding and Overriding is static or compile-time binding

b. Redefining a function in a friend class is called function overriding while Redefining a function in a derived class is called an overloading function.

c. Overloading is a static or compile-time binding and Overriding is dynamic or run-time binding

d. Redefining a function in a friend class is called function overloading while Redefining a function in a derived class is called as overriding function.

19. Which one of the following is not a valid reserved keyword in C++

a. `Explicit`

b. `Public`

c. `Implicit`

d. `Private`

20. Each pass through a loop is called a/an

- a. enumeration
- b. iteration
- c. culmination
- d. pass through

Correct Answers to C++ MCQ Questions

1 – d 2 – b 3 – d 4 – a 5 – b 6 – d 7 – a 8 – b 9 – a 10 – d

11 – c 12 – d 13 – b 14 – d 15 – c 16 – a 17 – b 18 – b 19 – c 20 – c

21. Which of the following is true about const member functions?

- a. const members can be invoked on both const as well as nonconst objects
- b. const members can be invoked only on const objects and not on nonconst objects
- c. nonconst members can be invoked on const objects as well as nonconst objects
- d. none of the above

22. Which of the following relationship is known as inheritancerelationship?

- a. 'has-a' relationship
- b. 'is-a' relationship
- c. association relationship
- d. none of the above

23. If class A is friend of class B and if class B is friend of class C, which of the following is true?

- a. Class C is friend of class A
- b. Class A is friend of class C
- c. Class A and Class C do not have any friend relationship
- d. None of the above

24. A direct access file is:

- a. A file in which records are arranged in a way they are inserted in a file
- b. A file in which records are arranged in a particular order
- c. Files which are stored on a direct access storage medium
- d. None of the above

25. Which of the following is not a component of file system

- a. Access method
- b. Auxiliary storage management
- c. Free integrity mechanism
- d. None of the above

26. Seek time is

- a. time taken to retrieve a data
- b. Time taken by read/write head mechanism to position itself over appropriate cylinder
- c. Time taken by appropriate sector to come under read/write
- d. None of the above

27. 'Prime area' in context of file system is defined as

- a. It is memory area created by operating system

- b. It is an area into which data records are written
- c. It is the main area of a web page
- d. None of the above

28. In multi-list organization

- a. Records that have equivalent value for a given secondary index item are linked together to form a list.
- b. Records are loaded in ordered sequence defined by collating sequence by content of the key
- c. Records are directly accessed by record key field
- d. None of the above

29. Which of the following is/are advantages of cellular partitioned structure:

- a. Simultaneous read operations can be overlapped
- b. Search time is reduced
- c. Both a & b
- d. None of the above

30. *ptr++ is equivalent to:

- a. ptr++
- b. *ptr
- c. ++*ptr
- d. None of the above

31. The conditional compilation

- a. It is taken care of by the compiler
- b. It is setting the compiler option conditionally
- c. It is compiling a program based on a condition
- d. none of above

32. Originally 'C' was developed as:

- a. System programming language
- b. General purpose language
- c. Data processing language
- d. None of above

33. An inverted file

- a. Locates information about data in small files that are maintained apart from actual data record
- b. A file which stores opposite records
- c. A file which stores information about records of a system
- d. None of above

34. Which of the following is not a file operation:

- a. Repositioning
- b. Truncating
- c. Appending
- d. None of above

35. Latency time is:

- a. Time taken by read/write head mechanism to position itself over appropriate cylinder
- b. Time taken to transfer data from memory
- c. Time taken by appropriate sector to come under read/write head
- d. None of above

36. The two types of file structure existing in VSAM file are
- Key sequenced structure, entry sequenced structure
 - Key sequence structure, exit sequenced structure
 - Entry sequence structure, exit sequenced structure
 - None of above
37. How many copies of a class static member are shared between objects of the class?
- A copy of the static member is shared by all objects of a class
 - A copy is created only when at least one object is created from that class
 - A copy of the static member is created for each instantiation of the class
 - No memory is allocated for static members of a class
38. Which looping process checks the test condition at the end of the loop?
- for
 - while
 - do-while
 - no looping process checks the test condition at the end
39. The default access level assigned to members of a class is _____
- Private
 - Public
 - Protected
 - Needs to be assigned
40. Which of the following correctly describes the meaning of 'namespace' feature in C++?
- Namespaces refer to the memory space allocated for names used in a program
 - Namespaces refer to space between the names in a program
 - Namespaces refer to packing structure of classes in a program.
 - Namespaces provide facilities for organizing the names in a program to avoid name clashes.

Correct Answers to C++ MCQ Questions

21 – b 22 – a 23 – b 24 – c 25 – c 26 – d 27 – b 28 – b 29 – a 30 – c
31 – d 32 – c 33 – b 34 – a 35 – d 36 – c 37 – c 38 – a 39 – c 40 – a

41. Which of the following correctly describes the meaning of 'namespace' feature in C++?
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 - Namespaces refer to space between the names in a program
 - Namespaces refer to space between the names in a program
 - namespaces provide facilities for organizing the names in a program to avoid name clashes
42. Which of the following language is not supported by C++?
- Exception Handling
 - Reflection
 - Operator Overloading
 - Namespaces
43. class derived: public base1, public base2 { } is an example of
- Polymorphic inheritance
 - Multilevel inheritance
 - Hierarchical inheritance
 - Multiple inheritance

44. Which of the following languages is a subset of C++ language?
- C language
 - Java Language
 - C# language
 - language
45. How do we declare an 'interface' class?
- By making all the methods pure virtual in a class
 - By making all the methods abstract using the keyword 'abstract' in a class
 - By declaring the class as interface with the keyword 'interface'
 - It is not possible to create interface class in C++
46. How do we declare an abstract class?
- By providing at least one pure virtual method (function signature followed by ==0;) in a class
 - By declaring at least one method abstract using the keyword 'abstract' in a class
 - By declaring the class abstract with the keyword 'abstract'
 - It is not possible to create abstract classes in C++
47. Which of the following is not an advantage of secondary memory
- It is cost-effective
 - It has large storage capacity
 - It has highest speed
 - It is easily portable
48. What happens when a pointer is deleted twice?
- It can abort the program
 - It can cause a failure
 - It can cause an error
 - It can cause a trap
49. Which of the following language feature is not an access specifier in C++?
- public
 - private
 - C protected
 - internal
50. Expression C=i++ causes
- Value of i assigned to C and then i incremented by 1
 - i to be incremented by 1 and then value of i assigned to C
 - Value of i assigned to C
 - i to be incremented by 1

C++ Programming Multiple Choice Questions and Answers ::

51. The statement i++; is equivalent to
- i = i + i;
 - i = i + 1;
 - i = i - 1;
 - i -;
52. In C language, a hexadecimal number is represented by writing
- x

- b. xo
- c. ox
- d. h

53. Which of the following library function below by default aborts the program?

- a. Terminate()
- b. end()
- c. Abort()
- d. exit()

54. If a member needs to have unique value for all the objects of that same class, declare the member as

- a. Global variable outside class
- b. Local variable inside constructor
- c. Static variable inside class
- d. Dynamic variable inside class

55. Value of ix+j, if i,j are integer type and ix long type would be

- a. integer
- b. float
- c. long integer
- d. double percision

56. Which of the following below can perform conversions between pointers to related classes?

- a. A. cast_static
- b. B. dynamic_cast
- c. c. static_cast
- d. D. cast_dynamic

57. How do we define a constructor?

- a. a. x~() {}
- b. B. X() {}~
- c. C. X() ~{}
- d. D. ~X() {}

58. Vtables

- a. creates a static table per class
- b. creates a static table per object
- c. creates a dynamic table per class
- d. creates a dynamic table per object

59. When class B is inherited from class A, what is the order in which the constructors of those classes are called

- a. Class A first Class B next
- b. Class B first Class A next
- c. Class B's only as it is the child class
- d. Class A's only as it is the parent class

60. Which of the following is the most general exception handler that catches exception of any type?

- a. catch(std::exception)
- b. catch(std::any_exception)
- c. catch(...)
- d. catch()

Correct Answers to C++ MCQ Questions

41 – d 42 – d 43 – b 44 – d 45 – a 46 – a 47 – a 48 – c 49 – d 50 – d
51 – a 52 – b 53 – d 54 – a 55 – b 56 – c 57 – C 58 – D 59 – a 60 – a

61. Which of the following is the most general exception handler that catches exception of ‘any type’?

- a. catch(std::exception)
- b. catch(std::any_exception)
- c. catch(...)
- d. catch()

62. In a group of nested loops, which loop is executed the most number of times?

- a. the outermost loop
- b. the innermost loop
- c. all loops are executed the same number of times
- d. cannot be determined without knowing the size of the loops

63. What is the Difference between struct and class in terms of Access Modifier?

- a. By default all the struct members are private while by default class members are public.
- b. By default all the struct members are protected while by default class members are private.
- c. By default all the struct members are public while by default class members are private.
- d. By default all the struct members are public while by default class members are protected.

64. Inline functions are invoked at the time of

- a. Run time
- b. Compile time
- c. Depends on how it is invoked
- d. Both b and c above

65. What is shallow copy?

- a. A shallow copy creates a copy of the dynamically allocated objects too.
- b. A shallow copy just copies the values of the data as they are.
- c. A shallow copy creates a copy of the statically allocated objects too
- d. Both b and c above

66. What is deep copy?

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67. Which of the following below is /are a valid iterator type?

- a. Input Iterator
- b. Backward Iterator
- c. Forward Iterator
- d. Both a and c above

68. What defines a general set of operations that will be applied to various types of data?

- a. Template class
- b. Function template
- c. Class template
- d. Both a and c above

69. Under which of the following circumstances, synchronization takes place?

- a. When the file is closed
- b. When the buffer is empty
- c. Explicitly, with manipulators
- d. both a and c

70. Which of the following functions below can be used Allocate space for array in memory?

- a. calloc()
- b. malloc()
- c. Realloc()
- d. both a and b

71. Statement scanf("%d",80);

- a. Assign an integer to variable i
- b. Give an error message
- c. Print the value of i
- d. Assign an float to variable i

72. STL is based on which of the following programming paradigms?

- a. Structured Programming
- b. Object Oriented Programming (OOP)
- c. Functional Programming
- d. Aspect Oriented Programming (AOP)

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74. If there is more than one statement in the block of a for loop, which of the following must be placed at the beginning and the end of loop block?

- a. parentheses ()
- b. braces { }
- c. brackets [].
- d. arrows < >

75. Which of the following members do get inherited but become private members in child class

- a. Public
- b. Private
- c. Protected
- d. All the above

76. Which looping process is best used when the number of iterations is known?

- a. for
- b. while
- c. do-while
- d. all looping processes require that the iterations be known

77. In a C language '3' represents

- a. A digit

- b. An integer
- c. A character
- d. A word

78. Which of the following is the most common way of implementing C++?

- a. C++ programs are directly compiled into native code by a compiler
- b. C++ programs are first compiled to intermediate code by a compiler and then executed by a virtual machine
- c. C++ programs are interpreted by an interpreter
- d. A C++ editor directly compiles and executes the program

79. Which header file should we include for using `std::auto_ptr`?

- a.
- b.
- c.
- d.

80. Which of the following operators can be implemented as a nonmember operator?

#NAME?

- b. `()` (function call operator)
- c. `[]` (array access operator)
- d. `+` (addition operator)

Correct Answers to C++ MCQ Questions

61 – c 62 – c 63 – b 64 – c 65 – b 66 – b 67 – a 68 – d 69 – b 70 – d

71 – a 72 – a 73 – c 74 – c 75 – b 76 – c 77 – a 78 – c 79 – a 80 – c

81. What is the implicit pointer that is passed as the first argument for nonstatic member functions?

- a. 'self' pointer
- b. `std::auto_ptr` pointer
- c. 'Myself' pointer
- d. 'this' pointer

82. Which of the following operators can be overloaded?


- a. `.` (dot or member access operator)
- b. `&` (address-of operator)
- c. `sizeof` operator
- d. `?:` (conditional operator)

83. Which of the following operator cannot be overloaded?

#NAME?

- b. `==` (equality operator)
- c. `->` (row operator)
- d. `::` (scope resolution operator)

84. Which of the following operators below allow to define the member functions of a class outside the class?

- a. `::`
- b. `?`
- c. 
- d. `%`

85. Which of the following is not a valid conditional inclusions in preprocessor directives

- a. `#ifdef`

- b. #ifndef
- c. #endif
- d. #elif

86. Which of the following is not a standard exception built in C++.

- a. std::bad_creat
- b. std::bad_alloc
- c. std::bad_cast
- d. std::bad_typeid

87. If a member needs to have unique value for all the objects of that same class, declare the member as

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- b. malloc()
- c. Realloc()
- d. both a and b

90. Which of the following is not a valid conditional inclusions in preprocessor directives

- a. #ifdef
- b. #ifndef
- c. #endif
- d. #elif

91. Value of a in a = (b = 5, b + 5); is

- a. Junk value
- b. Syntax error
- c. 5
- d. 10

92. Minimum number of temporary variable needed to swap the contents of 2 variables is:

- a. 1
- b. 2
- c. 3
- d. 0

94. There is nothing like a virtual constructor of a class.

- a. False
- b. True

95. C++ provides facility to specify that the compiler should match function calls with the correct definition at the run time. This provides

- a. Static binding
- b. Dynamic Binding

96. The output of this program is

```
int  
main () { cout << "Hello World!" return 0; }  
a. Hello World  
b. Syntax error  
c. 0  
d. Hello World!
```

97. The return value of the following code is

```
Class1& test(Class1 obj)  
{  
    Class1 *ptr = new Class1();  
    .....  
    return ptr;  
}  
a. object of Class1  
b. reference to ptr  
c. reference of Class1  
d. object pointed by ptr
```

98. The output of

```
{  
    int a = 5;  
    int b = 10;  
    cout << (a>b?a:b);  
}
```

- a. 5
- b. 10
- c. Syntax error
- d. None of above

99. The output of this program is

```
int a = 10;  
void main()  
{  
    int a = 20;  
    cout << a << ::a;  
}  
a. Syntax error  
b. 10 20  
c. 20 10  
d. 20 20
```

100. Observe following program and answer

```
class Example{  
public: int a,b,c;  
Example(){a=b=c=1;} //Constructor 1  
Example(int a){a = a; b = c = 1;} //Constructor 2  
Example(int a,int b){a = a; b = b; c = 1;} //Constructor 3  
Example(int a,int b,int c){ a = a; b = b; c = c;} //Constructor 4  
}
```

In the above example of constructor overloading, the following statement will call which constructor

Example obj = new Example (1,2,3);

- a. Constructor 2
- b. Constructor 4
- c. Constructor 1
- d. Type mismatch error

Correct Answers to C++ MCQ Questions

81 – d 82 – d 83 – b 84 – d 85 – a 86 – b 87 – a 88 – b 89 – d 90 – a
91 – b 92 – d 93 – d 94 – a 95 – b 96 – b 97 – b 98 – b 99 – c 100 – b

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