red		**Challenged**
Yellow		**Average**
Green		**Easy**

MCQ Questions for C++

Topic 1

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

Answer: B

2. All of the following are valid expressions in C++ a = 2 + (b = 5); a = b = c = 5; a = 11 % 3
   a. True
   b. False

Answer: A

3. 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;
   d. c += 1

Answer: C

4. When following piece of code is executed, what happens? b = 3; a = b++;
   a. a contains 3 and b contains 4
   b. a contains 4 and b contains 4
   c. a contains 4 and b contains 3
   d. a contains 3 and b contains 3

Answer: A

5. The result of a Relational operation is always
   a. either True or False
   b. is less than or is more than
   c. is equal or less or more
   d. All of these

Answer: A

6. Which of the following is not a valid relational operator?
   a. ==
   b. =>
   c. >=
   d. >=

Answer: B

7. What is the final value of x when the code int x; for(x=0; x<10; x++) {} is run?
   A. 10
   B. 9
   C. 0
   D. 1

Answer; A

8. When does the code block following while(x<100) execute?
   A. When x is less than one hundred
   B. When x is greater than one hundred
   C. When x is equal to one hundred
   D. While it wishes

Answer: A

red		**Challenged**
Yellow		**Average**
Green		**Easy**

9. Which is not a loop structure?
   A. for
   B. do while
   C. while
   D. repeat until

Answer: D

10. How many times is a do while loop guaranteed to loop?
    A. 0
    B. Infinitely
    C. 1
    D. Variable

Answer: C

11. 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.

12. What is the only function all C++ programs must contain?
    A. start()
    B. system()
    C. main()
    D. program()
13. What punctuation is used to signal the beginning and end of code blocks?
    A. { }
    B. -> and <-
    C. BEGIN and END
    D. (and)
14. What punctuation ends most lines of C++ code?
    A. . (dot)
    B. ; (semi-colon)
    C. : (colon)
    D. ' (single quote)
15. Which of the following is a correct comment?
    A. */ Comments */
    B. ** Comment **
    C. /* Comment */
    D. { Comment }
16. Which of the following is not a correct variable type?
    A. float
    B. real
    C. int
    D. double
17. Which of the following is the correct operator to compare two variables?
    A. :=
    B. =
    C. equal
    D. ==
18. Which of the following is true?
    A. 1
    B. 66
    C. .1
    D. -1
    E. All of the above

red		**Challenged**
Yellow		**Average**
Green		**Easy**

19. Which of the following is the boolean operator for logical-and?
    A. &
    B. &&
    C. |
    D. |&
20. Evaluate !(1 && !(0 || 1)).
    A. True
    B. False
    C. Unevaluatable
21. 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.
22. What is the only function all C++ programs must contain?
    A. start()
    B. system()
    C. main()
    D. program()

Answer: C

23. What punctuation is used to signal the beginning and end of code blocks?
    A. { }
    B. -> and <-
    C. BEGIN and END
    D. (and)

Answer: A

24. What punctuation ends most lines of C++ code?
    A. . (dot)
    B. ; (semi-colon)
    C. : (colon)
    D. ' (single quote)

Answer: B

25. Which of the following is a correct comment?
    A. */ Comments */
    B. ** Comment **
    C. /* Comment */
    D. { Comment }

Answer: C

26. Which of the following is not a correct variable type?
    A. float
    B. real
    C. int
    D. double

Answer: B

27. Which of the following is the correct operator to compare two variables?
    A. :=
    B. =
    C. equal
    D. ==

Answer: D

red		**Challenged**
Yellow		**Average**
Green		**Easy**

28. Which of the following is true?
    A. 1
    B. 66
    C. .1
    D. All of the section

Answer: D

29. Which of the following is the boolean operator for logical-and?
    A. &
    B. &&
    C. |
    D. |&

Answer: B

30. Evaluate!(1 && !(0 || 1)).
    A. True
    B. False
    C. Unevaluatable

Answer: A

31. The void specifier is used if a function does not have return type.
    a. True
    b. False
    Answer: A
32. You must specify void in parameters if a function does not have any arguments.
    a. True
    b. False
    Answer: B
33. Type specifier is optional when declaring a function
    A. True
    B. False

Answer: B

34. 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
    B. The function addition is called by passing reference

Answer:A

35. 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.
    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.

Answer: A

36. 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
    Answer: B

37. 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
    C. The function declaration should contain ampersand (&) in its type declaration
    D. All of above

Answer: B

red		**Challenged**
Yellow		**Average**
Green		**Easy**

38. 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 the sections

Answer: D

39. Functions can be declared with default values in parameters. We use default keyword to specify the value of such parameters.
    A. True
    B. False

Answer: B

40. Examine the following program and determine the output #include <iostream> using namespace std;

```
int operate (int a, int b)
{
        return (a * b);
}
float operate (float a, float b)
{       return
(a/b);
}
int main()
{               int
x=5, y=2;               float
n=5.0, m=2.0;
        cout << operate(x,y) <<"\t";
cout << operate (n,m);
return 0;
}
```

    a. 10 2.5
    b. 11
    c. 10.0
    d. 5

Answer: A

41. 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
    d. Variable x should not be inside quotation

Answer: C

42. Looping in a program means
    A. Jumping to the specified branch of program
    B. Repeat the specified lines of code
    C. Both of above
    D. None of above

Answer: B

43. 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

Answer: D

red		**Challenged**
Yellow		**Average**
Green		**Easy**

44. Which of the following is not a looping statement in C++?
    a. while
    b. until
    c. do
    d. for

Answer: B

45. Which of the following is not a jump statement in C++?
    a. break
    b. goto
    c. exit
    d. switch

Answer: D

46. Which of the following is selection statement in C++?
    a. break
    b. goto
    c. exit
    d. switch

Answer: D

47. 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
    d. all of above

Answer: C

48. 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 behaviour
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.

Answer: A

red		**Challenged**
Yellow		**Average**
Green		**Easy**

49. Observe the following block of code and determine what happens when x=2?
```
switch (x)
    { case 1:
        ca
        se
        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.
    d. None of above

Answer: C

50. 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
    d. None of above

Answer: C

51. cin extraction stops execution as soon as it finds any blank space character
    a. true
    b. false

Answer: A

52. 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
    b. reads a line of string from mystring into cin
    c. cin can't be used this way
    d. none of above

Answer: A

53. 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

Answer: D

54. Which of the header file must be included to use stringstream?
    a. <iostream>
    b. <string>
    c. <sstring>
    d. <sstream>

Answer: D

55. Which of the following header file does not exist?
    a. <iostream>
    b. <string>
    c. <sstring>
    d. <sstream>

Answer: C

red		**Challenged**
Yellow		**Average**
Green		**Easy**

56. 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
    c. The second input attempt fails since the variable already got its value
    d. You can not use same variable for two getline statements

Answer: B

57. 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
    c. not to end the program yet.
    d. None of above

Answer: B

58. Which of the following is not a reserve keyword in C++?
    a. mutable
    b. default
    c. readable
    d. volatile

Answer: C

59. The size of following variable is not 4 bytes in 32 bit systems
    a. int
    b. long int
    c. short int
    d. float

Answer: C

60. 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.
    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.

Answer: B

Topic 2

61. 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

Answer: D

62. Which of the following is known as insertion operator?
    a. ^
    b. v
    c. <<
    d. >>

Answer: C

63. 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
    c. endl can’t be used with cout
    d. \n can’t be used with cout

Answer: B

64. Which of the following is output statement in C++?
    a. print
    b. write
    c. cout
    d. cin

red		**Challenged**
Yellow		**Average**
Green		**Easy**

Answer: C

65. Which of the following is input statement in C++?
    a. cin
    b. input
    c. get
    d. none of above

Answer: A

66. By default, the standard output device for C++ programs is
    a. Printer
    b. Monitor
    c. Modem
    d. Disk

Answer: B

67. By default, the standard input device for C++ program is
    a. Keyboard
    b. Mouse
    c. Scanner
    d. None of these

Answer: A

68. 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

Answer: D

69. Which of the following is extraction operator in C++?
    a. ^
    b. v
    c. <<
    d. >>

Answer: D

70. 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

Answer: D

71. The void specifier is used if a function does not have return type.
    a. True
    b. False

    Answer: A

72. You must specify void in parameters if a function does not have any arguments.
    a. True
    b. False

    Answer: B

73. Type specifier is optional when declaring a function
    a. True
    b. False

Answer: B

74. 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
    b. The function addition is called by passing reference

Answer: A

red		**Challenged**
Yellow		**Average**
Green		**Easy**

75. 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.
    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.

Answer: A

76. 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

Answer: B

77. 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
    c. The function declaration should contain ampersand (&) in its type declaration
    d. All of above

Answer: B

78. 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

Answer: D

79. Functions can be declared with default values in parameters. We use default keyword to specify the value of such parameters.
    a. True
    b. False

Answer: B

80. Examine the following program and determine the output #include <iostream.h> using namespace std;

```
int operate (int a, int b)
{
        return (a * b);
} float operate (float a,
float b)
{
        return (a/b);
}
int main()
{
        int  x=5,  y=2;
float   n=5.0,   m=2.0;
cout  <<  operate(x,y)
<<"\t";
cout << operate (n,m);
return 0;
}
```

    a. 10.0 5.0
    b. 5.0 2.5
    c. 10.0 5
    d. 10 2.5

    Answer: D

red		**Challenged**
Yellow		**Average**
Green		**Easy**

81. A function cannot be overloaded only by its return type.
    a. True
    b. False

Answer: A

82. A function can be overloaded with a different return type if it has all the parameters same.
    a. True
    a. False

Answer: B

83. Inline functions involves some additional overhead in running time.
    a. True
    b False

Answer: A

84. A function that calls itself for its processing is known as
    a. Inline Function
    b. Nested Function
    c. Overloaded Function
    d. Recursive Function

Answer: D

85. We declare a function with _____ if it does not have any return type
    a. long
    b. double
    c. void
    d. int

Answer: C

86. Arguments of a functions are separated with
    a. comma (,)
    b. semicolon (;)
    c. colon (:)
    d. None of these

Answer: A

87. Variables inside parenthesis of functions declarations have ____ level access.
    a. Local
    b. Global
    c. Module
    d. Universal

Answer: A

88. Observe following function declaration and choose the best answer: int divide (int a, int b = 2)
    a. Variable b is of integer type and will always have value 2
    b. Variable a and b are of int type and the initial value of both variables is 2
    c. Variable b is international scope and will have value 2
    d. Variable b will have value 2 if not specified when calling function

Answer: D

89. The keyword endl
    a. Ends the execution of program where it is written
    b. Ends the output in cout statement
    c. Ends the line in program. There can be no statements after endl
    d. Ends current line and starts a new line in cout statement.

Answer: D

red		**Challenged**
Yellow		**Average**
Green		**Easy**

90. Strings are character arrays. The last index of it contains the null-terminated character

a. \n
b. \t
c. \0
d. \1

Answer: C

91. The operator << when overloaded in a class

(A) must be a member function **(B)** must be a non member function
(C) can be both **(A)** & **(B)** above **(D)** cannot be overloaded

Ans:C

92. A *virtual* class is the same as

(A) an abstract class **(B)** a class with a virtual function **(C)** a base class
(D) none of the above.

Ans:D

93. Identify the operator that is NOT used with pointers

(A) -> **(B)** &
(C) * **(D)** >>

Ans:D

94. Consider the following statements

```
char
*ptr;
ptr =
"hello";
    cout << *ptr;
```

What will be printed?

(A) first letter **(B)** entire string
(C) it is a syntax error **(D)** last letter

Ans:A

95. In which case is it mandatory to provide a destructor in a class? **(A)** Almost in every class

(B) Class for which two or more than two objects will be created
(C) Class for which copy constructor is defined
(D) Class whose objects will be created dynamically

Ans:D

96. The members of a class, by default, are

(A) public **(B)** protected
(C) private **(D)** mandatory to specify

Ans:C

97. Given a class named ***Book,*** which of the following is not a valid constructor? **(A)** Book ( ) { } **(B)** Book (Book b) { }
(C) Book (Book &b) { } **(D)** Book (char* author, char* title) { }

Ans:B

red		**Challenged**
Yellow		**Average**
Green		**Easy**

98. Which of the statements is true in a protected derivation of a derived class from a base class? **(A)** Private members of the base class become protected members of the derived class **(B)** Protected members of the base class become public members of the derived class
(C) Public members of the base class become protected members of the derived class
(D) Protected derivation does not affect private and protected members of the derived class.

Ans: C

99. Which of the following statements is NOT valid about operator overloading?
(A) Only existing operators can be overloaded.
(B) Overloaded operator must have at least one operand of its class type.
(C) The overloaded operators follow the syntax rules of the original operator.
(D) none of the above.

Ans:D

100. Exception handling is targeted at
(A) Run-time error **(B)** Compile time error **(C)** Logical error
(D) All of the above.

Ans:A

101. A pointer to the base class can hold address of
(A) only base class object
(B) only derived class object
(C) base class object as well as derived class object
(D) None of the above

Ans:C

102. Function templates can accept
(A) any type of parameters
(B) only one parameter
(C) only parameters of the basic type
(D) only parameters of the derived type

Ans:C

red		**Challenged**
Yellow		**Average**
Green		**Easy**

103. How many constructors can a class have?

(A) 0 **(B)** 1

(C) 2 **(D)** any number

Ans:D

104. The new operator

(A) returns a pointer to the variable

(B) creates a variable called new

(C) obtains memory for a new variable

(D) tells how much memory is available

Ans:C

105. Consider the following statements:

```
int x = 22,y=15;
x = (x>y) ? (x+y) : (x-y);
```

What will be the value of x after executing these statements?

(A) 22 **(B)** 37

(C) 7 **(D)** Error. Cannot be executed

Ans:B

106. An exception is caused by

(A) a hardware problem **(B)** a problem in the operating system

(C) a syntax error **(D)** a run-time error

Ans:D

107. A template class

(A) is designed to be stored in different containers

(B) works with different data types

(C) generates objects which must be identical

(D) generates classes with different numbers of member functions.

Ans:B

red		**Challenged**
Yellow		**Average**
Green		**Easy**

108. Which of the following is the valid class declaration header for the derived class **d** with base classes **b1** and **b2**?

(A) class **d** : public **b1**, public **b2** **(B)** class **d** : class **b1**, class **b2**
(C) class **d** : public **b1**, **b2** **(D)** class **d** : **b1**, **b2**

Ans:A

109. A library function exit() causes an exit from

(A) the loop in which it occurs **(B)** the block in which it occurs
(C) the function in which it occurs **(D)** the program in which it occurs

Ans:D

Topic 3

110. RunTime polymorphism is achieved by _____

(A) friend function **(B)** virtual function
(C) operator overloading **(D)** function overloading

Ans:B

111. Declaration of a pointer reserves memory space

(A) for the object.
(B) for the pointer.
(C) both for the object and the pointer.
(D) none of these.

Ans:B

112. An array element is accessed using

(A) a FIFO approach **(B)** an index number
(C) the operator **(D)** a member name

Ans:B

113. If there is a pointer p to object of a base class and it contains the address of an object of a derived class and both classes contain a virtual member function abc(), then the statement p->abc(); will cause the version of abc() in the _____class to be executed.

(A) Base Class **(B)** Derived class
(C) Produces compile time error **(D)** produces runtime error

Ans:B

red		**Challenged**
Yellow		**Average**
Green		**Easy**

114. A pure virtual function is a virtual function that

(A) has no body **(B)** returns nothing

(C) is used in base class **(D)** both **(A)** and **(C)**

Ans:D

115. A static function

(A) should be called when an object is destroyed.

(B) is closely connected with and individual object of a class.

(C) can be called using the class name and function name.

(D) is used when a dummy object must be created.

Ans:C

116. We can output text to an object of class *ostream* using the insertion operator<< because

(A) the *ostream* class is a stream

(B) the insertion operator works with all classes.

(C) we are actually outputting to cout.

(D) the insertion operator is overloaded in *ostream.*

Ans:D

117. The statement f1.write((char*)&obj1, sizeof(obj1)); **(A)** writes the member function of obj1 to f1.

(B) Writes the data in obj1 to f1.

(C) Writes the member function and the data of obj1 to f1.

(D) Writes the address of obj1 to f1.

Ans:B

118. To convert from a user defined class to a basic type, you would most likely use.

(A) A built-in conversion function.

(B) A one-argument constructor.

(C) A conversion function that's a member of the class.

(D) An overloaded '=' operator.

Ans:C

red		**Challenged**
Yellow		**Average**
Green		**Easy**

119. Which of the following is not the characteristic of constructor.

(A) They should be declared in the public section.

(B) They do not have return type.

(C) They can not be inherited.

(D) They can be virtual.

Ans:D

120. Name the header file to be included for the use of built in function isalnum()

(A) string.h **(B)** process.h

(C) ctype.h **(D)** dos.h

Ans:C

121. What is the output of given code fragment?

```
int f=1, i=2;
while(++i<5)
f*=i;
cout<<f;
```

(A) 12 **(B)** 24

(C) 6 **(D)** 3

Ans:A

122. A class defined within another class is:

(A) Nested class **(B)** Inheritance

(C) Containership **(D)** Encapsulation

Ans:A

123. What will be the values of x, m and n after the execution of the following statements?

```
int x, m, n;
m = 10;
n = 15;
x = ++m + n++;
```

(A) x=25, m=10, n=15 **(B)** x=26, m=11, n=16

(C) x=27, m=11, n=16 **(D)** x=27, m=10, n=15

Ans:B

red		**Challenged**
Yellow		**Average**
Green		**Easy**

124. Which of the following will produce a value 10 if x = 9.7?

(A) floor(x) **(B)** abs(x)

(C) log(x) **(D)** ceil(x)

Ans:D

125. The major goal of inheritance in c++ is:

(A) To facilitate the conversion of data types.

(B) To help modular programming.

(C) To extend the capabilities of a class.

(D) To hide the details of base class.

Ans:C

126. Consider the following class definitions:

```
class a

{

};
  class b: protected a
 {
 };
```

What happens when we try to compile this class?

(A) Will not compile because class body of a is not defined.

(B) Will not compile because class body of b is not defined.

(C) Will not compile because class a is not public inherited.

(D) Will compile successfully.

Ans:D

127. Which of the following expressions is illegal?

(A) (106). **(B)** (false && true)

(C) bool (x) = (bool)10; **(D)** float y = 12.67;

Ans:C

red		**Challenged**
Yellow		**Average**
Green		**Easy**

128. The actual source code for implementing a template function is created when

(A) The declaration of function appears.

(B) The function is invoked.

(C) The definition of the function appears.

(D) None of the above.

Ans:B

129. An exception is caused by

(A) a runtime error.

(B) a syntax error.

(C) a problem in the operating system.

(D) a hardware problem.

Ans:A

130. Which of the following statements are true in c++?

(A) Classes can not have data as public members.

(B) Structures can not have functions as members.

(C) Class members are public by default.

(D) None of these.

Ans:B

131. What would be the output of the following program?

```
int main()
{
  int x,y=10,z=10;
 x = (y = =z);

cout<<x;

return 0;
}
```

(A) 1 **(B)** 0

(C) 10 **(D)** Error

Ans:A

red		**Challenged**
Yellow		**Average**
Green		**Easy**

132. What is the error in the following code?

```
class t
{
 virtual void print();
}
```

(A) No error.
(B) Function print() should be declared as static.
(C) Function print() should be defined. **(D)** Class t should contain data members.

Ans:A

133. What will be the output of following program? #include<iostream.h> void main()

```
{
flo
at
x;
x=(
flo
at)
9/
2;
cou
t<<
x;
}
```

(A) 4.5 **(B)** 4.0
(C) 4 **(D)** 5

Ans:A

134. A white space is :

(A) blank space **(B)** new line
(C) tab **(D)** all of the above

Ans:D

135. The following can be declared as friend in a class

(A) an object **(B)** a class
(C) a public data member **(D)** a private data member

Ans:B

red		**Challenged**
Yellow		**Average**
Green		**Easy**

136. What would be the output of the following?

```
#include<iostream.h>
        void main()
        {

        char
*ptr="abcd"
                char
ch;
        ch =
++*ptr++;

        cout<<ch;
        }
```

(A) a **(B)** b
(C) c **(D)** d

Ans:B

137. A copy constructor takes
(A) no argument **(B)** one argument
(C) two arguments **(D)** arbitrary no. of arguments

Ans:B

138. Overloading a postfix increment operator by means of a member function takes
(A) no argument **(B)** one argument
(C) two arguments **(D)** three arguments

Ans:A

139. Which of the following ways are legal to access a class data member using **this** pointer?
(A) this.x **(B)** *this.x
(C) *(this.x) **(D)** (*this).x

Ans:D

140. If we store the address of a derived class object into a variable whose type is a pointer to the base class, then the object, when accessed using this pointer.

(A) continues to act like a derived class object.
(B) Continues to act like a derived class object if virtual functions are called. **(C)** Acts like a base class object.
(D) Acts like a base class, if virtual functions are called.

Ans:B

red		**Challenged**
Yellow		**Average**
Green		**Easy**

141. Which of the following declarations are illegal?

(A) void *ptr; **(B)** char *str = "hello";

(C) char str = "hello"; **(D)** const *int p1;

Ans:C

142. What will be the result of the expression 13 & 25?

(A) 38 **(B)** 25

(C) 9 **(D)** 12

Ans:C

143. Which of the following operator can be overloaded through friend function?

(A) ->

(B) =

(C) ( )

(D) *

Ans:D

144. To access the public function fbase() in the base class, a statement in a derived class function fder() uses the statement.fbase();

(A) fbase();

(B) fder();

(C) base::fbase();

(D) der::fder();

Ans:A

145. If a base class destructor is not virtual,
then **(A)** It can not have a function body.

(B) It can not be called.

(C) It can not be called when accessed from pointer.

(D) Destructor in derived class can not be called when accessed through a pointer to the base class.

Ans:D

red		**Challenged**
Yellow		**Average**
Green		**Easy**

146. Maximum number of template arguments in a function template is

(A) one
(B) two
(C) three
(D) many

Ans:D

147. In access control in a protected derivation, visibility modes will change as follows:

(A) private, public and protected become protected
(B) only public becomes protected.
(C) public and protected become protected.
(D) only private becomes protected.

Ans:C

148. Which of the following statement is valid?

(A) We can create new C++ operators.
(B) We can change the precedence of the C++ operators.
(C) We can change the associativity of the C++ operators.
(D) We can not change operator templates.

Ans:D

149. What will be the output of the following program? #include<iostream.h> void main() { float x=5,y=2;

```
int result;
result=x
% y;
cout<<re
sult;
}
```

(A) 1
(B) 1.0
(C) Error message
(D) 2.5

Ans:C

150. Which can be passed as an argument to a function?

A. constant
(B) expression
(C) another function
(D) all of the above.

Ans:A