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SR.NO	Project NAME	Technology
1	Online E-Learning Platform Hub	React+Springboot+MySql
2	PG Mates / RoomSharing / Flat Mates	React+Springboot+MySql
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
7	Hotel Management System	React+Springboot+MySql
8	Agriculture web Project	React+Springboot+MySql
9	AirLine Reservation System / Flight booking System	React+Springboot+MySql
10	E-commerce web Project	React+Springboot+MySql
11	Hospital Management System	React+Springboot+MySql
12	E-RTO Driving licence portal	React+Springboot+MySql
13	Transpotation Services portal	React+Springboot+MySql
14	Courier Services Portal / Courier Management System	React+Springboot+MySql
15	Online Food Delivery Portal	React+Springboot+MySql
16	Muncipal Corporation Management	React+Springboot+MySql
17	Gym Management System	React+Springboot+MySql
18	Bike/Car ental System Portal	React+Springboot+MySql
19	CharityDonation web project	React+Springboot+MySql
20	Movie Booking System	React+Springboot+MySql

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21	Job Portal web project	React+Springboot+MySql
22	LIC Insurance Portal	React+Springboot+MySql
23	Employee Management System	React+Springboot+MySql
24	Payroll Management System	React+Springboot+MySql
25	RealEstate Property Project	React+Springboot+MySql
26	Marriage Hall Booking Project	React+Springboot+MySql
27	Online Student Management portal	React+Springboot+MySql
28	Resturant management System	React+Springboot+MySql
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

Sr.No	Project Name	YouTube Link
1	Online E-Learning Hub Platform Project	https://youtu.be/KMjyBaWmgzg?si=YckHuNzs7eC84-IW
2	PG Mate / Room sharing/Flat sharing	https://youtu.be/4P9clHg3wvk?si=4uEsi0962CG6Xodp
3	Tour and Travel System Project Version 1.0	https://youtu.be/-UHOBywHaP8?si=KHHfE_A0uv725f12
4	Marriage Hall Booking	https://youtu.be/VXz0kZQi5to?si=ILOS-QG3TpAFP5k7
5	Ecommerce Shopping project	https://youtu.be/vJ_C6LkhrZ0?si=YhcBylSErvdn7paq
6	Bike Rental System Project	https://youtu.be/FlzsAmIBCbk?si=7ujQTJqEgkQ8ju2H
7	Multi-Restaurant management system	https://youtu.be/pvV-pM2Jf3s?si=PgvnT-yFc8ktrDxB
8	Hospital management system Project	https://youtu.be/lynlouBZvY4?si=CXzQs3BsRkjKhZCw
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 / OOPS QUESTIONS

1. Which of the following statement is correct?

- A. A reference is stored on heap.
- B. A reference is stored on stack.
- C. A reference is stored in a queue.
- D. A reference is stored in a binary tree.

Answer: Option B

2. Which of the following statements is correct?

1. Once a reference variable has been defined to refer to a particular variable it can 2. refer to any other variable.

A reference is not a constant pointer.

- A. Only 1 is correct.
- B. Only 2 is correct.
- C. Both 1 and 2 are correct.
- D. Both 1 and 2 are incorrect.

Answer: Option D

3. Functions can be declared to return a reference type. There are reasons to make such a declaration/Which of the following reasons are correct?

1.The information being returned is a large enough object that returning a reference is more efficient than returning a copy.

2. The type of the function must be a R-value.

- A. Only 1 is correct.
- B. Only 2 is correct.
- C. Both 1 and 2 are correct.
- D. Both 1 and 2 are incorrect.

Answer: Option C

4. Which of the following statements is correct?

1. Change a reference changes the referent.

2. We can create an array of references.

- A. Only 1 is correct.
- B. Only 2 is correct.
- C. Both 1 and 2 are correct.
- D. Both 1 and 2 are incorrect.

Answer: Option A

5. Which of the following statement is correct about the references?

- A. A reference must always be initialized within functions.
- B. A reference must always be initialized outside all functions.
- C. A reference must always be initialized.
- D. Both A and C.

Answer: Option C

6. A reference is declared using the _____ symbol.

- A. &&

- B. &
- C. ||
- D. !

Answer: Option B

7. Which of the following statement is correct?

- A. Once a reference variable has been defined to refer to a particular variable it can refer to any other variable.
- B. A reference is indicated by using && operator.
- C. Once a reference variable has been defined to refer to a particular variable it cannot refer to any other variable.
- D. A reference can be declared beforehand and initialized later.

Answer: Option C

8. Which of the following statements is correct?

- 1. A reference is not a constant pointer.**
- 2. A referenced is automatically de-referenced.**

- A. Only 1 is correct.
- B. Only 2 is correct.
- C. Both 1 and 2 are correct.
- D. Both 1 and 2 are incorrect.

Answer: Option B

9. Which of the following statements is correct?

- 1. An array of references is acceptable.**

2. We can also create a reference to a reference.

- A. Only 1 is correct.
- B. Only 2 is correct.
- C. Both 1 and 2 are correct.
- D. Both 1 and 2 are incorrect.

Answer: Option D

10. Which of the following statement is correct?

- A. A referenced has to be de-referenced to access a value.
- B. A referenced does not need to be de-referenced to access a value.
- C. A referenced has to be double de-referenced to access a value.
- D. Whether a reference should be de-referenced or not depends on the type of the reference.

Answer: Option B

11. Which of the following statements is correct?

1. Once the variable and the reference are linked they are tied together.

2. Once the reference of a variable is declared another reference of that variable is not allowed.

- A. Only 1 is correct.
- B. Only 2 is correct.
- C. Both 1 and 2 are correct.
- D. Both 1 and 2 are incorrect.

Answer: Option A

12. Which of the following statements is correct?

1. We can return a global variable by reference.

2. We cannot return a local variable by reference.

- A. Only 1 is correct.
- B. Only 2 is correct.
- C. Both 1 and 2 are correct.
- D. Both 1 and 2 are incorrect.

Answer: Option B

13. Reference is like a ____.

- A. Pointer
- B. Structure
- C. Macro
- D. Enum

Answer: Option A

14. Which of the following statement is correct?

- A. A reference is a constant pointer.
- B. A reference is not a constant pointer.
- C. An array of references is acceptable.
- D. It is possible to create a reference to a reference.

Answer: Option A

15. Which of the following statement is correct?

- A. A reference is declared using * operator.
- B. Once a reference variable has been defined to refer to a particular variable it can refer to any other variable.
- C. A reference must always be initialized within classes.
- D. A variable can have multiple references.

Answer: Option D

16. Which of the following statement is correct?

- A. An array of references is acceptable.
- B. Once a reference variable has been defined to refer to a particular variable it can refer to any other variable.
- C. An array of references is not acceptable.
- D. Reference is like a structure.

Answer: Option C

17. Which of the following statements is correct?

1. Pointer to a reference and reference to a pointer both are valid.

2. When we use reference, we are actually referring to a referent.

- A. Only 1 is correct.
- B. Only 2 is correct.
- C. Both 1 and 2 are correct.
- D. Both 1 and 2 are incorrect.

Answer: Option C

1. What happens when we try to compile the class definition in following code snippet?

class Birds {};

class Peacock : protected Birds {};

- A. It will not compile because class body of Birds is not defined.
- B. It will not compile because class body of Peacock is not defined.
- C. It will not compile because a class cannot be protectedly inherited from other class.
- D. It will compile successfully.

Answer: Option D

2. Which of the following statements is incorrect?

- A. Friend keyword can be used in the class to allow access to another class.
- B. Friend keyword can be used for a function in the public section of a class.
- C. Friend keyword can be used for a function in the private section of a class.
- D. Friend keyword can be used on main().

Answer: Option D

3. Which of the following statement is correct regarding destructor of base class?

- A. Destructor of base class should always be static.
- B. Destructor of base class should always be virtual.
- C. Destructor of base class should not be virtual.
- D. Destructor of base class should always be private.

Answer: Option B

4. Which of the following two entities (reading from Left to Right) can be connected by the

dot operator?

- A. A class member and a class object.
- B. A class object and a class.
- C. A class and a member of that class.
- D. A class object and a member of that class.

Answer: Option D

5. How can we make a class abstract?

- A. By making all member functions constant.
- B. By making at least one member function as pure virtual function.
- C. By declaring it abstract using the static keyword.
- D. By declaring it abstract using the virtual keyword.

Answer: Option B

6. Which of the following statements is correct when a class is inherited publicly?

- A. Public members of the base class become protected members of derived class.
- B. Public members of the base class become private members of derived class.
- C. Private members of the base class become protected members of derived class.
- D. Public members of the base class become public members of derived class.

Answer: Option D

7. Which of the following statements is correct about the constructors and destructors?

- A. Destructors can take arguments but constructors cannot.
- B. Constructors can take arguments but destructors cannot.

- C. Destructors can be overloaded but constructors cannot be overloaded.
- D. Constructors and destructors can both return a value.

Answer: Option B

8. Which of the following access specifier is used in a class definition by default?

- A. Protected
- B. Public
- C. Private
- D. Friend

Answer: Option C

9. Which of the following statement is correct with respect to the use of friend keyword inside a class?

- A. A private data member can be declared as a friend.
- B. A class may be declared as a friend.
- C. An object may be declared as a friend.
- D. We can use friend keyword as a class name.

Answer: Option B

10. Which of the following keywords is used to control access to a class member?

- A. Default
- B. Break
- C. Protected
- D. Asm

Answer: Option C

11. Which of the following can access private data members or member functions of a class?

- A. Any function in the program.
- B. All global functions in the program.
- C. Any member function of that class.
- D. Only public member functions of that class

Answer: Option C

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

- A. Public
- B. Inherited
- C. Static
- D. Friend

Answer: Option C

13. Which of the following also known as an instance of a class?

- A. Friend Functions
- B. Object
- C. Member Functions
- D. Member Variables

Answer: Option B

14. Constructor is executed when ____.

- A. an object is created
- B. an object is used
- C. a class is declared
- D. an object goes out of scope.

Answer: Option A

15. Which of the following statements about virtual base classes is correct?

- A. It is used to provide multiple inheritance.
- B. It is used to avoid multiple copies of base class in derived class.
- C. It is used to allow multiple copies of base class in a derived class.
- D. It allows private members of the base class to be inherited in the derived class.

Answer: Option B

16. How many objects can be created from an abstract class?

- A. Zero
- B. One
- C. Two
- D. As many as we want

Answer: Option A

17. What does the class definitions in following code represent?

```
class Bike
{
    Engine objEng;
```

```
};  
  
class Engine  
{  
  
    float CC;  
  
};
```

- A. kind of relationship
- B. has a relationship
- C. Inheritance
- D. Both A and B

Answer: Option B

18. Which of the following statements is correct when a class is inherited privately?

- A. Public members of the base class become protected members of derived class.
- B. Public members of the base class become private members of derived class.
- C. Private members of the base class become private members of derived class.
- D. Public members of the base class become public members of derived class.

Answer: Option B

19. Which of the following statements is correct?

- A. Data items in a class must be private.
- B. Both data and functions can be either private or public.
- C. Member functions of a class must be private.
- D. Constructor of a class cannot be private.

Answer: Option B

20. What does a class hierarchy depict?

- A. It shows the relationships between the classes in the form of an organization chart.
- B. It describes "has a" relationships.
- C. It describes "kind of" relationships.
- D. It shows the same relationship as a family tree

Answer: Option C

21. Which of the following can be overloaded?

- A. Object
- B. Functions
- C. Operators
- D. Both B and C

Answer: Option D

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