-: Multiple Choice Questions:-

Computer Science (C++) First Unit

Sample Questions Paper with Answer

1. Which allows you to create a derived class that inherits properties from more than one base						
class?						
A. Mu	A. Multilevel inheritance					
B. Mu	B. Multiple inheritance					
C. Hył	orid Inheritance	e				
D. Hie	D. Hierarchical Inheritance					
2. Whi	2. Which feature in OOP allows reusing code?					
A) Pol	ymorphism					
B) Inh	B) Inheritance					
C) End	C) Encapsulation					
D) Data hiding						
3. A function that changes the state of the cout object is called a(n)						
A.	member	B.	adjuster			
C.	manipulator	D.	operator			
4. What does C++ append to the end of a string literal constant?						
A.	a space					
B.	a number sign (#)					
C.	an asterisk (*)					
D.	a null character					
5. An a	5. An array element is accessed using					
A.	a first-in-first-out approach					
B.	the dot operator					
C.	a member name					
D.	an index number					
6. To hide a data member from the program, you must declare the data member in the						
section of the class						
A.	concealed	B.	confidential			
C.	hidden	D.	private			

E.

restricted

7. External documentation includes					
A.	a printout of the program's code				
B.	flowcharts				
C.	IPO charts				
D.	pseudo code				
E.	All of the above				
8. The function whose prototype is void getData(Item *thing); receives					
A.	a pointer to a structure				
B.	a reference to a structure				
C.	a copy of a structure				
D.	nothing				
9. Null	Null character needs a space of				
A.	zero bytes				
B.	one byte				
C.	three bytes				
D.	four bytes				
10. Th	10. The number of structures than can be declared in a single statement is				
A.	one B. two				
C.	three D. unlimited				
11. Wł	nich of the following formulas can be used to generate random integers between 1 and				
10?					
A.	1 + rand() % (10 - 1 + 1)				
B.	1 + (10 - 1 + 1) % rand()				
C.	10 + rand() % (10 - 1 + 1)				
D.	10 + rand() % (10 + 1)				
12. Fo	rmat flags may be combined using the				
A.	bitwise OR operator ()				
B.	logical OR operator ()				
C.	bitwise AND operator (&)				
D.	logical AND operator (&&)				
13. Wł	13. Which of the following will store the number 320000 as a Float number?				
A.	counPop = (float) 3.2e5;				
B.	counPop = (float) 3.2e6;				
C.	counPop = (float) .32e5;				

D.	counPop = (float) .32e7;					
14. Th	e arguments that determine the state of the cout object are called					
A.	classes					
B.	manipulators					
C.	format flags or state flags					
D.	state controllers					
15. Th	e following statement where T is true and F is false T&&T F&&T					
A.	is true					
B.	is false					
C.	is wrong					
D.	not applicable in C language					
16. WI	hich of the following statements declares a variable that can contain a decimal number?					
A.	dec payRate;					
B.	dec hourlyPay					
C.	float payRate					
D.	float hourlyPay;					
17. Th	e statement int num[2][3]= $\{ \{1,2\}, \{3,4\}, \{5,6\} \};$					
A.	assigns a value 2 to num[1][2]					
B.	assigns a value 4 to num[1][2]					
C.	gives an error message					
D.	assigns a value 3 to num[1][2]					
18. A ₁	program will have one function prototype for each function defined in the programmer-					
define	d section of the program. (Assume that the programmer-defined section is located					
below	the main function.)					
A.	true B. false					
19. Th	e standard input stream, which refers to the keyboard, is called					
A.	cin					
B.	cout					
C.	stin					
D.	stout					
20. Ele	ements in an array are identified by a unique					
A.	data type					
B.	order					
C.	subscript					

D.	symbol
21. Tl	he statement fwrite ((char*)&objl, sizeof(objl));
A.	writes the member functions of objl to fl
B.	writes the data in objl to fl
C.	writes the member functions and me data of obj 1 to fl
D.	writes the address of objl to fl
22. Tl	he body of a C++ function is surrounded by
A.	parentheses
B.	angle brackets
C.	curly brackets
D.	square brackets
23. W	which of the following type casts will convert an Integer variable named amount to a
Doub	le type?
A.	(double) amount
B.	(int to double) amount
C.	int to double(amount)
D.	int (amount) to double
24. Tl	he loosest type of coupling is
A.	data coupling
B.	control coupling
C.	external coupling
D.	pathological coupling
25. W	hich of the following is a string literal constant?
A.	"Visual C++"
B.	"137.45"
C.	"A"
D.	"2,365"
E.	All of the above
26. W	hich of the following, if any, are valid names for variables?
A.	class
B.	friend
C.	#OnHand
D.	void

None of the above is valid names for variables

E.

27. You have assigned the address of Value to the pointer P, Which statement will display the
value stored in Value?
A. cout< <p; b.="" cout<<*value;<="" td=""></p;>
C. cout<<&P D. cout<<*P;
28. The void specifier is used if a function does not have return type.
a. True
b. False
29. You must specify void in parameters if a function does not have any arguments.
a. True
b. False
30. Type specifier is optional when declaring a function
a. True
b. False
31. A pointer to a block of memory is effectively same as an array
A. True B. False
32. Does this mentioning array name gives the base address in all the contexts?
A. Yes B. No
33. Is there any difference int the following declarations?
<pre>int fun(int arr[]);</pre>
int fun(int arr[2]);
A. Yes B. No
34. Are the expressions arr and &arr same for an array of 10 integers?
A. Yes B. No
35. The keyword used to transfer control from a function back to the calling function is
A. switch B. goto
C. go back D. return
Answer:-
1. B
2. B
3. C
4. D
5. D

- 6. D
- 7. A
- 8. A
- 9. B
- 10. D
- 11. A
- 12. A
- 13. A
- **14.** C
- 15. A
- 16. D
- 17. C
- 18. A
- 19. A
- **20.** C
- 21. B
- **22.** C
- 23. A
- 24. A
- 25. E
- **26.** E
- 27. D
- 28. A
- 29. B
- **30.** B
- 31. A
- 32. B
- 33. B
- **34.** B
- 35. D