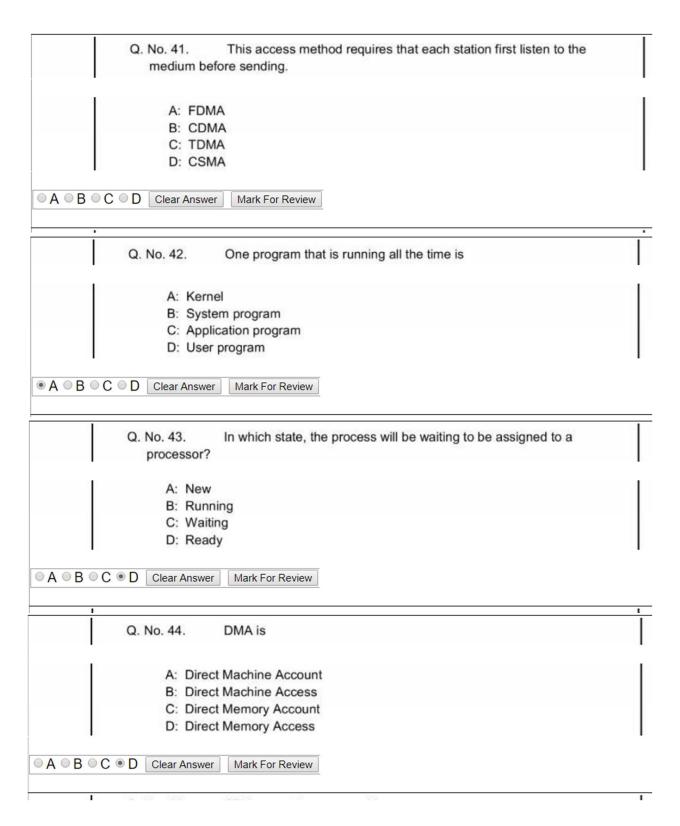


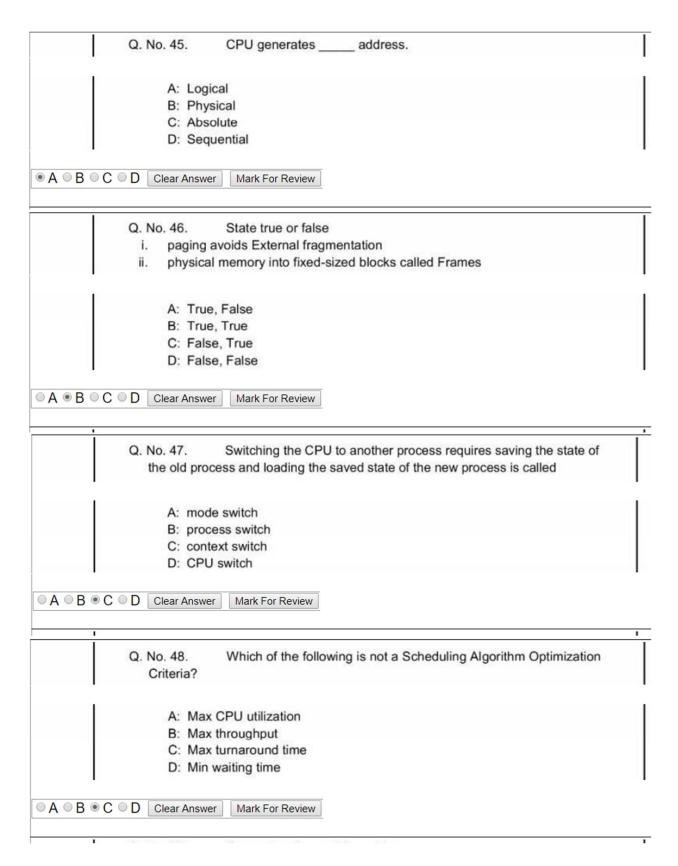
	Q. No. 25 refer to the names of functions, variables, arrays, classes etc.,
	A: Operators B: Punctuators C: Manipulators D: Identifiers
OAOBOC	Clear Answer
	Q. No. 26. Which one of the following is a valid constructor prototype in class ABC?
	A: void ABC(int); B: int ABC(); C: ABC();
	D: void ABC(int,float);
O A O B O C	O D Clear Answer Mark For Review
	Q. No. 27. Which one of the following operator can be overloaded only as member function in C++?
	A: [] B: *
	C: << D: +=
○ A ○ B ● C	D Clear Answer Mark For Review
İ	Q. No. 28. Create a class titled Triangle with private non-static data fields named base and height. The Triangle class contains a public non-static function named displayArea() whose prototype is void Triangle::displayArea(). This function calculates area of triangle and displays the same. Which one of the following correctly invokes this member function over Triangle object?
	A: Triangle tobj; tobj.displayArea(); B: Triangle tobj=displayArea(); C: Triangle tobj, *tptr=&tobj tptr->displayArea(); D: Both A and C
O A O B O C	Clear Answer
1	

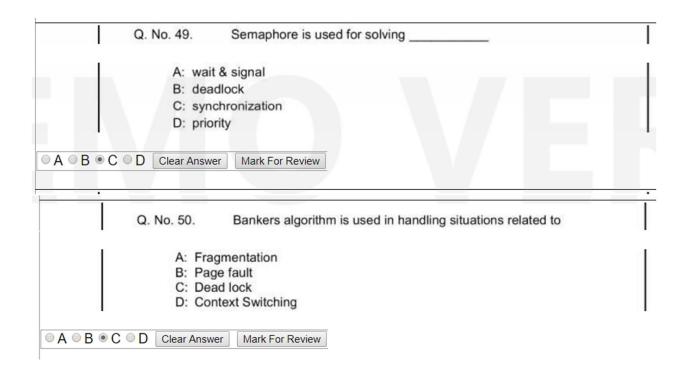
1	
Q. No. 29.	Which one of the following is relevant to exception handling in C++?
A: size	nof.
OUTUBE TO SEE	:01
B: try C: virtu	ual.
D: tem	
D. telli	piate
○ A ● B ○ C ○ D Clear Answ	er Mark For Review
Q. No. 30.	What is the value of x after executing the following code?
int x=0,y=5	
x=10, y++,	
	•
A: 10	
B: 5	
C: 16	
D: 15	
A O B O C O D Clear Answer	er Mark For Review
I I	
Q. No. 31.	Which one of the following is true about this pointer?
•	
A: It is	passed as an implicit argument to all function calls
	passed as an implicit argument to all function calls
	passed as an implicit argument to all non-static member function calls passed as an implicit argument to all static member function calls
	ne of the above
D. 1401	e of the above
A B C D Clear Answe	er Mark For Review
Q. No. 32.	Flow control is carried out by TCP using window
protocol.	A CAN A LA TRANSPORT AND THE STATE AND A SHARE CONTRACT OF THE STATE O
A: limite	ad size
B: slidir	
C: fixed	
D: parti	al [
0.1.0.0.0.0.0.0.0	
○ A ● B ○ C ○ D Clear Answer	Mark For Review
- B. KW. Kork	SE SE SE

Q. No. 33	3. ICMP is a	_ layer protocol.
B: C:	data link transport network	
] D:	application	1
□ A □ B ⊕ C □ D Clear	Answer Mark For Review	
Q. No. 3- becau	4 protocol use it follows the policy of retr	is not desirable for real time streaming ransmission during errors.
5.750.50	UDP	1
	TCP	
	RIP SIP	
A B C D Clear	Answer Mark For Review	
Q. No. 3	This device has no f	iltering capability and just forwards the frames.
I A	: router	1
	: bridge	
	: hub	
	: repeater	1
	r Answer Mark For Review	
Q. No. 3	6. In networking, the se	erver uses port and the client uses
1 .		
	 a well-known, an ephemera a well-known, a well-known 	
	: an ephemeral, an ephemer	
	: unknown, unknown	10000
• A O B O C O D Clea	r Answer Mark For Review	

	Q. No. 37. If two or more bits in the data unit have changed, what is that error referred to
	A: burst B: double bit C: single bit D: erroneous bit
● A ○ B ○ C	C O D Clear Answer Mark For Review
	Q. No. 38. The data rate of Gigabit Ethernet isMbps.
	A: 10,000 B: 1000 C: 100 D: 10
O A O B O C	O D Clear Answer Mark For Review
	Q. No. 39is defined as a variation in the delay of received packets
	A: Reliability B: Delay C: Jitter D: Bandwidth
○ A ○ B ● C	C D Clear Answer Mark For Review
	Q. No. 40 and are the 2 services defined by the IEEE 802.11 standard for wireless LANs
	A: ESS, SSS B: BSS, ESS C: BSS, ASS D: BSS, DCF
O A ® B O C	Clear Answer Mark For Review







http://www.youtube.com/OptimisiticEngineer