Q1. Identify the true statements about polymorphism, as implemented in C++.

i)Polymorphism allows objects of different classes that are related by inheritance to respond differently to the same member function call.

ii)Early binding is the mechanism for implementing polymorphism

iii)C++ supports polymorphism using virtual functions

iv)Polymorphism does not allow overloading of base-class member functions in derived classes.

1. i, iii and iv

2. ii, iii and iv

3. Only iii

4. i, ii and iii

Correct Answer : 4

Your Answer :

QuestionID : 1063 Subject Name CPP

Q2. If a derived class does not supply a definition for a pure virtual function that is declared in its base class, then that function \_\_\_\_\_ in the derived class.

1. Is ignored.

2. Becomes concrete.

3. Remains pure virtual.

4. Is not accessible.

Correct Answer : 3

Your Answer :

QuestionID : 1099 Subject Name CPP

Q3. Identify the true statements about function templates.

i)All template definitions must be preceded by the keyword `class`

ii)The code in a template changes every time the function template is instantiated

iii)Every formal parameter in the template definition must appear at least once in the function`s parameter list.

iv)Formal parameter names must be unique in the parameter list of a template function

1. iii and iv

2. ii, iii and iv

3. i, ii, iii and iv

4. i and ii

Correct Answer : 1

Your Answer :

QuestionID : 1128 Subject Name CPP

Q4. When traversing a linked list, the pointer to the current node is generally initialized to the memory address of the \_\_\_\_\_\_.

1. Last node.

2. Sought node.

3. Head

4. It can be anywhere in the list.

Correct Answer : 3

Your Answer :

QuestionID : 1166 Subject Name CPP

Q5. What name is given to a collection of components or routines?

1. Bank

2. Namespace

3. Library

4. Schema

Correct Answer : 3

Your Answer :

QuestionID : 8320 Subject Name CPP

Q6. Friend function

1. is declared as a friend and defined elsewhere in the program

2. is always an inline function

3. creates objects without initialization

4. may be a static member function of a class

Correct Answer : 1

Your Answer :

QuestionID : 8379 Subject Name CPP

Q7. Constructor with default arguments for all its parameters is called a \_\_\_\_\_\_\_\_ constructor

1. default

2. copy

3. assignment

4. none

Correct Answer : 1

Your Answer :

QuestionID : 8424 Subject Name CPP

Q8. what will be the out put of following code?

class student

{

int roll\_no;

protected:

float marks\_percent;

public:

int days\_present;

void inputdata(int i1,float f1,float f2)

{

roll\_no=i1;

marks\_percent=f1;

days\_present=f2;

}

void displaydata(void)

{

cout << roll\_no << "," << marks\_percent << ","

<< days\_present;}

int get\_roll(void)

{

return(roll\_no);

}

float get\_marks(void)

{

return(marks\_percent);

}

float get\_days(void)

{

return(days\_present);

}

};

if class is derived from the class student

class result:public student

and further class practicals is derived from class result

class practicals:public result

then data members inherited by practicals will be

1. roll\_no,marks\_percent and days\_present

2. marks\_percent and days\_present

3. days\_present

4. roll\_no,marks\_percent

Correct Answer : 2

Your Answer :

QuestionID : 8447 Subject Name CPP

Q9. #include < iostream.h >

int tt = 12;

main()

{

bool tt = false;

{

tt = ((::tt) \* 0);

}

cout < < (true && tt) ;

return (0);

}

1. 0

2. 12

3. 1

4. Compilation error

Correct Answer : 1

Your Answer :

QuestionID : 8546 Subject Name CPP

Q10. what will be c++ output following code

main()

{

BASE B\_object;

BASE \*B\_ptr;

DERIVED1 D1\_object;

DERIVED1 \*D1\_ptr;

B\_object.BB=10;

D1\_object.BB=30;

B\_ptr=&D1\_object;

B\_ptr->BB=20;

B\_ptr = &B\_object;

B\_ptr->disp();

}

1. 20

2. 10

3. 30

4. compilation error

Correct Answer : 2

Your Answer :

QuestionID : 8628 Subject Name CPP

Q11. What will be the C++ output of the following code

cout << " Testing : " << 036.45;

1. Testing : 36.45

2. Testing : 30.45

3. Compilation Error

4. Testing : 036.45

Correct Answer : 1

Your Answer :

QuestionID : 8697 Subject Name CPP

Q12. input to a linker is

1. an executable file

2. an object file

3. assembly language(binary)output

4. none of the above

Correct Answer : 2

Your Answer :

QuestionID : 8879 Subject Name CPP

Q13. The operator >> is called

1. an extraction operator

2. a get from operator

3. either a or b

4. get to operator

Correct Answer : 3

Your Answer :

QuestionID : 8880 Subject Name CPP

Q14. When a language has the capability to produce new data type, it is called

1. Extensible

2. Overloaded

3. Encapsulated

4. Reprehensible

Correct Answer : 1

Your Answer :

QuestionID : 8888 Subject Name CPP

Q15. A class having no name

1. is not allowed

2. cannot have a constructor

3. cannot have a destructor

4. cannot be passed as an argument

Correct Answer : 4

Your Answer :

QuestionID : 8906 Subject Name CPP

Q16.

Data items in a class may be public.

Correct Answer : T

Your Answer :

QuestionID : 8926 Subject Name CPP

Q17.

A standard template library STL is library of Container class.

Correct Answer : T

Your Answer :

QuestionID : 8988 Subject Name CPP

Q18.

Will the following prog compile

# include < iostream.h >

class one { public:

virtual void show();

};

class two:public one

{

public:

void show();

};

void main()

{}

1.

will compile

2.

void show(); in two will give error

3.

missing use of virtual in two will give error

4.

None of above

Correct Answer : 1

Your Answer :

QuestionID : 9038 Subject Name CPP

Q19.

What will be the output

typedef int sin;

sin a=5,b=10;

cout<< a << " " << b;

1.

5 10

2.

a b

3.

compile error

4.

10 5

Correct Answer : 1

Your Answer :

QuestionID : 9066 Subject Name CPP

Q20.

Which of the following can be overloaded

1.

Constructors

2.

functions

3.

operators

4.

All of the above

Correct Answer : 4

Your Answer :

QuestionID : 9104 Subject Name CPP

Q21.

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

Correct Answer : T

Your Answer :

QuestionID : 9181 Subject Name CPP

Q22. What will be the output?

#include < iostream.h >

class A

{

int a;

int b;

public:

A(int a,int b)

{

cout << "Two";

}

A(int a,int b,int c=1)

{

cout << "Three";

}

A(int a)

{

cout << "One";

}

};

void main()

{

int a=10,b=20;

A obj(a,b);

}

1. One

2. Two

3. Three

4. Error

Correct Answer : 4

Your Answer :

QuestionID : 9230 Subject Name CPP

Q23. 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 : 9243 Subject Name CPP

Q24. A static member is visible only within class but it’s lifetime is only in

1. the class

2. the object

3. the function

4. the program

Correct Answer : 4

Your Answer :

QuestionID : 9257 Subject Name CPP

Q25. In stacks the data item to be placed first in the stack

1. is the last data item to be removed from stack

2. not provided any stack number

3. given stack number as 0

4. the first item to be removed from stack

Correct Answer : 1

Your Answer :

QuestionID : 11714 Subject Name CPP

Q26. The Update expression of a for loop can contain more than one statement

,for example count++

Correct Answer : T

Your Answer :

QuestionID : 11785 Subject Name CPP

Q27. deleting a leaf node from a binary tree is not difficult.

deleting a non leaf node requires several steps

Correct Answer : T

Your Answer :

QuestionID : 11839 Subject Name CPP

Q28. class is template for object and object is instance of class

Correct Answer : T

Your Answer :

QuestionID : 11842 Subject Name CPP

Q29. to perform multiple arithmetic operation in a single statement, overloaded operator funtions should return \_\_\_\_\_\_\_\_

1. the address of the funtion

2. an object of the class type

3. a copy of the values passed to them

4. none of these

Correct Answer : 2

Your Answer :

QuestionID : 11848 Subject Name CPP

Q30. In c++ the = operator indicate

1. a. Equality

2. b. Assignment

3. c. Subtraction

4. d. Negation

Correct Answer : 2

Your Answer :

QuestionID : 11888 Subject Name CPP

Q31. The number of comparisons made by a binary search is expressed in

powers of two.

Correct Answer : T

Your Answer :

QuestionID : 11921 Subject Name CPP

Q32. \_\_\_\_\_ arguments are passed to parameters automatically if no argument is provided in the function call

1. local

2. default

3. global

4. relational

Correct Answer : 2

Your Answer :

QuestionID : 12036 Subject Name CPP

Q33. In C++ program, two slash marks (//) indicates:

1. The End Of statement

2. The begining of comment

3. The end of program

4. The begining of a block of code

Correct Answer : 2

Your Answer :

QuestionID : 12041 Subject Name CPP

Q34. The programmer must declare in advanced the size of dynamic stack or queue.

Correct Answer : F

Your Answer :

QuestionID : 12143 Subject Name CPP

Q35. If an exception is not caught, it is stored for later use.

Correct Answer : F

Your Answer :

QuestionID : 12144 Subject Name CPP

Q36. All nodes to the right of the a node hold values greater than the node value

Correct Answer : T

Your Answer :

QuestionID : 12186 Subject Name CPP

Q37. An exception thrown from outside a try block\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. will be caught outside the catch block

2. will be caught inside the catch block

3. will remain inside the throw block

4. none of these

Correct Answer : 4

Your Answer :

QuestionID : 12206 Subject Name CPP

Q38. The bubble sort is an easy way to arrange data into ascending order,

but it cannot arrange data into descending order.

Correct Answer : F

Your Answer :

QuestionID : 12442 Subject Name CPP

Q39. \_\_\_\_\_\_\_\_ is a value or an object that signals an error.

1. destructor

2. template

3. throw

4. exception

Correct Answer : 4

Your Answer :

QuestionID : 12457 Subject Name CPP

Q40. Compiler ignores white spaces except in

1. Preprocessor directives

2. String constants

3. Both above

4. None above

Correct Answer : 3

Your Answer :

QuestionID : 12460 Subject Name CPP

Q41. An array with no elements is

1. legal in c++

2. illegal in C++

3. automatically furnished one element,with a value of zero

4. automatically furnished one value -- the null terminator

Correct Answer : 2

Your Answer :

QuestionID : 12461 Subject Name CPP

Q42. output will be same if you use inorder , postorder or preorder traversals

of the same binary tree

Correct Answer : F

Your Answer :

QuestionID : 12478 Subject Name CPP

Q43. In C++ it is legal to create an array of functions.

Correct Answer : F

Your Answer :

QuestionID : 12497 Subject Name CPP

Q44. A Binary tree is a non linear linked list where each node may point to \_\_\_\_\_\_\_ other nodes.

1. no

2. one

3. two

4. All of these

Correct Answer : 4

Your Answer :

QuestionID : 12549 Subject Name CPP

Q45. the statements cin.width(10);will read\_\_\_\_\_\_\_\_\_\_\_ character

1. Nine

2. ten

3. eleven

4. eight

Correct Answer : 1

Your Answer :

QuestionID : 12567 Subject Name CPP

Q46. How much memory is reserved for a function template?

1. 4 bytes

2. 8 bytes

3. 2 bytes

4. No memory

Correct Answer : 4

Your Answer :

QuestionID : 12570 Subject Name CPP

Q47. which of the following is not a mode in which you can open a file

1. ios::nocreate

2. ios::close

3. ios::noreplace

4. ios::app

Correct Answer : 2

Your Answer :

QuestionID : 12594 Subject Name CPP

Q48. which of following is not an error handling method

1. eof()

2. tellp()

3. bad()

4. fail()

Correct Answer : 2

Your Answer :

QuestionID : 12620 Subject Name CPP

Q49. \_\_\_\_\_\_\_\_ is commonly used to extend a class, or to give it

additional capabilities.

1. Inheritance

2. Privacy

3. The constructor

4. The destructor

Correct Answer : 1

Your Answer :

QuestionID : 12621 Subject Name CPP

Q50. method of traversing a tree is

1. inorder

2. preorder

3. postorder

4. all of these

Correct Answer : 4

Your Answer :