CPP 1

* Required

Email address *

Your email

STUDENT ID

Which operator has highest precedence in * / % ?

1 point

- (A) *
- (B) /
- (C) %
- (D) all have same precedence

1 point

```
#include<iostream.h>
void Execute(int &x, int y = 200)
{
 int TEMP = x + y;
 x+= TEMP;
 if(y!=200)
    cout<<TEMP<<x<<y"--";
}

int main()
{
 int A=50, B=20;
 cout<<A<<B<<"--";
 Execute(A,B);
 cout<<A<<B<<"--";
 return 0;
}
```

- (A) 5020--5020--
- (B) 5020--7012020--12020--
- (C) 5020--70120200--5020
- (D) 5020--7050200--5020--

1 point

What is output of below program?

```
int main()
{
  const int a=10;
  a++;
  cout<<a;
return 0;

}
```

- (A) 10
- (B) 11
- (C) Compilation Error
- (D) Linking Error

1 point

```
#include <iostream>

using namespace std;

class X

{

public: X()

      { cout<<"X"; }

      ~X()

      { cout<<"~X"; }

};

class Y : public X

{

public: Y()

      { cout<<"Y"; }

      ~Y()

      { cout<<"~Y"; }

};

int main()

{

   Y obj;

   return 0;

}
```

- (A) XY~X~Y
- (B) XY~Y~X
- (C) X~XY~Y
- (D) X~X~YY

What is the size of empty class? 1 point

- (A) 0
- (B) 1
- (C) 2
- (D) 4

Object based language differs from object oriented language as it does not support features _____ . 1. Encapsulation 2. Inheritance 3. Dynamic Binding 4. Abstraction5. Polymorphism 1 point

- a. only 3 ,4
- b. only 1,3,5
- c. 2,4,5
- d. Only 2,3

How many instances of an abstract class can be created? 1 point

- A. 1
- B. 5
- C. 13
- D. 0

What is size of void in C++? 1 point

- (A) 2 Bytes
- (B) 4 Bytes
- (C) Undefined
- (D) 0

Constant variables can be created in CPP by using _____ . 1 point

- a. enum
- b. const
- c. #define
- d. All of these
- e. None of these

Which operator has more precedance in below list? 1 point

- (A) +
- (B) -
- (C) ++
- (D) *

What following operator is called ?: 1 point

- A) Scope Resolution Operator
- (B) Conditional Operator
- (C) Ternary Operator
- (D) if else o/p

Which of the following ways are legal to access a class data member using this pointer? 1 point

- A. this->x
- B. this.x
- C. *this.x
- D. *this-x

Which of the following concept of oops allows compiler to insert arguments in a function call if it is not specified? 1 point

- A. Call by value
- B. Call by reference
- C. Default arguments
- D. Call by pointer

How "Late binding" is implemented in C++? 1 point

- A. Using C++ tables
- B. Using Virtual tables
- C. Using Indexed virtual tables
- D. Using polymorphic tables

Which operator can not be overloaded? 1 point

- (A) +
- (B) -
- (C) *
- (D) ::

Object oriented programming employs_____ programming approach. 1 point

- a. top-down
- b. procedural
- c. bottom-up
- d. all of these.

In case of operator overloading, operator function must be _____ . 1. Static member functions 2. Non- static member functions 3. Friend Functions 1 point

- a. Only 2
- b. Only 1, 3
- c. Only 2 , 3
- d. All 1 , 2, 3

Which of the followings is/are not keyword/s in CPP? 1. asm 2. boolean 3. mutable 4. export 5. constant_cast 1 point

- a. Only 5
- b. Only 1 and 4
- c. Only 1,2 and 5
- d. Only 2 and 5

What is dangling pointer? 1 point

- (A) A pointer pointing to NULL
- (B) Pointer pointing to memory location which has been freed
- (C) Pointer which is pointing to new location
- (D) None of these

In case of inheritance where both base and derived class are having constructors, when an object of derived class is created then_____ . 1 point

- a. constructor of derived class will be invoked first
- b. constructor of base class will be invoked first
- c. constructor of derived class will be executed first followed by base class
- d. constructor of base class will be executed first followed by derived class

Can we typecast void into int? 1 point

- (A) Yes
- (B) No
- (C) Undefined
- (D) Depends on Compiler

Can we assign null to void pointer? 1 point

- A) No
- (B) Yes

1 point

What should be the output?

```
int main() {
    int new = -10;
    cout<<"new is: "<<new;
    return 0;
}
```

- (A) new is: -10
- (B) new is: 10
- (C) Compilation Error
- (D) new is: 0

1 point

```
#include<iostream>

using namespace std;


int main()

{


cout<<-1-1-1;


return 0;

}
```

- (A) Compilation Error
- (B) 0
- (C) 3
- (D) -3

Which of the following correctly describes overloading of functions? 1 point

- A. Virtual polymorphism
- B. Transient polymorphism
- C. Ad-hoc polymorphism
- D. Pseudo polymorphism

SUBMIT