MCQ Questions For C++

1. In an assignment statement a=b Which of the following statement is true?
    a. The variable a and the variable b are equal.
    b. The value of b is assigned to variable a but the later changes on variable b will not effect the value of variable a
    c. The value of b is assigned to variable a and the later changes on variable b will effect the value of variable a
    d. The value of variable a is assigned to variable b and the value of variable b is assigned to variable a.
2. All of the following are valid expressions in C++
    a = 2 + (b = 5);
    a = b = c = 5;
    a = 11 % 3
    a. True
    b. False
3. To increase the value of c by one which of the following statement is wrong?
    a. c++;
    b. c = c + 1;
    c. c + 1 => c;
    d. c += 1
4. When following piece of code is executed, what happens?
    b = 3;
    a = b++;
    a. a contains 3 and b contains 4
    b. a contains 4 and b contains 4
    c. a contains 4 and b contains 3
    d. a contains 3 and b contains 3
5. The result of a Relational operation is always
    a. either True or False
    b. is less than or is more than
    c. is equal or less or more
    d. All of these
6. Which of the following is not a valid relational operator?
    a. ==
    b. =>
    c. >=
    d. >=
7. What is the final value of x when the code int x; for(x=0; x<10; x++) {} is run?
    A. 10
    B. 9
    C. 0
    D. 1
8. When does the code block following while(x<100) execute?
    A. When x is less than one hundred
    B. When x is greater than one hundred
    C. When x is equal to one hundred
    D. While it wishes
9. Which is not a loop structure?
    A. for
    B. do while
    C. while
    D. repeat until
10. How many times is a do while loop guaranteed to loop?
    A. 0
    B. Infinitely

C. 1
D. Variable

Answer For 1 To 10 ……

1. b. The value of b is assigned to variable a but the later changes on variable b will not effect the value of variable a
2. a. True
3. c. c + 1 => c;
4. a. a contains 3 and b contains 4
5. a. either True or False
6. b. =>
7. A. 10
8. A. When x is less than one hundred
9. D. Repeat Until
10. C. 1

11. What is the correct value to return to the operating system upon the successful completion of a program?
    A. -1
    B. 1
    C. 0
    D. Programs do not return a value.
12. What is the only function all C++ programs must contain?
    A. start()
    B. system()
    C. main()
    D. program()
13. What punctuation is used to signal the beginning and end of code blocks?
    A. { }
    B. -> and <-
    C. BEGIN and END
    D. (and)
14. What punctuation ends most lines of C++ code?
    A. . (dot)
    B. ; (semi-colon)
    C. : (colon)
    D. ' (single quote)
15. Which of the following is a correct comment?
    A. */ Comments */
    B. ** Comment **
    C. /* Comment */
    D. { Comment }
16. Which of the following is not a correct variable type?
    A. float
    B. real
    C. int
    D. double
17. Which of the following is the correct operator to compare two variables?
    A. :=
    B. =
    C. equal
    D. ==
18. Which of the following is true?
    A. 1
    B. 66
    C. .1

D. -1
E. All of the above

19. Which of the following is the boolean operator for logical-and?
A. &
B. &&
C. |
D. |&

20. Evaluate !(1 && !(0 || 1)).
A. True
B. False
C. Unevaluatable

21. What is the correct value to return to the operating system upon the successful completion of a program?
A. -1
B. 1
C. 0
D. Programs do not return a value.

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B. system()
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D. program()

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A. */ Comments */
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A. :=
B. =
C. equal
D. ==

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A. 1
B. 66
C. .1
D. -1
E. All of the above

29. Which of the following is the boolean operator for logical-and?
    A. &
    B. &&
    C. |
    D. |&

30. Evaluate !(1 && !(0 || 1)).
    A. True
    B. False
    C. Unevaluatable

Answer For 21 To 30 ……

22. C. main()
23. A. { }
24. B. ;
25. C. /* Comment */
26. B. real
27. D. ==
28. E. All of the above
29. B. &&
30. A. True

31. The void specifier is used if a function does not have return type.
    a. True
    b. False
32. You must specify void in parameters if a function does not have any arguments.
    a. True
    b. False
33. Type specifier is optional when declaring a function
    a. True
    b. False
34. Study the following piece of code and choose the best answer
    int x=5, y=3, z;
    a=addition(x,y)
    a. The function addition is called by passing the values
    b. The function addition is called by passing reference
35. In case of arguments passed by values when calling a function such as z=addidion(x,y),
    a. Any modifications to the variables x & y from inside the function will not have any effect outside the function.
    b. The variables x and y will be updated when any modification is done in the function
    c. The variables x and y are passed to the function addition
    d. None of above are valid.
36. If the type specifier of parameters of a function is followed by an ampersand (&), that function call is
    a. pass by value
    b. pass by reference
37. In case of pass by reference
    a. The values of those variables are passed to the function so that it can manipulate them
    b. The location of variable in memory is passed to the function so that it can use the same memory area for its processing
    c. The function declaration should contain ampersand (&) in its type declaration
    d. All of above
38. Overloaded functions are

a. Very long functions that can hardly run
b. One function containing another one or more functions inside it.
c. Two or more functions with the same name but different number of parameters or type.
d. None of above

39. Functions can be declared with default values in parameters. We use default keyword to specify the value of such parameters.
    a. True
    b. False
40. Examine the following program and determine the output

```
#include <iostream>
using namespace std;
int operate (int a, int b)
{
        return (a * b);
}
float operate (float a, float b)
{
        return (a/b);
}
int main()
{
        int x=5, y=2;
        float n=5.0, m=2.0;
        cout << operate(x,y) <<"\t";
cout << operate (n,m);
return 0;
}
```

    a. 10.0 5.0
    b. 5.0 2.5
    c. 10.0 5
    d. 10 2.5

Answer For 31 To 40 ……..

31. a. True
32. b. False [parameters can be empty without void too!]
33. b. False
34. a. The function addition is called by passing the values
35. a. Any modifications to the variables x & y from inside the function will not have any effect outside the function
36. b. pass by reference
37. b. The location of variable in memory is passed to the function so that it can use the same memory area for its processing
38. d. None of above
39. b. False
40. d. 10 2.5

41. Find out the error in following block of code.

```
If (x = 100)
Cout << "x is 100";
```

    a. 100 should be enclosed in quotations
    b. There is no semicolon at the end of first line
    c. Equals to operator mistake
    d. Variable x should not be inside quotation
42. Looping in a program means

a. Jumping to the specified branch of program
b. Repeat the specified lines of code
c. Both of above
d. None of above

43. The difference between while structure and do structure for looping is
a. In while statement the condition is tested at the end of first iteration
b. In do structure the condition is tested at the beginning of first iteration
c. The do structure decides whether to start the loop code or not whereas while statement decides whether to repeat the code or not
d. In while structure condition is tested before executing statements inside loop whereas in do structure condition is tested before repeating the statements inside loop

44: Which of the following is not a looping statement in C?
a. while
b. until
c. do
d. for

45. Which of the following is not a jump statement in C++?
a. break
b. goto
c. exit
d. switch

46. Which of the following is selection statement in C++?
a. break
b. goto
c. exit
d. switch

47. The continue statement
a. resumes the program if it is hanged
b. resumes the program if it was break was applied
c. skips the rest of the loop in current iteration
d. all of above

48. Consider the following two pieces of codes and choose the best answer

Code 1:

```
switch (x) {
case  1:
cout <<"x is 1";
break;
case 2:
        cout <<"x is 2";
        break;
default:
        cout <<"value of x unknown";
}
```

Code 2

```
If (x==1){
        Cout <<"x is 1";
        }
Else if (x==2){
        Cout << "x is 2";
        }
Else{
        Cout <<"value of x unknown";
}
```

a. Both of the above code fragments have the same behaviour
b. Both of the above code fragments produce different effects
c. The first code produces more results than second
d. The second code produces more results than first.

49. Observe the following block of code and determine what happens when x=2?

```
switch (x)
{
        case 1:
        case 2:
        case 3:
                cout<< "x is 3, so jumping to third branch";
                goto thirdBranch;
        default:
        cout<<"x is not within the range, so need to say Thank You!";
}
```

a. Program jumps to the end of switch statement since there is nothing to do for x=2
b. The code inside default will run since there is no task for x=2, so, default task is run
c. Will display x is 3, so jumping to third branch and jumps to thirdBranch.
d. None of above

50. Which of the following is false for switch statement in C++?
a. It uses labels instead of blocks
b. we need to put break statement at the end of the group of statement of a condition
c. we can put range for case such as case 1..3
d. None of above

Answer For 41 To 50 ……

41. c. Equals to operator mistake
42. b. Repeat the specified lines of code
43. In while structure condition is tested before executing statements inside loop whereas in do structure condition is tested before repeating the statements inside loop
44. b. Until
45. d. Switch
46. d. Switch
47. c. skips the rest of the loop in current iteration
48. a. Both of the above code fragments have the same behaviour
49. c. Will display x is 3, so jumping to third branch and jumps to thirdBranch
50. c. we can put range for case such as case 1..3

51. cin extraction stops execution as soon as it finds any blank space character
a. true
b. false

52. Observe the following statements and decide what do they do.

```
string mystring;
getline (cin, mystring);
```

a. reads a line of string from cin into mystring
b. reads a line of string from mystring into cin
c. cin can't be used this way
d. none of above

53. Regarding stringstream identify the invalid statement
a. string stream is defined in the header file <sstream>
b. It allows string based objects treated as stream
c. It is especially useful to convert strings to numerical values and vice versa.
d. None of above

54. Which of the header file must be included to use stringstream?
    a. <iostream>
    b. <string>
    c. <sstring>
    d. <sstream>
55. Which of the following header file does not exist?
    a. <iostream>
    b. <string>
    c. <sstring>
    d. <sstream>
56. If you use same variable for two getline statements
    a. Both the inputs are stored in that variable
    b. The second input overwrites the first one
    c. The second input attempt fails since the variable already got its value
    d. You can not use same variable for two getline statements
57. The "return 0;" statement in main function indicates
    a. The program did nothing; completed 0 tasks
    b. The program worked as expected without any errors during its execution
    c. not to end the program yet.
    d. None of above
58. Which of the following is not a reserve keyword in C++?
    a. mutable
    b. default
    c. readable
    d. volatile
59. The size of following variable is not 4 bytes in 32 bit systems
    a. int
    b. long int
    c. short int
    d. float
60. Identify the correct statement regarding scope of variables
    a. Global variables are declared in a separate file and accessible from any program.
    b. Local variables are declared inside a function and accessible within the function only.
    c. Global variables are declared inside a function and accessible from anywhere in program.
    d. Local variables are declared in the main body of the program and accessible only from functions.

Answer For 51 To 60 ……

51. a. True
52. a. Reads a line of string from cin into mystring
53. d. None of above
54. d. <sstream>
55. c. <sstring>
56. b. The second input overwrites the first one
57. b. The program worked as expected without any errors during its execution
58. c. readable
59. c. short int
60 b. Local variables are declared inside a function and accessible within the function on

61. Streams are
    a. Abstraction to perform input and output operations in sequential media
    b. Abstraction to perform input and output operations in direct access media
    c. Objects where a program can either insert or extract characters to and from it
    d. Both a and c
62. Which of the following is known as insertion operator?
    a. ^

b. v
c. <<
d. >>

63. Regarding the use of new line character (/n) and endl manipulator with cout statement
    a. Both ways are exactly same
    b. Both are similar but endl additionally performs flushing of buffer
    c. endl can't be used with cout
    d. \n can't be used with cout
64. Which of the following is output statement in C++?
    a. print
    b. write
    c. cout
    d. cin
65. Which of the following is input statement in C++?
    a. cin
    b. input
    c. get
    d. none of above
66. By default, the standard output device for C++ programs is
    a. Printer
    b. Monitor
    c. Modem
    d. Disk
67. By default, the standard input device for C++ program is
    a. Keyboard
    b. Mouse
    c. Scanner
    d. None of these
68. Which of the following statement is true regarding cin statement?
    a. cin statement must contain a variable preceded by >> operator
    b. cin does not process the input until user presses RETURN key
    c. you can use more than one datum input from user by using cin
    d. all of above
69. Which of the following is extraction operator in C++?
    a. ^
    b. v
    c. <<
    d. >>
70. When requesting multiple datum, user must separate each by using
    a. a space
    b. a tab character
    c. a new line character
    d. all of above

Answer For 61 To 70 ……

61. d. Both a and c
62. c. <<
63. b. Both are similar but endl additionally performs flushing of buffer
64. c. Cout
65. a. Cin
66. b. Monitor
67. a. Keyboard
68. d. All of above
69. d. >>
70. d. all of above

71. The void specifier is used if a function does not have return type.
    a. True
    b. False
72. You must specify void in parameters if a function does not have any arguments.
    a. True
    b. False
73. Type specifier is optional when declaring a function
    a. True
    b. False
74. Study the following piece of code and choose the best answer
    int x=5, y=3, z;
    a=addition(x,y)
    a. The function addition is called by passing the values
    b. The function addition is called by passing reference
75. In case of arguments passed by values when calling a function such as z=addidion(x,y),
    a. Any modifications to the variables x & y from inside the function will not have any effect outside the function.
    b. The variables x and y will be updated when any modification is done in the function
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    d. None of above are valid.
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    a. pass by value
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77. In case of pass by reference
    a. The values of those variables are passed to the function so that it can manipulate them
    b. The location of variable in memory is passed to the function so that it can use the same memory area for its processing
    c. The function declaration should contain ampersand (&) in its type declaration
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78. Overloaded functions are
    a. Very long functions that can hardly run
    b. One function containing another one or more functions inside it.
    c. Two or more functions with the same name but different number of parameters or type.
    d. None of above
79. Functions can be declared with default values in parameters. We use default keyword to specify the value of such parameters.
    a. True
    b. False
80. Examine the following program and determine the output

```
#include <iostream.h>
using namespace std;
int operate (int a, int b)
{
        return (a * b);
}
float operate (float a, float b)
{
        return (a/b);
}
int main()
{
        int x=5, y=2;
        float n=5.0, m=2.0;
```

```
        cout << operate(x,y) <<"\t";
    cout << operate (n,m);
    return 0;
    }
```

a. 10.0 5.0
b. 5.0 2.5
c. 10.0 5
d. 10 2.5

Answer For 71 To 80 ……

71. a. True
72. b. False [parameters can be empty without void too!]
73. b. False
74. a. The function addition is called by passing the values
75. a. Any modifications to the variables x & y from inside the function will not have any effect outside the function
76. b. pass by reference
77. b. The location of variable in memory is passed to the function so that it can use the same memory area for its processing
78. d. None of above
79. b. False
80. d. 10 2.5

81. A function can not be overloaded only by its return type.
    a. True
    b. False
82. A function can be overloaded with a different return type if it has all the parameters same.
    a. True
    b. False
83. Inline functions involves some additional overhead in running time.
    a. True
    b. False
84. A function that calls itself for its processing is known as
    a. Inline Function
    b. Nested Function
    c. Overloaded Function
    d. Recursive Function
85. We declare a function with _____ if it does not have any return type
    a. long
    b. double
    c. void
    d. int
86. Arguments of a functions are separated with
    a. comma (,)
    b. semicolon (;)
    c. colon (:)
    d. None of these
87. Variables inside parenthesis of functions declarations have _____ level access.
    a. Local
    b. Global
    c. Module
    d. Universal
88. Observe following function declaration and choose the best answer:
    int divide (int a, int b = 2)

a. Variable b is of integer type and will always have value 2
b. Variable a and b are of int type and the initial value of both variables is 2
c. Variable b is international scope and will have value 2
d. Variable b will have value 2 if not specified when calling function

89. The keyword endl
a. Ends the execution of program where it is written
b. Ends the output in cout statement
c. Ends the line in program. There can be no statements after endl
d. Ends current line and starts a new line in cout statement.

90. Strings are character arrays. The last index of it contains the null-terminated character
a. \n
b. \t
c. \0
d. \1

Answer For81 To 90 ……

81. a. True
82. b. False
83. a. True
84. d. Recursive Function
85. c. Void
86. a. Comma (,)
87. a. Local
88. d. Variable b will have value 2 if not specified when calling function
89. d. Ends current line and starts a new line in cout statement
90. c. \0

Question No. 5 -->

Which is a logical abstract base class for a class called "footballPlayer"?
1) Salary
2) Sport
3) Athlete
4) Team.

Question No. 7 -->

A recursive function would result in infinite recursion, if the following were left out:

1) Base case
2) Recursive call
3) Subtraction
4) Local variable declarations

7

Question No. 8 -->

Can two classes contain member functions with the same name?

1) No.
2) Yes, but only if the two classes have the same name.
3) Yes, but only if the main program does not declare both kinds.
4) Yes, this is always allowed

8

Question No. 9 -->
A derived class

1) Inherits data members and member functions from base class.
2) Inherits constructors and destructor.
3) Object can access protected members with the dot operator.
4) Inherits data members and member functions from base class as well as Inherits constructors and destructor.

9

Question No. 10 -->
_____is a relationship

1) Polymorphism
2) Inheritance
3) Overloading
4) None of these options

10

Question No. 11 -->
Abstract class cannot have _____-.

1) Zero instance.
2) Multiple instance.
3) Both Zero instance & Multiple instance.
4) None of these options

11

Question No. 12 -->
Which is a logical abstract base class for a class called "CricketPlayer"?

1) Bank.
2) Athlete.
3) Sport.
4) Team.

12

Question No. 13 -->
Maintaining the state of an object is called____.

1) Serialization
2) Persistence
3) Marshalling
4) None of these options

13

Question No. 14 -->
_____ means that both the data and the methods which may access it are defined together in the same unit.

1) Data hiding.
2) Encapsulation
3) Data Binding
4) None of these options

14

Question No. 15 -->
If a catch statement is written to catch exception objects of a base class type, it can also catch all ____ derived from that base class

1) Exceptions for objects
2) Objects of classes
3) Arguments
4) Errors

15

Question No. 16 -->
Association in UML can be represented by:

1) Only with a double line between base class & derived classes.
2) A plane line with no shape on either end.
3) A line with an arrow-head pointing in direction of parent or superclass.
4) Diamond shape between classes.

16

Question No. 17 -->
Suppose that the Test class does not have an overloaded assignment operator. What happens when an assignment a=b; is given for two Test objects a and b?

1) The automatic assignment operator is used
2) The copy constructor is used
3) Compiler error
4) Run-time error

17

Question No. 18 -->
Peer-to-peer relationship is a type of _____.

1) Association
2) Aggregation
3) Link
4) None of these options

18

Question No. 19 -->
Which of the following are good reasons to use an object oriented language.

1) You can define your own data types
2) An object oriented program can be taught to correct its own errors
3) It is easier to conceptualize an object oriented program
4) You can define your own data types and It is easier to conceptualize an object oriented program

19

Question No. 20 -->
What is a Constructor?

1) A function called when an instance of a class is initialized.
2) A function that is called when an instance of a class is deleted.
3) A special function to change the value of dynamically allocated memory.
4) A function that is called in order to change the value of a variable.

20

Question No. 21 -->
An application uses encapsulation to achieve _____

1) Information hiding
2) Minimizing interdependencies among modules
3) Make implementation independent
4) All of these options

21

Question No. 22 -->
A class is____

1) Data Type
2) Abstract Type
3) User Defined Type
4) All of these options

22

Question No. 23 -->
Can two classes contain member functions with the same name?

1) No.

2) Yes, but only if the two classes have the same name.
3) Yes, but only if the main program does not declare both kinds.
4) Yes, this is always allowed.

23

Question No. 24 -->
In object orientated programming a class of objects can _____ properties from another class of objects

1) Utilize
2) Borrow
3) Inherit
4) Adapt

24

Question No. 25 -->
Suppose that the Test class does not have an overloaded assignment operator. What happens when an assignment a=b; is given for two Test objects a and b?

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2) The copy constructor is used
3) Compiler error
4) Run-time error

25

Question No. 26 -->
Reusability can be achieved through.

1) Inheritance.
2) Composition.
3) Association.
4) All of these options

26

Question No. 27 -->
When a class uses dynamic memory, what member functions should be provided by the class?

1) An overloaded assignment operator.
2) The copy constructor.
3) A destructor.
4) All of these optionsq To cancel the answer given by you first

27

Question No. 28 -->
UML is:

1) Used to graphically represent & manipulate an object oriented software system.
2) Used as a markup-language.

3) Used as documentation system tool.
4) A utility to improve your oops concept.

28

Question No. 28 -->
If a catch statement is written to catch exception objects of a base class type, it can also catch all _____ derived from that base class

1) Exceptions for objects
2) Objects of classes
3) Arguments
4) Errors

28

Question No. 29 -->
Object Oriented Technology`s use of _____ facilitates the reuse of the code and architecture and its _____ feature provides systems with stability, as a small change in requirements does not require massive changes in the system:

1) Encapsulation; inheritance
2) Inheritance; polymorphism
3) Inheritance; encapsulation
4) Polymorphism; abstraction

29

Question No. 30 -->
A recursive function would result in infinite recursion, if the following were left out:

1) Base case
2) Recursive call
3) Subtraction
4) Local variable declarations

30

Question No. 31 -->
Which of the following are class relationships?

1) is-a relationship.
2) Part-of relationship.
3) Use-a relationship.
4) All of these options.

31

Question No. 32 -->
In OOP`s, advantage of inheritance include.

1) Providing a useful conceptual framework.

2) Avoiding rewriting a code.
3) Facilitating class libraries.
4) All of these options.

32

Question No. 33 -->
What is inheritance?

1) It is same as encapsulation.
2) Aggregation of information.
3) Generalization and specialization.
4) All of these options.

33

Question No. 34 -->
Object orientated programming allows for extension of an objects function or of class function. This ability within OOP is called _____ .

1) extendibility
2) expansion capacity
3) virtual extension
4) scalability

34

Question No. 35 -->
UML stands for

1) Unique modeling language.
2) Unified modeling language
3) Unified modern language
4) Unified master laqnguage

35

Question No. 36 -->
Which of the following programming technique focuses on the algorithm.

1) Procedural language
2) Object oriented language
3)Object based language
4) Structural language

36

Question No. 37 -->
_____ provide useful conceptual framework.

1) Inheritance
2) Polymorphysm

3) Encapsulation
4) None of these options

37

Question No. 38 -->
Which of the following is true:

1) Class is an object of an object.
2) Class is meta class.
3) Class cannot have zero instances.
4) None of these options.

38

Question No. 39 -->
The design of classes in a way that hides the details of implementation from the user is known as:

1) Encapsulation
2) Information Hiding
3) Data abstraction
4) All of these options

39

Question No. 40 -->
Which are the main three features of OOP language?

1) Data Encapsulation, Inheritance & Exception handling
2) Inheritance, Polymorphism & Exception handling
3) Data Encapsulation, Inheritance & Polymorphism
4) Overloading, Inheritance & Polymorphism

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Question No. 41 -->
Which are the main three features of OOP language?

1) Data Encapsulation, Inheritance & Exception handling
2) Inheritance, Polymorphism & Exception handling
3) Data Encapsulation, Inheritance & Polymorphism
4) Overloading, Inheritance & Polymorphism

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Question No. 42 -->
A derived class

1) Inherits data members and member functions from base class.
2) Inherits constructors and destructor.
3) Object can access protected members with the dot operator.
4) Inherits data members and member functions from base class as well as Inherits constructors and

destructor.

42

Question No. 43 -->

The ability to reuse objects already defined, perhaps for a different purpose, with modification appropriate to the new purpose, is referred to as

1) Information hiding.
2) Inheritance.
3) Redefinition.
4) Overloading

43

Question No. 44 -->

_____ is the good example of a method that is shared by all instance of a class.

1) Constructor
2) Attribute
3) Constructor and Attribute
4) None of these options

44

Question No. 45 -->

An _____ Denotes the essential characteristics of an object that distinguish it from all other kinds of objects.

1) Aggregation
2) Abstraction
3) Modularity
4) None of these options

45

Question No. 46 -->

What is a base class?

1) An abstract class that is at the top of the inheritance hierarchy.
2) A class with a pure virtual function in it.
3) A class that inherits from another class
4) A class that is inherited by another class, and thus is included in that class.

46

Question No. 47 -->

_____ is the property of an object that distinguishes it from all other object.

1) Identity
2) State
3) Behaviour.
4) None of these options.

47

Question No. 48 -->

Statement I : All the non-private members of the base class can be accessed from the derived class as if they were members of the derived class. Statement II : The protected data members can be accessed in the same class or in its derived class

1) Both are true.
2) Both are false
3) Statement I is true, statement II is false
4) Statement I is false, statement II is true.

48

Question No. 49 -->

A derived class

1) Inherits data members and member functions from base class.
2) Inherits constructors and destructor.
3) Object can access protected members with the dot operator.
4) Inherits data members and member functions from base class as well as Inherits constructors and destructor.

49

Question No. 50 -->

How do you define an abstract class? In other words, what makes a class abstract?

1) The class must not have method definitions.
2) The class must have a constructor that takes no arguments.
3) The class must have a function definition equal to zero.
4) The class may only exist during the planning phase.

50

Question No. 51 -->

Interface is also known as _____.

1) Virtual class.
2) Dependent class.
3) Pure Abstract Class.
4) None of these options

51

Question No. 52 -->

When a class uses dynamic memory, what member functions should be provided by the class?

1) An overloaded assignment operator.
2) The copy constructor.
3) A destructor.

4) All of these optionsq

52

Question No. 53 -->
The (+) sign and (-) sign to the left of the attributes & methods signify:

1) Whether the methods & attributes are public or private.
2) Whether the methods & attributes are global or local.
3) Whether the methods & attributes are overloaded or overridden.
4) Used only with attributes not with methods

53

Question No. 54 -->
If a catch statement is written to catch exception objects of a base class type, it can also catch all _____ derived from that base class

1) Exceptions for objects
2) Objects of classes
3) Arguments
4) Errors

54

Question No. 55 -->
Shallow copy is defined as

1) Memberwise copying of objects
2) There is nothing like shallow copy
3) Is same like Deep copy
4) None of these options

55

Question No. 56 -->
An application uses encapsulation to achieve _____

1) Information hiding
2) Minimizing interdependencies among modules
3) Make implementation independent
4) All of these options

56

ANSWERS -->

Answer of Question No. 1 -->
Consider a linked list implemented of a queue with two pointers: front and rear. What is the time needed to insert element in a queue of length of n?

1) O(log2n)

2) O(n).
3) O(

1).
4) O(n log2n).

1