**Quiz 01:**

1. Which operator is used to signify the namespace?

[ ] a) conditional operator

[ ] b) ternary operator

[ ] c) scope operator

[ ] d) none of the mentioned

2. Identify the correct statement.

[ ] a) Namespace is used to group class, objects and functions.

[ ] b) Namespace is used to mark the beginning of the program.

[ ] c) Namespace is used to seperate the class, objects.

[ ] d) None of the above

3. What is the use of Namespace?

[ ] a) To encapsulate the data

[ ] b) To structure a program into logical units.

[ ] c) Both a and b

[ ] d) none of the mentioned

4. What is the general syntax for accessing the namespace variable?

[ ] a) namespaceid::operator

[ ] b) namespace,operator

[ ] c) namespace#operator

[ ] d) none of the mentioned

5. Which keyword is used to access the variable in namespace?

[ ] a) using

[ ] b) dynamic

[ ] c) const

[ ] d) static

6. Which value we cannot assign to reference?

[ ] a) integer

[ ] b) floating

[ ] c) unsigned

[ ] d) null

7. Identify the incorrect statement

[ ] a) reference is the alternate name of the object

[ ] b) A reference value once defined can be reassigned

[ ] c) A reference value once defined cannot be reassigned

[ ] d) none of the mentioned

8. Which reference modifier is used to define reference variable?

[ ] a) &

[ ] b) $

[ ] c) #

[ ] d) none of the mentioned

9. Identify the correct sentence regarding inequality between reference and pointer.

[ ] a) we can not create the array of reference.

[ ] b) we can create the array of reference.

[ ] c) we can use reference to reference.

[ ] d) none of the mentioned

10. Which operator is used for input stream?

[ ] a) >

[ ] b) >>

[ ] c) <

[ ] d) <<

11. Where does a cin stops it extraction of data?

[ ] a) By seeing a blankspace

[ ] b) By seeing (

[ ] c) Both a & b

[ ] d) None of the mentioned

12. Which is used to get the input during runtime?

[ ] a) cout

[ ] b) cin

[ ] c) coi

[ ] d) None of the mentioned

13. Pick out the correct objects about the instantiation of output stream.

[ ] a) cout

[ ] b) cerr

[ ] c) clog

[ ] d) All of the mentioned

14. What is meant by ofstream in c++?

[ ] a) Writes to a file

[ ] b) Reads from a file

[ ] c) Both a & b

[ ] d) None of the mentioned

15. What must be specified when we construct an object of class ostream?

[ ] a) stream

[ ] b) streambuf

[ ] c) memory

[ ] d) None of the mentioned

**Answers**:

1. c

2. a. Explanation: Namespace allow you to group class, objects and functions. It is used to divide the global scope into the sub-scopes.

3. b. Explanation: The main aim of the namespace is to understand the logical units of the program and to make the program so robust.

4. a

5. a

6. d. Explanation: If it can be assigned with a null value means, it is a copy of pointer.

7. b. Explanation: Reference is a thing which points to valid memory address, so it can’t be redesigned.

8. a

9. a

10. b. Explanation: The operator of extraction is >> and it is used on the standard input stream.

11. a. Explanation: cin will stop its extraction when it encounters a blank space.

12. b. Explanation: cin is mainly used to get the input during the runtime.

13. d. Explanation: cout, cerr and clog are the standard objects for the instantiation of output stream class.

14. a. Explanation: ofstream is a stream class to write on files.

15. b. Explanation: If you construct an object of class ostream, you must specify a streambuf object to the constructor.