C++

* Required

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1.

1. destructors are made virtual in
   (A) base class (B) derived class
   (C) friend classes (D) none of the above.

- (●) A
- ( ) B
- ( ) C
- ( ) D

Clear selection

2.

2. Vector<int> v1, looking at this you can infer as
(A) Vector class is templatized
(B) Vector class has got member variables which are data type independent.
(C) Vector class has got a public constructor.
(D) All the above.

- (●) A
- ( ) B
- ( ) c
- ( ) d

Clear selection

3. Operator overloading requires the following
(A) existing operator (B) an object
(C) number of operands cannot change (D) all the above.

- ( ) A
- ( ) B
- ( ) C
- (●) D

Clear selection

4. The statement which is used to terminate the control from the loop is
(A) break (B) continue
(C) goto (D) exit

- (●) A
- ( ) B
- ( ) C
- ( ) D

Clear selection

5. function definitions of a typical class will come in.
(A) header file (B) .cpp file
(C) .source file (D) none of the above.

- (●) A
- ( ) B
- ( ) C
- ( ) D

Clear selection

6. const word is used with
(A) constructors (B) Destructors
(C) member funtions (D) all the above.

- [ ] A
- [ ] B
- [x] C
- [ ] D

Clear selection

7. pure virtual functions of he base class, _____ in the derived class, whose object we want to create ,.
(A) has to be overridden (B) may be overridden
(C) should not be overridden (D) none of the above

- [x] A
- [ ] B
- [ ] C
- [ ] D

Clear selection

8. #include <iostream>
using namespace std;
class A
{
public:
	A()
	{
		f1();
	}

	virtual void f1()
	{
		cout << "1";
	}
};
class B :public A
{
public:
	void f1()
	{
		cout << "2";
	}

};
int main()
{
	A *obj = new B();
}
This program will print
	(A) 1 (B) 2
	(C) Compilation error (D) runtime error.

- [ ] A
- [x] B
- [ ] C
- [ ] D

Clear selection

9. ..... function is a function that calls itself repeatedly.
(A) friend (B) inline
(C) recursive (D) member

- (○) A
- ( ) B
- (●) C
- ( ) D

Clear selection

10. A..... is an alias or synonym for another variable.
(A) reference (B) structure
(C) pointer (D) array

- (●) A
- ( ) B
- ( ) C
- ( ) D

Clear selection

11. ..... is the process of using the same name and input arguments for two or more functions in two or more classes, during inheritance
(A) Function Overloading
(B) Operator Overloading
(C) function overriding
(D) Constructors

- ○ A
- ○ B
- ◉ C
- ○ D

Clear selection

12. ..... is used to prevent problems when one object is used to initialize others.
(A) Default Constructor
(B) Parameterized Constructor
(C) Copy Constructor
(D) Overloading Operator

- ○ A
- ○ B
- ◉ C
- ○ D

Clear selection

13. to prevent constructors which act like conversion functions, we use the word
(A) const (B) mutable
(C) explicit (D) all the above.

- [ ] A
- [ ] B
- [x] C
- [ ] D

Clear selection

14. ..... function is not a member of the class which does not have "this" pointer.
(A) Inline (B) Friend
(C) Member (D) Void

- [ ] A
- [x] B
- [ ] C
- [ ] D

Clear selection

15. The ..... function receives the pointer to the region of memory to be free.
(A) new (B) delete
(C) free (D) alloc

- [ ] A
- [ ] B
- [x] C
- [ ] D

Clear selection

16. The -> pointer operator is also called as.....
(A) class member access
(B) loc::operator
(C) element
(D) object

- (●) Option 1A
- ( ) B
- ( ) C
- ( ) D

Clear selection

17. The class that acquires the properties of parent class is called ..... class.
(A) base (B) inherited
(C) derived (D) public

- ( ) A
- ( ) B
- (●) C
- ( ) D

Clear selection

18. #include <iostream>
using namespace std;
class A
{
public:
A()
{

}
void f2()
{
f1();
}
virtual void f1()
{
cout << "1";
}
};
class B :public A
{
public:
void f1()
{
cout << "2";
}
};
int main()
{
A *obj = new B();
obj->f2();
}
This program will print
(A) 1 (B) 2
(C) runtime error (D) compile time error.

- [ ] A
- [x] B
- [ ] C
- [ ] D

Clear selection

19. To rethrow an exception ..... is specified.
(A) throw without a value (B) catch with a value
(C) rethrow (D) catch without a value

- (●) A
- ( ) B
- ( ) C
- ( ) D

Clear selection

19. To rethrow an exception ..... is specified.
(A) throw without a value (B) catch with a value
(C) rethrow (D) catch without a value

- (●) A
- ( ) B
- ( ) C
- ( ) D

Clear selection

21. The ..... is the standard input/ouput library in C++.
(A) stdio (B) iostream
(C) conio (D) std

- [ ] A
- [x] B
- [ ] C
- [ ] D

Clear selection

22. templates are resolved at
(A) runtime
(B) compile time.
(C) we can specify runtime or compile time.
(D) none of the above

- [ ] A
- [ ] B
- [x] C
- [ ] D

Clear selection

23. The commonly used term for a sub routine in c++ is .....
(A) structure (B) class
(C) function (D) program

- ○ A
- ○ B
- ◉ C
- ○ D

Clear selection

24. template class function definitions typically co in
(A) header file (B) inside main function.
(C) .cpp file (D) none of the above.

- ◉ A
- ○ B
- ○ C
- ○ D

Clear selection

25. ..... in a program source code, documents the meaning of the code.
(A) comment (B) function
(C) class (D) main function

- (●) A
- ( ) B
- ( ) C
- ( ) D

Clear selection

26. The name of a function variable or class is called .....
(A) libraries (B) stream
(C) identifiers (D) keywords

- ( ) A
- ( ) B
- (●) C
- ( ) D

Clear selection

27. which of the following is false with respect to constructors.
(A) constructors can be overloaded
(B) constructors can be made private
(C) constructors cannot have return type
(D) constructors can be made as static.

- ○ A
- ○ B
- ○ C
- ◉ D

Clear selection

28. the object that belongs to ostream by default in C++ is
(A) out (B) print
(C) cin (D) cout

- ○ A
- ○ B
- ○ C
- ◉ D

Clear selection

29. A x; cout << *x, assume there is no compilation errors in this code and these lines ar written inside main function, what can you infer from the above code?

(A)x is a pointer
(B) x is a function..
(C) operator * has been overloaded in class A
(D) none of the above.

- ○ A
- ○ B
- ○ C
- ◉ D

Clear selection

30 A obj1; A *x =&obj1; A *y = x; this code will invoke.

(A) copy constructor
(B) compiler given overloaded equalto operator function.
(C) conversion function
(D) none of the above.

- ○ A
- ◉ B
- ○ C
- ○ D

Clear selection

31. The ..... is the variables that contain the address of other variables.
(A) function (B) string
(C) pointer (D) identifier

- [ ] A
- [ ] B
- [x] C
- [ ] D

Clear selection

32. ..... operator returns the address of the identifier.
(A) & (B) *
(C) && (D) !

- [x] A
- [ ] B
- [ ] C
- [ ] D

Clear selection

33. The ..... operator is used to return the value of the variable to which the pointer points.

(A) reference (B) dereference
(C) dot (D) arrow

- ○ A
- ◉ B
- ○ C
- ○ D

Clear selection

34. #include <iostream>
using namespace std;
class A
{
public:
A()
{

}
void f2()
{
f1();
}

virtual void f1()
{
cout << "1";
}
};
class B :public A
{
public:
void f1()
{
cout << "2";
}
void f3()
{
cout << "3";
}};
int main()
{
A *obj = new B();
obj->f3();
}
This program will print
(A) 3
(B) 2
(C) compile time error
(D) runtime error.

- [ ] A
- [ ] B
- [x] C
- [ ] D

Clear selection

35. What is the correct value to return to the operating system upon the successful completion of a program?
(A) 2 (B) 1
(C) 0 (D) programs do not return a value

- ○ A
- ○ B
- ◉ C
- ○ D

Clear selection

36. not freeing memory on the heap will result in.
(A) logical error (B) compile time error
(C) linker error (D) logical error.

- ○ A
- ○ B
- ◉ C
- ○ D

Clear selection

37. What would be returned by the following recursive function after we call test (0, 3)

```
int test (int a, int b)
{
if (a==b) return (1);
else if (a>b) return(0);
else return (a+test(a+1, b));
}
```

(A) 1 (B) 2
(C) 3 (D) 4

- [ ] A
- [ ] B
- [ ] C
- [x] D

Clear selection

38. which of the following statement is true.

(A) virtual destructor is needed in base class, only if base class has got virtual function

(B) virtual constructor is needed in base class, if a base class has got a virtual function.

(C) constructors cannot be overloaded

(D) destructors can be overloaded.

- [x] A
- [ ] B
- [ ] C
- [ ] D

Clear selection

39. If storage class is missing in the array definition in a function, by default it will be taken to be
(A) automatic
(B) external
(C) static
(D) either automatic or external depending on the place of occurrence.

- [ ] A
- [ ] B
- [ ] C
- [x] D

Clear selection

40 mutable int x; this means
(A) x is a local variable
(B) x is a global variable
(C) x is a register variable
(D) none of the above.

- [x] A
- [ ] B
- [ ] C
- [ ] D

Clear selection

Submit