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3	Tour and Travel management System	React+Springboot+MySql
4	Election commition of India (online Voting System)	React+Springboot+MySql
5	HomeRental Booking System	React+Springboot+MySql
6	Event Management System	React+Springboot+MySql
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8	Agriculture web Project	React+Springboot+MySql
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12	E-RTO Driving licence portal	React+Springboot+MySql
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29	Solar Management Project	React+Springboot+MySql
30	OneStepService LinkLabourContractor	React+Springboot+MySql
31	Vehical Service Center Portal	React+Springboot+MySql
32	E-wallet Banking Project	React+Springboot+MySql
33	Blogg Application Project	React+Springboot+MySql
34	Car Parking booking Project	React+Springboot+MySql
35	OLA Cab Booking Portal	React+NextJs+Springboot+MySql
36	Society management Portal	React+Springboot+MySql
37	E-College Portal	React+Springboot+MySql
38	FoodWaste Management Donate System	React+Springboot+MySql
39	Sports Ground Booking	React+Springboot+MySql
40	BloodBank mangement System	React+Springboot+MySql

41	Bus Tickit Booking Project	React+Springboot+MySql
42	Fruite Delivery Project	React+Springboot+MySql
43	Woodworks Bed Shop	React+Springboot+MySql
44	Online Dairy Product sell Project	React+Springboot+MySql
45	Online E-Pharma medicine sell Project	React+Springboot+MySql
46	FarmerMarketplace Web Project	React+Springboot+MySql
47	Online Cloth Store Project	React+Springboot+MySql
48	Train Ticket Booking Project	React+Springboot+MySql
49	Quizz Application Project	JSP+Springboot+MySql
50	Hotel Room Booking Project	React+Springboot+MySql
51	Online Crime Reporting Portal Project	React+Springboot+MySql
52	Online Child Adoption Portal Project	React+Springboot+MySql
53	online Pizza Delivery System Project	React+Springboot+MySql
54	Online Social Complaint Portal Project	React+Springboot+MySql
55	Electric Vehical management system Project	React+Springboot+MySql
56	Online mess / Tiffin management System Project	React+Springboot+MySql
57		React+Springboot+MySql
58		React+Springboot+MySql
59		React+Springboot+MySql
60		React+Springboot+MySql

Spring Boot + React JS + MySQL Project List

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1	Online E-Learning Hub Platform Project	https://youtu.be/KMjyBaWmgzg?si=YckHuNzs7eC84-IW
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3	Tour and Travel System Project Version 1.0	https://youtu.be/-UHOBywHaP8?si=KHHfE_A0uv725f12
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9	Municipal Corporation system Project	https://youtu.be/cVMx9NVyl4I?si=qX0oQt-GT-LR_5jF
10	Tour and Travel System Project version 2.0	https://youtu.be/_4u0mB9mHxE?si=gDiAhKBowi2gNUKZ

Sr.No	Project Name	YouTube Link
11	Tour and Travel System Project version 3.0	https://youtu.be/Dm7nOdpasWg?si=P_Lh2gcOFhlyudug
12	Gym Management system Project	https://youtu.be/J8_7Zrkg7ag?si=LcxV51ynfUB7OptX
13	Online Driving License system Project	https://youtu.be/3yRzsMs8TLE?si=JRI_z4FDx4Gmt7fn
14	Online Flight Booking system Project	https://youtu.be/m755rOwdk8U?si=HURvAY2VnizlyJlh
15	Employee management system project	https://youtu.be/ID1iE3W_GRw?si=Y_jv1xV_BljhrD0H
16	Online student school or college portal	https://youtu.be/4A25aEKfei0?si=RoVgZtxMk9TPdQvD
17	Online movie booking system project	https://youtu.be/Lfjv_U74SC4?si=fiDvrhhrjb4KSIsm
18	Online Pizza Delivery system project	https://youtu.be/Tp3izreZ458?si=8eWAOzA8SVdNwlyM
19	Online Crime Reporting system Project	https://youtu.be/0UlzReSk9tQ?si=6vN0e70TVY1GOwPO
20	Online Children Adoption Project	https://youtu.be/3T5HC2HKyT4?si=bntP78niYH802I7N



[CPP Multiple Choice Question – Rahul Kale (rahul@sunbeaminfo.com)]
[9881144174]



[CPP] Q1. 1. Number of keywords are available in c++ are _____

1. 32

:63

2. 27

32+31

3. 31

4. 63

Answer : 4

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[CPP] 2. _____ is only language which is purely OOP Language.

1. Smalltalk

:SMALLTALK

SIMULA IS FIRST OOP LANGUAGE

2. CPP

3. Simula

4. Java

Answer : 1

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[CPP] 3. _____ is frist OOP Language in 1960.

1. Smalltalk

:SIMULA

2. CPP

3. Simula

4. Java

Answer : 3

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[CPP] 4. Function having same name but differs either in different number of arguments or type of arguments or order of arguments such process of writing function is called function _____

1. overloading

:FUNCTION OVERLOADING

2. overriding

SAME NAME BUT DIFFERENT SIGNATURE.

3. both 1 and 2

4. none of above

Answer: 1



[CPP] 5. operator which is used with cin is called as operator _____(>>)

1. extraction

2. insertion

3. in

4. out

:EXTRACTION
EXTRACTION OPERATOR(>>)FOR CIN OBJECT OF ISTREAM CLASS

Answer: 1



[CPP] 6. operator which is used with cout is called as _____ operator <<

1. extraction

2. insertion

:INSERTION
INSERTION OPERATOR(<<)FOR COUT OBJECT OF OSTREAM CLASS

3. in

4. out

Answer: 2



[CPP] 7. The values stored in data members of the object called as _____ of object.

- 1. state
- 2. behavior
- 3. identity
- 4. none of above

:STATE
OBJECT HAS STATE,BEHAVIOUR AND UNIQUE IDENTITY
STATE IS STORE THE VALUE OF OBJECT
BEHAVIOUR MEANS FUNCTIONALITY OF OBJECT
IDENTITY MEANS UNIQUE THINK TO IDENTIFY THE OBJECT

Answer: 1



[CPP] 8. _____ is decided by the member functions.

- 1. state
- 2. behavior
- 3. identity
- 4. none of above

:BEHAVIOR

Answer: 2

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[CPP] 9. Default arguments should be given in _____

- 1. right to left order
- 2. left to right order
- 3. depends of compiler
- 4. none of above

:RIGHT TO LEFT
BECAUSE IF WE FROM LEFT TO RIGHT YOU NEED TO GIVE
COMMA , SEPERATOR HENCE COMPILER GET CONFUSED
SO THAT WHICH GIVE YOU THE ERROR

Answer: 1



[CPP] 10. Size of object of empty class is always _____

1. 1 btye
2. 8 byte
3. 8 bits
4. 4 bytes
5. both 1 and 3

:1BYTE OR 8BITS

Answer: 5

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11. Every function may not be replace by complier , rather it avoids replacement in certain cases like ____ may not be replaced

1. function containing switch , loop

2. recursion

:FUNCTION HAVING LOOP, SWITCH, RECURSION

3. both 1 and 2

INLINE FUNCTION ONLY FOR SMALL CODE LIKE MUTATOR, INSEPECTOR
FUNCTION

4. none of above

Ans

Answer: 3

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12. _____ is 1st POP Language

1. FORTRON

:FORTRON

2. PASCAL

3. c

4. NONE OF ABOVE

Answer: 1

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13. _____ is first object based language.

- 1. Ada
- 2. visual basic
- 3. module2
- 4. none of above

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Answer: 1



14. C++ supports all data types provided by C language and C++ adds data types

1. bool

:WCHAR_T,BOOL

2. wchar_t

3. both 1 and 2

4. none of above

Answer: 3

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15. when the call to the function resolved at compile time it is called as compile time polymorphism. And it is achieved by using _____.

1. function overloading

:FUNCTION OVERLOADING ,OPERATOR OVERLOADING

2.operator overloading

3.function overriding

4.both 1 and 2

Answer: 4

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16. Removal of small object do not affect big object it is called as_____

- 1. association
- 2. aggregation
- 3. containment
- 4. none of above

:ASSOCIATION
BECAUSE OF LOOSE COUPLING

Answer: 1

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17. Removal of small object affects big object it is called as_____

- 1. association
- 2. aggregation
- 3. containment
- 4. none of above

:AGGRATION
BECAUSE OF TIGHT COUPLING

Answer: 2



18. In c++ by default mode of inheritance is _____

- 1. private
- 2. protected
- 3. public
- 4. none of above

:PRIVATE

Answer: 1

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19. function which gets called depending on type of object rather than type of pointer such type of function is called as_____.

- 1. virtual function**
- 2. static function**
- 3. const function**
- 4. global function**

:VIRTUAL FUNCTION

Answer: 1

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20. Class which contains at least one pure virtual function such type of class is called as called _____

- 1. abstract class
- 2. concrete class
- 3. both 1 and 2
- 4. none of above

:ABSTRACT CLASS

Answer: 1

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21. Storing address of derived class object into base class pointer. Such concept is called as

1. up casting.

:UPCASTING

2. down casting

3. object slicing

4. none of above

Answer: 1

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22. storing address of base class object into derived class pointer is called as _____

- 1. up casting.
- 2. down casting
- 3. object slicing
- 4. none of above

DOWNCASTING

Answer: 2

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23. when we assign derived class object to the base class object at that time base class portion which is available in derived class object is assign to the base class object. Such slicing (cutting) of base class portion from derived class object is called _____

1. up casting.
2. down casting
3. object slicing
4. none of above

Answer: 3

:OBJECT SLICING



24. pointer pointing to memory which is not available such type of pointer is called as _____

1. dangling pointer.

DANGLING POINTER

2. null pointer

3. huge pointer

4. far pointer

Answer: 1

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25 . which of the following is called automatically each time object is created?

- 1. mutator**
- 2. constructor**
- 3. destructor**
- 4. copy constructor**

:CONSTRUCTOR

Answer: 2

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26. which of the following statement is true about abstract class?

- 1. An abstract class can be instantiated using new operator**
- 2. An abstract class is designed only to be inherited by other classes ✓**
- 3. An abstract class can not have data members and member function declarations**
- 4. abstract class can not have constructor and destructor.**

Answer: 2



27. when object goes out of scope which function is automatically invoked?

- 1. static**
- 2. friend**
- 3. exception handler**
- 4. destructor ✓**
- 5. constructor**

Answer: 4

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28. The mechanism by which one class acquires the properties of another class is called as_____

- 1. encapsulation
- 2. data hiding
- 3. abstraction
- 4. inheritance✓

Answer: 4

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29. when a derived class inherits from more than one base classes it is called as _____

- 1. multilevel inheritance
- 2. single inheritance
- 3. multiple inheritance✓
- 4. hybrid inheritance
- 5. hierarchical inheritance

Answer: 3

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30. one base class more than one derived classes such type of inheritance is called as ____

- 1. multilevel inheritance
- 2. single inheritance
- 3. multiple inheritance
- 4. hybrid inheritance
- 5. hierarchical inheritance✓

Answer: 5

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31. when single inheritance have mutiple levels it is called as _____

- 1. multilevel inheritance ✓**
- 2. single inheritance**
- 3. multiple inheritance**
- 4. hybrid inheritance**
- 5. hierarchical inheritance**

Answer: 1

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32. one base class have only one derived class is called as_____

- 1. multilevel inheritance
- 2. single inheritance ✓
- 3. multiple inheritance
- 4. hybrid inheritance
- 5. hierarchical inheritance

Answer: 2

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33. which statement is not correct about static member function of the class?

- 1. static member function can be called by object of that class**
- 2. static member function can be called without creating object of that class ie by class name only**
- 3. static member function can be called by non static member function.**
- 4. static function can not access only static data member ✓**

Answer: 4



34. which of the following not a key component of oops?

- 1. inheritance**
- 2. polymorphism**
- 3. encapsulation**
- 4. virtualization✓**

Answer: 4

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35. a class define in another class is called as

- 1. nested class ✓**
- 2. inheritance**
- 3. encapsulation**
- 4. containship**

Answer: 1

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36. which keyword is use to refer the current object of class

1.this✓

2.static

3.friend

4.abstract

5.const

Answer: 1

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37 .statements:

i have many roles in life teacher, employee, student, cricket player and many more.

Identify the object oriented concept used in above statement.

- 1. abstraction**
- 2. polymorphism ✓**
- 3. data hiding**
- 4. composition**
- 5. inheritance**

Answer: 2



39. #include<iostream>

using namespace std;

int main(int argc , char *argv[], char *envp[])

{

int a=5;

int &b=a; b=5 a=10

int c=10;

b=c; b=10

cout<<a<< " "<<b<<endl; 10 10

c=20;

cout<<a<< " "<<b<<endl; 10 10

return 0;

}

1. 10 10

20 20

2. 10 5

20 20

3. 5 10

20 20

✓4. 10 10

10 10

Answer: 4



40 _____ is a member function that is declared with in base class and redefined by a derived class.

- 1. constructor
- 2. destructor
- 3. static function
- 4. friend function
- ✓5. virtual function

Answer: 5

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41. every non const member function of a class is a_____

1. constructor

2. destructor

3. mutator

4. friend

:mutator

global function we cannot make constant you can make but
you can make member function(class function)as constant

Answer: 3

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42 . class is a _____

- 1. build in type
- 2. user define type
- 3. reference type
- 4. premitive type

:user defined datatype

in c there is structure ,in structure and class only have one difference
in structure data member and member function by default public whereas in
class is private

Answer: 2

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43. which of the following statments not true about destructor

- 1. it is a member function**
- 2. it is used to finalize object**
- 3. it does not have any return value**
- 4. it does not have any parameter**
- 5. it accept class object as parameter ✓**

Answer: 5

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44. which of the following statments true about destructor

- 1. it is a member function**
- 2. it is used to finalize object**
- 3. it does not have any return value**
- 4. it does not have any parameter**
- 5. all of above✓**

Type text here

Answer: 5

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45. what will be correct declaration for calculate() as a pure virtual function?

- 1. virtual void calculate();
- 2. virtual void calculate()=0;✓
- 3. void calculate()=0;
- 4. virtual calculate();

Answer: 2

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46. to eliminate the side effects of macro we can use

- ✓1. inline function
- 2. static function
- 3. abstract class
- 4. virtual function
- 5. pure virtual function

Answer: 1

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47. C++ is developed by_____.

1. Alan Kay.
- ✓2. Bjarne Stroustrup.
3. James Gosling.
4. Brian Kernighan.

Answer: 2

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48. C++ is invented in year _____.

- 1. 1972
- ✓ 2. 1979
- 3. 1983
- 4. 1998

Answer: 2

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49. Which of the following is a properly defined structure?

- 1. struct {int a;}
- 2. struct a_struct {int a;}
- 3. struct a_struct int a;
- ✓4. struct a_struct {int a;};

Answer: 4

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50. Private and public are known as _____ in cpp.

1. Accessors

✓2. Access Specifier

3. visibility Manipulator

4. Manipulator

Answer: 2

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51. Which among the following function can be called without arguments?

- 1. void add(int x, int y=0)
- 2. void add(int=0)
- ✓3. void add(int x=0, int y=0)
- 4. void add(char c)

Answer: 3

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52. Which of the following is a valid class declaration?

- ✓ 1. class A { int x; };
- 2. class B { }
- 3. public class A { }
- 4. object A { int x; };

Answer: 1

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53. The data members and functions of a class in C++ are by default _____

- 1. protected
- ✓ 2. private
- 3. public
- 4. public & protected

Answer: 2

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54. How constructors are different from other member functions of the class?

- 1. Constructor has the same name as the class itself**
- 2. Constructors do not return anything**
- 3. Constructors are automatically called when an object is created**
- √4. All of the mentioned**

Answer: 4

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55. this pointer is_____ & Passed _____

- 1. nonconstant & externally
- 2. constant & externally
- ✓3. constant & internally
- 4. nonconstant & internally

Answer: 3

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56. Which among the following describes a destructor?

- ✓1. A special function that is called to free the resources, acquired by the object.**
- 2. A special function that is called to delete the class**
- 3. A special function that is called anytime to delete an object.**
- 4. A special function that is called to delete all the objects of a class.**

Answer: 1

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

- ✓1. namespace::**variable_name**
- 2. namespace,**variable_name**
- 3. namespace#**variable_name**
- 4. namespace\$**variable_name**

Answer: 1

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58. What is syntax of defining a destructor of class A?

- 1. A(){}
- ✓ 2. ~A(){} *✓*
- 3. A::A(){} *✓*
- 4. ~A(){};

Answer: 2

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

- ✓ 1. using
- 2. dynamic
- 3. const
- 4. static

Answer: 1

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60. _____ is standard namespace in C++.

- 1. global namespace
- ✓ 2. std namespace
- 3. default namespace
- 4. system namespace

Answer: 2

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61. By default how the value of a variables are passed in c++?

- ✓1. call by value
- 2. call by reference
- 3. call by address
- 4. All of above

Answer: 1

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62. How are the constants declared?

- ✓1. **const keyword**
- 2. **#define preprocessor**
- 3. **both const keyword and #define preprocessor**
- 4. **\$define**

Answer: 1

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63. Inside constant member function, if we want to modify state of non constant data member then we should use _____ keyword?

- 1. static
- 2. immutable
- ✓ 3. mutable
- 4. mutator

Answer: 3

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64. The syntax for defining the static data members is _____

- ✓1. `dataType className :: memberName = value;`
- 2. `dataType className : memberName = value;`
- 3. `dataType className . memberName = value;`
- 4. `dataType className -> memberName =value`

Answer: 1

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65. Which one of the following operator we can not overload.

1. =

2. []

3. ()

✓4. ? :

Answer: 4

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66. Which Feature of OOP illustrated the code reusability?

1. Polymorphism

2. Abstraction

3. Encapsulation

✓4. Inheritance

Answer: 4

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67. what is meaning of following statement?

```
#include<iostream>
using namespace std;
int main()
{
    int &a=5;
    cout<<a<<endl;
    return 0;
}
```

1. 5
2. segmentation fault
3. Runtime error
- ✓4. compile time error

Answer: 4

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68. Which one of the following do not represent compile time polymorphism?

- 1. Function Overloading**
- 2. Operator Overloading**
- ✓3. Function Overriding**
- 4. Template**

Answer: 3

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69. Which of the following operator is/are allowed to overload using member function.

- 1. =
- 2. []
- 3. ->
- 4. ()
- ✓ 5. all of above

Answer: 5

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70. What will be the output of the following C++ code?

```
#include<iostream>
using namespace std;
int main(void)
{
    int &num;
    int a=5;
    &num=a;
    cout<<num;
    return 0;
}
```

- 1. 5
- 2. Segmentation fault
- 3. Runtime error
- ✓4. Compile time error

Answer: 4

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