Q1. Which of the following keywords do you think can be used when declaring static members in a class?

i)Public

ii)Private

iii)Protected

1. Only i

2. i and ii

3. i, ii and iii

4. i and iii

Correct Answer : 3

Your Answer : 1

QuestionID : 1032 Subject Name CPP

Q2. Identify the true statements about a this pointer.

i)It is initialized automatically to the memory address of the object in which it is contained.

ii)It is a pointer to an object`s member functions.

iii)It can`t be used explicitly in a program.

iv)It is of the same type as the object in which it is contained.

1. i and iv.

2. ii, iii and iv.

3. i, ii, iii and iv.

4. i and iii

Correct Answer : 1

Your Answer :

QuestionID : 1101 Subject Name CPP

Q3. int diff(int x)

{int s;

s -= diff(x-1);

return(s);}

void main()

{int res = diff(5);

cout << res;}

Determine the output of the code written above:

1. -15

2. 0

3. Compilation error.

4. Stack overflow.

Correct Answer : 4

Your Answer :

QuestionID : 1107 Subject Name CPP

Q4. Identify the true statements about the use of pointers in C++.

i)A pointer is a variable that can contain the memory address of another variable as its value.

ii)Though not necessary, pointers make the use of dynamic memory allocation more efficient.

iii)You can use casting to cause a pointer of one type to reference the memory address of a variable of another type.

iv)In a cout statement, you can use a pointer to display a memory address.

1. i, ii and iv.

2. ii, iii and iv.

3. i, ii, iii and iv.

4. i and iii

Correct Answer : 3

Your Answer :

QuestionID : 1137 Subject Name CPP

Q5. 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 : 1155 Subject Name CPP

Q6. Identify the true statements about a link/next pointer.?

i)Its value should be changed only if the linked list`s head changes?

ii)It is a self-referential class data member?

iii)It is used to reference a node in a linked list?

iv)If it belongs to the last node in the list, it should have a NULL value

1. i,ii and iv.

2. ii, iii and iv

3. i, ii and iii

4. i and iii

Correct Answer : 2

Your Answer :

QuestionID : 8234 Subject Name CPP

Q7. An instance is

1. a non-static Data Member

2. neccessary to establish inheritance

3. not an Object related issue

4. None of the above

Correct Answer : 1

Your Answer :

QuestionID : 8256 Subject Name CPP

Q8. An Object is

1. a class declration for an instance

2. composed of data, and functions that operate on the data

3. an physical non-living entity

4. an abstract concept

Correct Answer : 2

Your Answer :

QuestionID : 8375 Subject Name CPP

Q9. What will be the output?

#include < iostream.h >

using namespace std;

main()

{

cout << "best of luck!";

}

1. best of luck

2. best of luck!

3. compilation error

4. none of the above

Correct Answer : 3

Your Answer :

QuestionID : 8378 Subject Name CPP

Q10. 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 : 8397 Subject Name CPP

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

(Number entered=100)

#include < iostream.h >

main()

{

int i1;

cout << endl << "enter the four digit;

//enter number 100

cin >> i1;

try

{

if(i1 < 1000)

throw (1);

else

{

if(i1%2)

throw (2);

else

throw (3);

}

}catch(int i1)

{

if(i1==2)

cout << "even number";

else

cout << "odd number";

}

return (0);

}

1. runtime error

2. compilation error

3. even number

4. odd number

Correct Answer : 4

Your Answer :

QuestionID : 8453 Subject Name CPP

Q12. 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 : 8551 Subject Name CPP

Q13. In the c++ statement

int &sqrt=s1;

1. & is the bitwise AND operator

2. sqrt is a reference variable of data type of s1

3. sqrt is a reference variable of data type of int

4. None of the above

Correct Answer : 3

Your Answer :

QuestionID : 8655 Subject Name CPP

Q14. all variables used in the test expression of the while statement must be initialised is

1. always true

2. entirely baseless

3. not mandatory

4. both 2 & 3

Correct Answer : 1

Your Answer :

QuestionID : 8770 Subject Name CPP

Q15. what will be the c++ output of the following code?

int x1=1000;

main()

{

int x=1100;

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

}

return (0);

}

1. 2000

2. 2100

3. 2110

4. compilationerror

Correct Answer : 3

Your Answer :

QuestionID : 8772 Subject Name CPP

Q16. /\* This is // a comment \*/

C++ compiler will

1. ignore entire line

2. ignore everything after //

3. give a compilation error

4. Nothing will be ignored

Correct Answer : 1

Your Answer :

QuestionID : 8904 Subject Name CPP

Q17.

When a derived class object is placed in a base class variable

1.

it acts like a base class object

2.

it remains to behave as a derived class object

3.

it gives compilation error

4.

none

Correct Answer : 1

Your Answer :

QuestionID : 8912 Subject Name CPP

Q18.

Which of the following ia not a C++ operator?

1.

^=

2.

.\*

3.

&=

4.

->>

Correct Answer : 4

Your Answer :

QuestionID : 8938 Subject Name CPP

Q19.

What does following signify int \*p = &++a

1.

p points to a

2.

p is an reference of a

3.

Error on compilation

4.

None of above

Correct Answer : 3

Your Answer :

QuestionID : 8963 Subject Name CPP

Q20.

Static data members cannot be private.

Correct Answer : F

Your Answer :

QuestionID : 8978 Subject Name CPP

Q21.

if tree has only one node than the tree may be a

1.

binary tree

2.

tertiary tree

3.

not a tree

4.

a and b

Correct Answer : 4

Your Answer :

QuestionID : 9077 Subject Name CPP

Q22.

C++ treats its data as

1.

a flowchart

2.

flowdiagram

3.

streams

4.

System canals

Correct Answer : 3

Your Answer :

QuestionID : 9115 Subject Name CPP

Q23.

In C++ identifier can begin with a $ sign.

Correct Answer : T

Your Answer :

QuestionID : 9209 Subject Name CPP

Q24. #include < iostream.h >

void main()

{

const int num=5;

int \*p=const\_cast< int\* >(&num);

\*p=10; ++\*p;

cout << num ;

}

1. 5

2. 10

3. 11

4. compiler error

Correct Answer : 1

Your Answer :

QuestionID : 9226 Subject Name CPP

Q25. Which of the following are true about virtual functions

1. They cannot be static members

2. The virtual functions must be members of same class

3. They are accessed using object pointers

4. All of above

Correct Answer : 4

Your Answer :

QuestionID : 9256 Subject Name CPP

Q26. OOP revolves largely around classes because

1. They bring together attributes and behavior of objects

2. They permit the data to be hidden or exposed

3. They help to model real world objects

4. All of above

Correct Answer : 4

Your Answer :

QuestionID : 9272 Subject Name CPP

Q27. Which of the following is true for exception handling

1. the catch block immediately follows try block

2. throw block follows the catch block

3. finally block follows catch block

4. None of the above

Correct Answer : 1

Your Answer :

QuestionID : 11754 Subject Name CPP

Q28. What will be the switch statement display if the id variable contains the number 2?

Use the following switch statement to answer questions 42 through 44. id is a short Integer variable.

Switch(id)

{

case 1:

cout << "Jane" << endl;

break;

case 2 :

cout << "paul" << endl;

break;

case 3 :

case 5:

cout << "Jerry" << endl;

break;

default :cout << "Sue" << endl;

}

}

1. Sue

2. Paul

3. Jerry

4. Janet

Correct Answer : 2

Your Answer :

QuestionID : 11920 Subject Name CPP

Q29. 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 : 11938 Subject Name CPP

Q30. to overload a postfix ++ for a number class, an appropriate function header is

1. this number::operator++(number &num)

2. number& number

::operator++()

3. number& number

::operator++(int)

4. number& number

::operator++(number &num)

Correct Answer : 3

Your Answer :

QuestionID : 11973 Subject Name CPP

Q31. The first node in a binary tree list is called the\_\_\_\_\_\_\_\_\_.

1. head pointer

2. binary node

3. root node

4. pointer node

Correct Answer : 3

Your Answer :

QuestionID : 11974 Subject Name CPP

Q32. A binary search tree can be created using a struct containing data value

and \_\_\_\_\_\_\_\_\_\_\_\_

1. a pointer to first child node

2. a pointer to last child node

3. two pointers one for the left child and one for the right child

4. two data nodes

Correct Answer : 3

Your Answer :

QuestionID : 12074 Subject Name CPP

Q33. It is \_\_\_\_\_\_\_\_\_ to pass an argument to a function that contains an individual array element, such as numbers[3].

1. illegal in C++

2. legal in C++

3. not recommended by the ANSI committee

4. not good programming practice

Correct Answer : 2

Your Answer :

QuestionID : 12082 Subject Name CPP

Q34. To use a template class member function, use the -------with the instantiation .

1. Keyword template

2. Class Defination

3. Dot operator

4. scope resolution operator

Correct Answer : 4

Your Answer :

QuestionID : 12098 Subject Name CPP

Q35. The auto\_ptr belongs to

1. memory header file

2. graphics file

3. iostream header file

4. void header file

Correct Answer : 1

Your Answer :

QuestionID : 12109 Subject Name CPP

Q36. A tree with a height of 3 has

1. six nodes

2. one root and three nodes with two children each

3. three levels

4. three subtrees

Correct Answer : 3

Your Answer :

QuestionID : 12116 Subject Name CPP

Q37. Data structure that can dynamically store elements and can grow and shrink in the size are:

1. Stacks

2. Queues

3. Deques

4. All of these

Correct Answer : 4

Your Answer :

QuestionID : 12131 Subject Name CPP

Q38. C++ limits the number of array dimensions to two.

Correct Answer : F

Your Answer :

QuestionID : 12156 Subject Name CPP

Q39. What will be the output of the following program if your integer inputs are 88, 64 and 37 ?

main()

{

int a, b,c;

cout << "Enter three integers: ";

cin >> a >> b >> c;

if (a >=b && a >=c ) cout << a endl;

if(b >=a && b >=c ) cout << b endl;)

if(c >=a && c >=b ) cout << c endl;)

}

}

1. 37

2. 88

3. 64

4. 176

Correct Answer : 2

Your Answer :

QuestionID : 12297 Subject Name CPP

Q40. To avoid the duplication of inherited members due to different paths of inheritance.It is better to design the common base class as

1. vital base function

2. base class with no members

3. virtual base class

4. base class with members initialized to zero

Correct Answer : 3

Your Answer :

QuestionID : 12310 Subject Name CPP

Q41. what is the code effect on compilation

const MAX=50

void main()

{cout << max;}

1. output will be 50

2. output will be MAX

3. Error

4. Ascii value of `M`

Correct Answer : 3

Your Answer :

QuestionID : 12317 Subject Name CPP

Q42. A new node cannot become the first node in the list

Correct Answer : F

Your Answer :

QuestionID : 12336 Subject Name CPP

Q43. \_\_\_\_\_\_\_\_\_\_members of a base class are never accessible to a

derived class.

1. public

2. private

3. protected

4. a,b,and c

Correct Answer : 2

Your Answer :

QuestionID : 12340 Subject Name CPP

Q44. Stack and Queue can be implemented as arrays or linked list.

Correct Answer : T

Your Answer :

QuestionID : 12354 Subject Name CPP

Q45. 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 : 12467 Subject Name CPP

Q46. recursive algorithemare less efficent then iterative algorithem

Correct Answer : T

Your Answer :

QuestionID : 12512 Subject Name CPP

Q47. class copy constructor should be used when

1. new object is initialized to existing object of same class

2. class is derive class

3. constructor is default

4. new class is to be derived from existing class

Correct Answer : 1

Your Answer :

QuestionID : 12515 Subject Name CPP

Q48. The line containing a throw statement is known as the throw point.

Correct Answer : T

Your Answer :

QuestionID : 12585 Subject Name CPP

Q49. friend function can actually used to

1. prevent clashes between two or more classes

2. use object of private classes

3. allow a class to access an unrelated class

4. all of above

Correct Answer : 3

Your Answer :

QuestionID : 12613 Subject Name CPP

Q50. in case of class fails to redefine a virtual function

1. the function will be destroyed

2. the class will used base class version of function

3. the class will give compilation error

4. the class will not be implemented

Correct Answer : 2

Your Answer :