1.What will be the output of the following C++ code?

```cpp
#include <iostream>
using namespace std;
inline void f1(char b)
{
cout<<int(b)<<endl;
}
int main()
{
f1('a');
}
```

a.   a   b.   97   C.   Error   d.   65

2.
```cpp
#include <iostream>
using namespace std;
int fun(int x = 0, int y = 0, int z)
{ return (x + y + z); }
int main()
{
cout << fun(10);
}
```

a) Compiler error   b)   0   C) 20   d)   10

3.

```cpp
#include <iostream>
using namespace std;
int fun(int=0, int = 0);
int main()
{
cout << fun(5);
}
int fun(int x, int y)
{
return (x+y);
}
```

a) 5   b) Error   C) 0   d) 10

```cpp
4.#include<iostream>
using namespace std;
int sum(int a,int b)
{
    return a+b;
}
```

```cpp
float sum(int a,int b)
{
    return a+b;
}
main()
{
    cout<<sum(100,200)<<endl;
    cout<<sum(100,200)<<endl;
}
```
a) 300 300 b)   100 200 c) Error d) none of these

5.Which of the following permits function overloading on c++?

a) type   b)type & number of arguments

 c).number of arguments   d)number of objects

6.
```cpp
#include <iostream>
#include <iostream>
using namespace std;
int Add(int X, int Y, int Z)
{
     return X + Y;
}
double Add(double X, double Y, double Z)
```

```
    {
        return X + Y;
    }
    int main()
    {
        cout << Add(5, 6);
        cout << Add(5.5, 6.6);
    }
```
a) compile time error   b) 12.1 11   c) 11 12 d) 11 12.1

7.____ is a process to change the function name based on its arguments.

a)Code Mangling   b)name conversion c)Name Mangling
     d)inline function

8.Name the function whose definition can be substituted at a place where its function call is made _____

a) volatile function   b) external function

c) inline function   d) friend function

9.What will be the output of the following C code?

#include <stdio.h>

void inline f1(char b)

{
```

```
printf ("%d\n",b);
}
int main()
{
f1('a');
 return 0;
}
```

a) Error   b) a   c) 97   d) 65

```
10.#include<iostream>
using namespace std;
int sum(int a,char b)
{
    return a+b;
}
int sum(float a,double b)
{
    return a+b;
}
main()
{
    cout<<sum(100)<<endl;
```

```
        cout<<sum(100.25f,22.5)<<endl;
}
```

a) 100 0   b) error   c)   garbage   d) none of these


```
11.#include<iostream>
using namespace std;
int sum(int a,int b,int c=100);
main()
{
        cout<<sum(10)<<endl;
        cout<<sum(10,20,300)<<endl;
        cout<<sum(50,100)<<endl;
}
int sum(int a,int b,int c)
{
        return a+b+c;
}
```

a) 110   b)   330   c) 250   d) error


```
12.#include<iostream>
using namespace std;
```

```cpp
int sum(int a,int b=100,int c);
main()
{
    cout<<sum(10)<<endl;
    cout<<sum(10,20,300)<<endl;
    cout<<sum(50,100)<<endl;
}
int sum(int a,int b,int c)
{
    return a+b+c;
}
```

a) 110   b)   330   c) 250   d) error