Q1. In protected inheritance :

1. The public members of the base class become public.

2. The public members of the base class become protected.

3. The protected members of the base class become private.

4. The public members of the base class become inaccessible.

Correct Answer : 2

Your Answer :

QuestionID : 1041 Subject Name CPP

Q2. Identify the overloaded operator the compiler calls first when it sees A = B + C.

1. +

2. =

3. Can`t say.

4. Depends on compiler.

Correct Answer : 1

Your Answer :

QuestionID : 1044 Subject Name CPP

Q3. What will be the output of the following piece of code when executed ?

#include

#include

using namespace std;

void f(int &x)

{cout <<"int"<void f(char &x){cout << "char" <int main(void)

{int i = 1; char c = `C`; f(i); f(c); return 0;}

1. int 1?

char C

2. int 1?

char 67

3. Will generate compiler error.

4. None of the above.

Correct Answer : 1

Your Answer :

QuestionID : 1048 Subject Name CPP

Q4. A class becomes an abstract base class if:

1. It can be instantiated.

2. It has a virtual function.

3. It has a pure virtual function.

4. It has the keyword `abstract` preceding it.

Correct Answer : 3

Your Answer :

QuestionID : 1053 Subject Name CPP

Q5. `for` loop in C++:

1. all parameters of a for loop are to be specified.

2. the initialization part is compulsory.

3. if test expression is omitted then the value `false` is used instead.

4. all parameters of a `for` loop are optional.

Correct Answer : 4

Your Answer :

QuestionID : 1075 Subject Name CPP

Q6. Which of the following is used to identify the copy constructor?

1. (X&)

2. X(&X)

3. X(X&)

4. X(X)

Correct Answer : 3

Your Answer :

QuestionID : 1083 Subject Name CPP

Q7. What do you think is the outcome of calling a redefined non-virtual function using a base-class pointer?

1. The appropriate redefined version of the function will be used.

2. The base-class version of the function will always be used.

3. The outcome is unpredictable.

4. A run-time error will occur.

Correct Answer : 2

Your Answer :

QuestionID : 1091 Subject Name CPP

Q8. What must you do to access CTriangle::SetAngles() using the base-class pointer?

1. Assign NULL or 0 to the base-class pointer.

2. Declare the base-class pointer as a virtual pointer.

3. Temporarily cast the base-class pointer as a CTriangle pointer.

4. There is no way to do this.

Correct Answer : 3

Your Answer :

QuestionID : 1096 Subject Name CPP

Q9. The use of pointers to reference other variables is called \_\_\_.

1. Indirection.

2. De-referencing.

3. Indexing.

4. Direct addressing.

Correct Answer : 1

Your Answer :

QuestionID : 1105 Subject Name CPP

Q10. class ABC

{private:

public:};

int main()

{ABC a;

cout << "The sizeof class ABC is " << sizeof(a);}

The output of the above program will be.

1. The sizeof class ABC is 0

2. The sizeof class ABC is 1

3. The sizeof class ABC is iv

4. Indeterminate

Correct Answer : 2

Your Answer :

QuestionID : 1137 Subject Name CPP

Q11. In the array representation of circular queue when we can say that queue is full ?

1. Front = Rear.

2. Front = Rear - 1.

3. Rear = Front ? 1.

4. Can?t say.

Correct Answer : 1

Your Answer :

QuestionID : 1153 Subject Name CPP

Q12. What advantages do linked lists have over fixed arrays??

i)You do not need to declare the size of a linked list before compilation?

ii)Linked lists do not need to be stored in contiguous memory?

iii)Linked lists can be accessed using pointer arithmetic?

iv)A linked list reduces memory waste

1. i,ii and iv.

2. i,ii,iii and iv.

3. i, ii and iii.

4. i and iii.

Correct Answer : 1

Your Answer :

QuestionID : 8246 Subject Name CPP

Q13. Which is False ?

1. Multilevel inheritance happens when a derived class becomes a base class

2. Hierarchical inheritance leads to multiple derived classes from a base class

3. A derived class can not be used as a base class

4. Hybrid inheritance is a special case of multiple inheritance

Correct Answer : 3

Your Answer :

QuestionID : 8288 Subject Name CPP

Q14. A \_\_\_\_\_ is a function that invokes itself repeatedly

1. inline

2. virtual

3. constructor

4. recursion

Correct Answer : 4

Your Answer :

QuestionID : 8312 Subject Name CPP

Q15. Which is false?

1. Default constructor doesnot contain any arguments

2. a constructor must be a public member

3. a parameterized constructor must not return anything

4. a dynamic constructor doesnot make any DMA calls

Correct Answer : 4

Your Answer :

QuestionID : 8355 Subject Name CPP

Q16. Class network represents

1. an extension of class hierarchy

2. a multiple inheritence

3. a and b both

4. none of the above

Correct Answer : 3

Your Answer :

QuestionID : 8360 Subject Name CPP

Q17. Which is false

1. A destructor doesnot take any argument

2. A destructor must be a public member

3. A destructor must not return anything

4. A destructor needs to be invoked explicitly

Correct Answer : 4

Your Answer :

QuestionID : 8367 Subject Name CPP

Q18. What will be the C++ output of the following code

#include < iostrem.h >

int tt=1;

main()

{

bool tt=false;

{

tt=1;

}

cout << tt;

return(0);

}

1. 0

2. false

3. true

4. 1

Correct Answer : 4

Your Answer :

QuestionID : 8378 Subject Name CPP

Q19. what will be the c++ output of the following code...

int x1=1000.2500;

main()

{

int x1=1110;

x1=1100.35;

cout << (::x1)+x1;

}

1. 2101

2. 2111

3. 2100

4. compilation error

Correct Answer : 3

Your Answer :

QuestionID : 8380 Subject Name CPP

Q20. What will be the output?

int a=10;

do

{

;

cout << "hello";

}while(a < 10);

1. Compiler Error

2. hello

3. Endless loop

4. Nothing will be displayed

Correct Answer : 2

Your Answer :

QuestionID : 8388 Subject Name CPP

Q21. Life time of an object is

1. period between class declaration and exit from the program

2. period between object declaration and exit from the program

3. period between Object creation and object destruction

4. can not be said specifically

Correct Answer : 3

Your Answer :

QuestionID : 8389 Subject Name CPP

Q22. In some cases the class must be declared ( not defined ) before a reference is made to it. This is known as \_\_\_\_\_\_\_\_

1. pre-declaration

2. initial declaration

3. forward declaration

4. temparory declaration

Correct Answer : 3

Your Answer :

QuestionID : 8411 Subject Name CPP

Q23. Q What will be the output of the following code

#include < iostream.h >

main()

{

bool tt = true;

{

float tt = 23.45;

::tt = tt - 20.45;

}

cout < < tt;

return(0);

}

1. 0

2. compilation error

3. 3

4. 1

Correct Answer : 2

Your Answer :

QuestionID : 8423 Subject Name CPP

Q24. Q What will be the output of the following code

#include < iostream.h >

using namespace std;

int fooling(int i,int &j,int k)

{

bool x;

return ( !x = (j = (++k)--)--);

}

void fooling\_result(int i)

{

cout < < i;

}

main()

{

int j=30;

int x = fooling(j, 40);

fooling\_result(x);

return(0);

}

1. 41

2. 0

3. compilation error

4. 1

Correct Answer : 3

Your Answer :

QuestionID : 8429 Subject Name CPP

Q25. what will be the output?

#include < iostream.h >

class a

{

int x;

public :

int out\_a(int a=100);

{

x=a;

return(a);

}

};

class b

{

int y;

public:

int out\_b(int b=1000);

{

y=b;

return(b);

}

};

main()

{

a x[10];

b y[10];

y=x;

cout << y[1].out\_b(x[1].out\_a() + y[2].out\_b());

return(0);

}

1. 1100

2. compilation error

3. 100

4. 1000

Correct Answer : 2

Your Answer :

QuestionID : 8446 Subject Name CPP

Q26. What will be the C++ output of the following code

#include < iostream.h >

int fooling(int i,int &j,int k)

{

return (i=j=(++k)--);

}

void fooling\_result(int i)

{

cout << i;

}

main()

{

int j=3;

int x=fooling(1,j,4);

fooling\_result(x);

return (0);

}

1. 5

2. 3

3. 4

4. compilation error

Correct Answer : 1

Your Answer :

QuestionID : 8449 Subject Name CPP

Q27. class BASE

{

public:

int BB;

void disp()

{

cout << BB;

}

};

class DERIVED1:public BASE

{

public:

int DD1;

void disp()

{

cout << BB << " , " << DD1;

}

};

class DERIVED2:public BASE

{

public:

int DD2;

void disp()

{

cout << BB << " ," << DD2;

}

};

main()

{

BASE B\_object;

BASE \*B\_ptr;

DERIVED1 D1\_object;

DERIVED1 \*D1\_ptr;

DERIVED2 D2\_object;

DERIVED2 \*D2\_ptr;

B\_object.BB=10;

B\_ptr=&D1\_object;

B\_ptr->BB=30;

B\_->ptr=&D2\_object;

B\_ptr->BB=B\_object.BB+D1\_object.BB;

B\_ptr->disp();

}

1. 40

2. 30

3. 10

4. Compilation Error

Correct Answer : 1

Your Answer :

QuestionID : 8452 Subject Name CPP

Q28. #include < iostream.h >

class a

{

int x;

public:

int out\_a(int a=100);

{

x=a;

return a;

}

};

class b

{

int y;

public:

int out\_b(int b=1100);

{

y=b;

return b;

}

};

main()

{

a x[10];

b y[10];

y[2].out\_b(200);

cout << y[1].out\_b(x[1].out\_a()+ y[2].out\_b());

return 0;

}

1. 300

2. compilation error

3. 1100

4. 1200

Correct Answer : 3

Your Answer :

QuestionID : 8453 Subject Name CPP

Q29. C is derived from classes A and B means the type of inheritance is-

1. single

2. hierarchial

3. multilevel

4. multiple

Correct Answer : 4

Your Answer :

QuestionID : 8707 Subject Name CPP

Q30. what will be the c++ output of following code

float x1=1000.30;

{

float x1=1110;

x1=1100.36;

cout<<((::x1)+x1)/3;

}

1. 700.00

2. 700.12

3. 700.22

4. compile error

Correct Answer : 3

Your Answer :

QuestionID : 8781 Subject Name CPP

Q31. What will be the c++ output of the following code

int x1=044;

{

cout << setprecision(6);

cout << setiosflags(ios::showpos);

cout << setiosflags(ios::showpoint);

cout << setiosflags(ios::fixed);

cout << setfill(\*);

cout << setiosflags(ios::oct);

cout << setiosflags(ios::internal);

cout << setw(8) << int (x1);

}

1. +\*\*\*\*\*54

2. \*\*\*\*\*\*54

3. \*\*\*\*\*\*44

4. 54

Correct Answer : 3

Your Answer :

QuestionID : 8801 Subject Name CPP

Q32. the output of a linker is

1. an object file

2. assemblt language(binary)output

3. an executable file

4. none of the above

Correct Answer : 3

Your Answer :

QuestionID : 8825 Subject Name CPP

Q33. Detect the true statement pretaining to Constant

1. Integer Constant should not contain a decimal point

2. A Decimal integer constant can not start with a leading zero.

3. By default,Hexa-decimal integer Constant can be positive

4. All of the above

Correct Answer : 4

Your Answer :

QuestionID : 8851 Subject Name CPP

Q34. what will be the c++ output of the following code?

cout << "Testing" << o36;

1. Testing036

2. Testing30

3. compilation error

4. Testing36

Correct Answer : 2

Your Answer :

QuestionID : 8882 Subject Name CPP

Q35. C++ name was suggested by

1. Rrick Mascitti

2. Bjarne Stroustrup

3. Donald Knuth

4. Ken Thompson

Correct Answer : 1

Your Answer :

QuestionID : 8892 Subject Name CPP

Q36. In C++ a function contained with in a class is called

1. a member function

2. an operator

3. a class function

4. a method

Correct Answer : 1

Your Answer :

QuestionID : 8897 Subject Name CPP

Q37.

Uncaught exception by default

1.

terminate the program

2.

give compiler error

3.

ignore the exception

4.

proceed to the next executable statement

Correct Answer : 1

Your Answer :

QuestionID : 8957 Subject Name CPP

Q38.

The input act of cin gets terminated by

1.

an space

2.

an enter kay

3.

both 1 & 2

4.

none of the above

Correct Answer : 3

Your Answer :

QuestionID : 8968 Subject Name CPP

Q39.

Static member functions can use this pointer.

Correct Answer : F

Your Answer :

QuestionID : 8973 Subject Name CPP

Q40.

A derivered class

1.

contain base class as well as its own features.

2.

contain its own feature.

3.

contain the base class feature.

4.

none of above.

Correct Answer : 1

Your Answer :

QuestionID : 9005 Subject Name CPP

Q41.

In protected inheritance:

1.

The public members of the base class become public.

2.

The public members of the base class become protected.

3.

The protected members of the base class become private.

4.

The public members of the base class become inaccessible.

Correct Answer : 2

Your Answer :

QuestionID : 9010 Subject Name CPP

Q42.

Find the odd one out

1.

stack

2.

arrays.

3.

Linked list.

4.

functions.

Correct Answer : 4

Your Answer :

QuestionID : 9012 Subject Name CPP

Q43.

The new, delete etc are also called as

1.

free store operator

2.

malloc and dealloc operators

3.

constructors and destructors

4.

all of above

Correct Answer : 1

Your Answer :

QuestionID : 9030 Subject Name CPP

Q44.

To obtain object class information at the run time

1.

use the typeid() and dynamic\_cast operator.

2.

use this keyword.

3.

use the static keyword.

4.

use ctrl + break keys.

Correct Answer : 1

Your Answer :

QuestionID : 9037 Subject Name CPP

Q45.

Auto variable are stored in computer memory knows as

1.

new memory

2.

stack

3.

volatile address

4.

indecent memory

Correct Answer : 2

Your Answer :

QuestionID : 9072 Subject Name CPP

Q46.

Using operator overloading we can invent new operators.

Correct Answer : F

Your Answer :

QuestionID : 9104 Subject Name CPP

Q47.

In C++, only one catch block can handle all the exceptions.

Correct Answer : T

Your Answer :

QuestionID : 9129 Subject Name CPP

Q48.

What is the output of following code?

# include < iostream.h >

void main()

{

bool a=10;

cout << a << endl ;

}

1.

10

2.

False

3.

1

4.

Error

Correct Answer : 3

Your Answer :

QuestionID : 9146 Subject Name CPP

Q49.

Pass by reference means

1.

using a constant

2.

using a pointer

3.

using a reference

4.

using a variable

Correct Answer : 3

Your Answer :

QuestionID : 9180 Subject Name CPP

Q50.

What makes a class abstract?

1.

The class must not have method

2.

The class must have a constructor that takes no arguments

3.

The class must have a function definition equal to zero

4.

The class may only exist during the planning phase

Correct Answer : 3

Your Answer :

QuestionID : 9202 Subject Name CPP

Q51. What we mean by an stream in C++

1. a flow of data from one place to another associated with a class

2. a flow of control from one place to another

3. a flow of file associated with data class

4. all of above

Correct Answer : 1

Your Answer :

QuestionID : 9237 Subject Name CPP

Q52. What will be the effect of following code

ostream& unit(ostream &out)

{

out<<" inches";

return out;

}

void main()

{

cout << 543 << unit;

}

1. compilation error

2. 543 garbage value

3. 543 unit

4. 543 inches

Correct Answer : 4

Your Answer :

QuestionID : 9242 Subject Name CPP

Q53. Which of the following are not inherited

1. Constructor functions

2. Overloaded constructors

3. Friend functions

4. All of above

Correct Answer : 4

Your Answer :

QuestionID : 11711 Subject Name CPP

Q54. When you declare an iterator to work with a container, the compiler automatically chooses the right type.

Correct Answer : T

Your Answer :

QuestionID : 11722 Subject Name CPP

Q55. A doubly linked list keeps track of the next node in the list, as well as

1. itself

2. the head node

3. the tail node

4. the previous node

Correct Answer : 4

Your Answer :

QuestionID : 11724 Subject Name CPP

Q56. A \_\_\_\_\_\_\_\_ is a "generic" function that can work with any data type.

1. function argument

2. function parameter

3. function template

4. None of these

Correct Answer : 3

Your Answer :

QuestionID : 11787 Subject Name CPP

Q57. if a method of base class be redifined in derived class we make it

1. static

2. inline

3. virtual

4. extern

Correct Answer : 3

Your Answer :

QuestionID : 11818 Subject Name CPP

Q58. The \_\_\_\_\_\_ member function of the cout object is used to establish a field width for

1. cin

2. setField()

3. setw()

4. None of the above

Correct Answer : 3

Your Answer :

QuestionID : 11825 Subject Name CPP

Q59. A node that has no children is a\_\_\_\_\_\_\_\_\_\_\_.

1. root node

2. head node

3. leaf node

4. none

Correct Answer : 3

Your Answer :

QuestionID : 11830 Subject Name CPP

Q60. when an application begins searching a binary tree, it start at :

1. the outer most leaf node

2. the middle node,half way bitween the root an the longest branch

3. the root node

4. none of these

Correct Answer : 4

Your Answer :

QuestionID : 11879 Subject Name CPP

Q61. you may overload any c++ operator and you may use the operator function

to define non-standrad operator, such as @ and ^.

Correct Answer : F

Your Answer :

QuestionID : 11885 Subject Name CPP

Q62. Nodes in a linked list are stored in contiguous memory

Correct Answer : F

Your Answer :

QuestionID : 11894 Subject Name CPP

Q63. The get reads

1. one number from associated stream

2. one character from associated stream

3. one string from associated stream

4. none of above

Correct Answer : 2

Your Answer :

QuestionID : 11920 Subject Name CPP

Q64. Inheritance occure when class adopts allthe traits of-------

1. a function

2. variable

3. a parent class

4. an object

Correct Answer : 3

Your Answer :

QuestionID : 11924 Subject Name CPP

Q65. Data members of a class can be qualified as static

1. True

2. False

3. Only static friends

4. Only void static

Correct Answer : 1

Your Answer :

QuestionID : 11968 Subject Name CPP

Q66. An individual array element can be processed like any other type of c++

variable

Correct Answer : T

Your Answer :

QuestionID : 11969 Subject Name CPP

Q67. The diffrence between a constructor and destructor is

1. They have different name

2. They donot belong to same class

3. one creates an object And other destroys it

4. one is called automaticly while other has has to be called in main

Correct Answer : 3

Your Answer :

QuestionID : 11993 Subject Name CPP

Q68. \_\_\_\_\_\_\_\_\_ queue are more intuitive and easier to understand than \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ queues

1. static,dynamic

2. dynamic,static

3. deue-like,stake-like

4. stake-like,deue-like

Correct Answer : 4

Your Answer :

QuestionID : 12034 Subject Name CPP

Q69. When an error occurs, an exception is \_\_\_\_\_\_\_\_\_\_\_.

1. created

2. thrown

3. passed

4. ignored

Correct Answer : 2

Your Answer :

QuestionID : 12044 Subject Name CPP

Q70. when the compiler binds a member function call with the version of

the function that resides in same class as the itself, this is

considered\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_binding.

1. local

2. safe

3. static

4. dynamic

Correct Answer : 3

Your Answer :

QuestionID : 12061 Subject Name CPP

Q71. the manipulator endl

1. will insert a new line

2. will flush the stream

3. both a & b above

4. will signal end o line

Correct Answer : 3

Your Answer :

QuestionID : 12079 Subject Name CPP

Q72. Stepping through the nodes of the tree is known as\_\_

1. climbing

2. traversing

3. walking through

4. branching out

Correct Answer : 2

Your Answer :

QuestionID : 12104 Subject Name CPP

Q73. It is possible to output the containts of all members of

a structure variable using a cout << statement

followed by the name of the structure variable.

Correct Answer : F

Your Answer :

QuestionID : 12142 Subject Name CPP

Q74. The ------ operation allows an item to be stored on a stack

1. append

2. add

3. pop

4. push

Correct Answer : 4

Your Answer :

QuestionID : 12152 Subject Name CPP

Q75. Paranthesis are never needed in prefix or postfix expressions.

Correct Answer : T

Your Answer :

QuestionID : 12172 Subject Name CPP

Q76. the prototype for the constructor for a student class is

Student (const int idnum=0,const double gpa=4.0);

the defination Student Kessa(3);

1. is illegal

2. defines a student with idnum 0 and gpa 3.0

3. defines a student with idnum 3 and gpa 4.0

4. defines a student with idnum 0 and gpa 4.0

Correct Answer : 3

Your Answer :

QuestionID : 12185 Subject Name CPP

Q77. The advantage a linked list has over the vector is:

1. A linked list can dynamically shrinks or grows,and a vector cannot

2. A linked list is smaller than a vector

3. A node can be inserted into or removed from a linked list faster than from a vector

4. Data removal and insertion are more accurate with a linked list than with a vector

Correct Answer : 3

Your Answer :

QuestionID : 12197 Subject Name CPP

Q78. C++ automatically places \_\_\_\_\_ at the end of string constants.

1. semicolon

2. Quotation marks

3. Null terminator

4. Newline Escape sequence

Correct Answer : 3

Your Answer :

QuestionID : 12201 Subject Name CPP

Q79. The \_\_\_\_\_\_\_\_\_\_\_ of a linked list points to the first node in the list.

1. Starter

2. Head

3. Tail

4. Declaration

Correct Answer : 2

Your Answer :

QuestionID : 12216 Subject Name CPP

Q80. The base class access specification can be viewed as a filter that base class members must pass through when becoming inherited members of a derived class.

Correct Answer : T

Your Answer :

QuestionID : 12305 Subject Name CPP

Q81. A \_\_\_\_\_\_\_\_\_ is used to travel through a linked list and search for data

1. Node

2. Pointer

3. Null

4. Traversal operator

Correct Answer : 2

Your Answer :

QuestionID : 12328 Subject Name CPP

Q82. When an if statement is placed within a conditionally-executed code

of another if statement,this is known as:

1. complexity

2. overloading

3. nesting

4. validation

Correct Answer : 3

Your Answer :

QuestionID : 12354 Subject Name CPP

Q83. Most of the lines in a program contains something meaningfull; however, some of the lines contain nothing at all

Correct Answer : T

Your Answer :

QuestionID : 12361 Subject Name CPP

Q84. A ------ is a double ended queue

1. two-headed stake

2. two tailed vector

3. circular array

4. none

Correct Answer : 4

Your Answer :

QuestionID : 12424 Subject Name CPP

Q85. What will be the output after the following program is executed?

#include < iostream.h >

main()

{

int m = 66, n;

n = ++m;

n = m++;

cout << m << ", " << n << endl;

return 0;

}

1. 68, 67

2. 67, 68

3. 67, 67

4. 66, 67

Correct Answer : 1

Your Answer :

QuestionID : 12507 Subject Name CPP

Q86. which of the follwing will be inherited

1. operator ()

2. operator []

3. operator ->

4. all above

Correct Answer : 4

Your Answer :

QuestionID : 12508 Subject Name CPP

Q87. the write function cout write( ) takes two arguments

1. pointer and a character

2. file and file pointer

3. line and its size

4. size of file and its name

Correct Answer : 3

Your Answer :

QuestionID : 12509 Subject Name CPP

Q88. The integer value returned by int main () is return value

1. to the system

2. to C++

3. to # include < >

4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 12538 Subject Name CPP

Q89. A map in C++ is

1. container of pair of values

2. representation of programming country

3. graphical function of C++

4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 12584 Subject Name CPP

Q90. a usable function header for an overloaded >> operator for a number class is

1. istream& operator >> (istream &in, number &num)

2. friend istream& operator >> (istream &in, number &num)

3. istream& operator >> (istream &in, const number &num)

4. number operator >> (istream &in, number &num)

Correct Answer : 1

Your Answer :

QuestionID : 12593 Subject Name CPP

Q91. it is possible to take address of member of class and assign to a pointer

Correct Answer : T

Your Answer :

QuestionID : 12595 Subject Name CPP

Q92. Which iof the following flowcharts symbols represents the case selection Structure

1. Parallelogram

2. oval

3. hexagon

4. diamond

Correct Answer : 4

Your Answer :

QuestionID : 12597 Subject Name CPP

Q93. what will be the output of code below

cout.precision(3);

cout << 3.14159;

1. 3.141

2. 3.142

3. 3.14159

4. Application dependent

Correct Answer : 2

Your Answer :

QuestionID : 12606 Subject Name CPP

Q94. The statement double total=0.0; performs------

1. polymorphism

2. rationalisation

3. initialization

4. assignment

Correct Answer : 3

Your Answer :

QuestionID : 12608 Subject Name CPP

Q95.

a base class may also be called a ---------

1. parent class

2. derived class

3. subclass

4. child class

Correct Answer : 1

Your Answer :

QuestionID : 12611 Subject Name CPP

Q96. cascading can be seen in which of following statements

1. function (45);

2. cout << "Hello" << name << endl;

3. int array [45];

4. cin >> error;

Correct Answer : 2

Your Answer :

QuestionID : 12625 Subject Name CPP

Q97. explain the effect of the following ios::ate

1. go to the end of the file on opening

2. add to the end of the file

3. open fails if file already exits

4. none of the above

Correct Answer : 1

Your Answer :

QuestionID : 12630 Subject Name CPP

Q98. opening the file in ios:: out mode also opens the file in

1. ios::app mode

2. ios:: trunc mode

3. ios:: ate mode

4. ios::noreplace mode

Correct Answer : 2

Your Answer :

QuestionID : 12633 Subject Name CPP

Q99. during inheritance which of the following are not inherited

1. friends

2. constructor

3. assignment operator

4. all of the above

Correct Answer : 4

Your Answer :

QuestionID : 12640 Subject Name CPP

Q100. The dynamic\_cast operator

1. allows only upcasting in the class hierarchy

2. allows only downcasting in the class hierarchy

3. allows both upcasting and downcasting

4. none of the above

Correct Answer : 1

Your Answer :