cpp mcq exam

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What is the output of the program? 1 point

```
#include<iostream>
using namespace std;
class Base
{
   public:
   Base()
   {
      cout<< "Base OK. ";
   }
    ~Base()
   {
      cout<< "Base OK. ";
   }

};
class Derived: public Base
{
   public:
   Derived()
   {
      cout<< "Derived OK. ";
   }
   ~Derived()
   {
      cout<< "Derived OK. ";
   }
};
int main()
{
   Derived b;
   return 0;
}
```

- ○ Base OK. Derived OK.
- ○ Base OK. Base OK.Derived OK. Derived OK.
- ○ Base OK. Derived OK.Base OK. Derived OK.

Base OK. Derived OK. Derived OK. Base OK

Clear selection

Which of the following offers a programmer the facility of using a specific class object into other classes? 1 point

- Polymorphism
- Abstraction
- Inheritance
- Composition

Clear selection

Which of the following type of class allows only one object of it to be created? 1 point

- Virtual class
- Abstract class
- Singleton class
- Friend class

Find the output of the following program. 1 point

```
int main()
{
    char ch[] = "c++ programs";
    int i = sizeof(ch);
    cout << i << endl;
}
```

- (●) 13
- ( ) 12
- ( ) 1
- ( ) 4

Clear selection

Which of the following definition best describes the concept of polymorphism? 1 point

- ( ) It is the ability to process the many messages and data in one way
- ( ) It is the ability to process the undefined messages or data in at least one way
- (●) It is the ability to process the message or data in more than one form
- ( ) It is the ability to process the message or data in only one form

Clear selection

What is the output of the Program? 1 point

```
class Base
{
   int x, y;
   public:
   int z;
   public:
   Base()
   {
      x = y = z = 0;
   }
   void Display(void)
   {
      cout<< x << " " << y << " " << z << endl;
   }
};
class Derived : public Base
{
   int x, y;
   public:
   Derived(int xx = 65, int yy = 66)
   {
      y = xx;
      x = yy;
   }
   void Display(void)
   {
      cout<< x << " " << y << " "<<z;

   }
};
int main()
{
   Derived objD;
   objD.Display();
   return 0;
}
```

- ○ 000

- [x] 66 65 0
- [ ] 66 65 garbage
- [ ] none of the above.

Clear selection

NAME

Sarthak Salgar, Sarvesh Kulkarni

Which one of the following given statements is not true about the references in C++? 1 point

- [x] Array of reference cannot be created.
- [ ] A reference cannot refer to a constant value
- [ ] A reference cannot be NULL
- [ ] Once a reference is created, it cannot be later made to reference another object; it cannot be reset

Clear selection

Which of the following statements is correct about the friend function in C++ programming language? 1 point

- [ ] A friend function can access the private members of a class
- [ ] A friend function is able to access protected members of a class
- [ ] A friend function is able to access the public members of a class
- [x] All of the above

Clear selection

What will be the output of the following C++ code? 1 point

```
#include <iostream>
using namespace std;
int main ()
{
char str1[10] = "Hello";
char str2[10] = "World";
char str3[10];
int len ;
strcpy( str3, str1);
strcat( str1, str2);
len = strlen(str1);
cout<<len<<endl;
return 0;
}
```

- ○ 5
- ○ 12
- ○ 10
- ○ 11

Which of the following type of data member can be shared by all instances of its class? 1 point

- ◉ Public
- ○ protected
- ○ Static
- ○ Friend

Clear selection

Which one of the following statements correctly refers to the Delete and Delete[] in C++ programming language? 1 point

- ○ The "delete" is used for deleting the standard objects, while on the other hand, the "Delete[]" is used to delete the pointer objects
- ○ The "Delete" is a type of keyword, whereas the "Delete[]" is a type of identifier
- ◉ The "Delete" is used for deleting a single standard object, whereas the "Delete[]" is used for deleting an array of the multiple objects
- ○ Delete is syntactically correct although, if the Delete[] is used, it will obtain an error

Clear selection

1 point

```
#include <iostream>
using namespace std;
int main()
{
int array[] = {10, 20, 30};
cout << -2[array];
return 0;
}
```

- ○ -30
- ◉ compiler error
- ○ garbage value
- ○ -15

Clear selection

Which of the following statement is correct? 1 point

- ○ Overloaded functions can accept same number of arguments.
- ○ Overloaded functions always return value of same data type.
- ○ Overloaded functions can accept only same number and same type of arguments.
- ○ Overloaded functions can accept only different number and different type of arguments.

Which of the following statement is true about the new and malloc? 1 point

I. The "new" is a type of operator while "malloc" is a kind of function
II. "new" invokes a constructor, whereas "malloc" does not invoke the constructor
III. "malloc" returns void pointer and also needed to typecast whereas "new" returns required the pointer

- ○ Only I
- ○ Both I and II
- ◉ I, II, III
- ○ None of the above

Clear selection

Which one of the following is the correct way to declare a pure virtual function? 1 point

- virtual void Display(void){0};
- virtual void Display = 0;
- virtual void Display(void) = 0;
- void Display(void) = 0;

Clear selection

Which of the following can be considered as the correct syntax for declaring an array of pointers of integers that has a size of 10 in C++? 1 point

- int *arr = new int*[10]
- int *arr = new int[10];
- int arr = new int[10];
- int **arr = new int*[10];

Clear selection

Which of the following statement is not true about C++? 1 point

- A class cannot have the data members as pointer.
- Dynamic objects in c++ can be created only with the help of new operator.
- Using abstract class we can achieve runtime polymorphism.
- Static function can be overrided.

Which of the following statement is correct about Virtual Inheritance? 1 point

- ○ It is a technique to ensure that a private member of a base class can be accessed
- ○ It is a technique to optimize the multiple inheritances
- ○ It is a technique to avoid the multiple inheritances of the classes
- ◉ It is a C++ technique to avoid multiple copies of the base class into the derived or child classes

Clear selection

What is the output of the Program? 1 point

```
#include <iostream>
using namespace std;
class Demo
{
   int x, y;
   public:
   void SetValue(int &a, int &b)
   {
      a = 100;
      x = a;
      y = b;
      Display();
   }
   void Display()
   {
      cout<< x << " " << y;
   }
};
int main()
{
   int x = 10;
   Demo d;
   d.SetValue(x, x);
   return 0;
}
```

- ◯ The program will print the output 100 10.
- ◯ The program will print the output 100 100.
- ◯ The program will print the output 100 garbage.
- ◯ It will result in a compile time error.

PRN

240845920077, 240845920078

Which of the following statement will be correct if the function has three arguments passed to it? 1 point

- ○ The trailing argument will be the default argument.
- ○ The first argument will be the default argument.
- ○ The middle argument will be the default argument.
- ◉ All the argument will be the default argument.

Clear selection

Among the following, which statement is correct about the Modularity? 1 point

- ○ Modularity means hiding the parts of the program
- ○ Modularity refers to dividing a program into subsequent small modules or independent parts
- ○ It refers to overloading the program's part
- ○ Modularity refers to wrapping the data and its functionality into a single entity

Which one of the following cannot be used with the virtual keyword? 1 point

- ○ Destructor
- ○ Member function
- ◉ Constructor
- ○ None of the above

Clear selection

Which of the following functions must use the reference in the argument list to avoid chain of calls? 1 point

- ◉ Copy constructor
- ○ Virtual Function
- ○ Friend Function
- ○ Operator Function

Clear selection

What is the output of the Program? 1 point

```
#include <iostream>
using namespace std;
class Demo
{
   public:
   Demo(int xx)
   {
      cout<< xx;
   }
   ~Demo()
   {
      cout<< "Final";
   }
};
int main()
{
  Demo *ptr = new Demo('B');
   return 0;
}
```

- Compile time error
- B
- garbage
- 66

Which of the following is used for implementing the late binding? 1 point

- ○ Operator Functions
- ◉ Virtual Functions
- ○ new Operator
- ○ Static Functions

Clear selection

Assume that Honda is an instance of the Car class,
and that Car class has a member function named run.
Which of the following is a correct call to the run function? 1 point

- ○ Honda->run;
- ◉ Honda.run();
- ○ run()
- ○ Honda()

Clear selection

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