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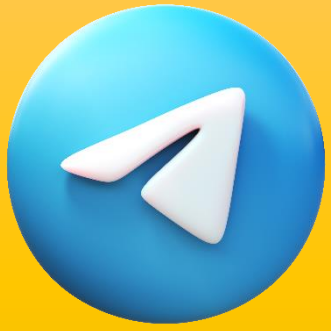

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28	Resturant management System	React+Springboot+MySql
29	Solar Management Project	React+Springboot+MySql
30	OneStepService LinkLabourContractor	React+Springboot+MySql
31	Vehical Service Center Portal	React+Springboot+MySql
32	E-wallet Banking Project	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
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7	Multi-Restaurant management system	https://youtu.be/pvV-pM2Jf3s?si=PgvnT-yFc8ktrDxB
8	Hospital management system Project	https://youtu.be/IynIouBZvY4?si=CXzQs3BsRkjKhZCw
9	Municipal Corporation system Project	https://youtu.be/cVMx9NVyI4I?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=HURvAY2VnizIyJlh
15	Employee management system project	https://youtu.be/lD1iE3W_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=fiDvrhhrjb4KSlSm
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

Q. What is cfront?

A. cfront is the front end of a C compiler

B. cfront is the pre-processor of a C compiler

C. cfront is a tool that translates a C++ code to its equivalent C code

D. None of the above

Correct Answer : OPTION C, is a tool that translates a C++ code to its equivalent C code

Q. The following program fragment _____.

```
#include <iostream>
using namespace std;

int i = 10;
int main()
{
  int i = 20;
  {
   int i = 30;
     cout << i << ::i;
   }
     return 0;
}
```


A. prints 3010

B. prints 3020

C. will results in a runtime error

D. None of the above

Correct Answer : OPTION A, prints 3010. :: is basically meant to manipulate a global variable, in case a local variable also has the same name.

Q. Which of the following are procedural languages?

A. Pascal

B. Smalltalk

C. C++

D. C

Correct Answer : OPTION A, Pascal

Q. For the below defined function abc, Which of the following function calls is/are illegal? (Assume h,g are declared as integers)

```
void abc(int x=0, int y=0)
{
        cout << x<< y;
}
```

A. abc();

B. abc(h);

C. abc(h, h)

D. None of the above

Correct Answer : OPTION D, none of the above. Both the arguments are optional. All calls are legal.

Q. The following C++ code results in :

```
#include "iostream"
void main(void)
{
    cout << (int i=5) << (int j=6);
}
```

A. Compilation error

B. Runtime error

C. Linktime error

D. None of the above

Correct Answer : OPTION A, compilation error

Q. Reusability is a desirable feature of a language as it _____.

A. decreases the testing time

B. lowers the maintenance cost

C. reduces the compilation time

D. reduces the execution time

Correct Answer : OPTION A, decreases the testing time, Reusable code is an already used code, as the name implies. Hence it is bug-free and pre-tested. There is no need to test it.

Q. Choose the correct statements regarding inline functions.

A. They speed up execution

B. They slow down execution

C. They increase the code size

D. They decrease the code size

Correct Answer : OPTION A, it speeds up execution

Q. If many functions have the same name, which c
if present, will be used by the compiler to invoke t
used?

A. The operator ::

B. The return value of the function

C. Function signature

D.None of the above

Correct Answer : OPTION A, The operator ::

Q. The below statement outputs _____?

```
int a = 5;
cout << "FIRST" << (a<<2) << "SECOND";
```

A. FIRST52SECOND

B. FIRST20SECOND

C. SECOND25FIRST

D. An Error Message

Correct Answer : OPTION B, FIRST20SECOND

Q. Choose the correct remarks.

A. C++ allows any operator to be overloaded.

B. Some of the existing operators cannot be overloaded.

C. Operator precedence cannot be changed

D. All of the above

Correct Answer : OPTION B, Some of the existing operators cannot be overloaded

Q. A constructor is called whenever _____.

A. an object is declared

B. an object is used

C. a class is declared

D. a class is used

Correct Answer : OPTION A, an object is declared

Q. Which of the following remarks about the differences between constructors and destructors are correct?

A. Constructors can take arguments but destructors cannot.

B. Constructors can be overloaded but destructors cannot be overloaded.

C. Destructors can take arguments but constructors cannot.

D.Destructors can be overloaded but constructors cannot be overloaded.

Correct Answer : OPTION A, Constructors can take arguments but destructors cannot. Since destructors do not take arguments, the question of overloading does not arise at all.

Q. The following program fragment _____.

```
#include <iostream>
using namespace std;

int main()
{
  int x = 10;
    int &p = x;
    cout<< &p<< &x;
    return 0;
}
```

A. prints 10 and the address of x

B. results in a runtime error

C. prints the address of x twice

D.prints the address of p twice

Correct Answer : OPTION C, prints the address of x twice. int &p=x aliases p to x. This means they refer to the same memory location. So, the address of x will be same as that of p.

Q. The declaration int x; int &p=x; is same as the declaration int x, *p; p=&x;. This remark is?

A. true

B. false

C. sometimes true

D. none of above

Correct Answer : OPTION B, false

Q. The following program segment _____.

```
const int m=10;
int &n=m;
n=11;
cout << m << n;
```

A. results in compile time error

B. results in run time error

C. prints 1111

D. prints 1011

Correct Answer : OPTION A, results in compile time error

Q. The following program segment _____.

```
int a = 10;
int const &b = a;
a = 11;
cout << a << b;
```

A. results in compile time error

B. results in run time error

C. prints 1111

D. none of the above

Correct Answer : OPTION C, prints 1111

Q. Which of the following is not a storage class supported by C++?

A. register

B. auto

C. mutable

D. dynamic

Correct Answer : OPTION D, dynamic

Q. Consider the following program segment. A complete C++ program with these two statements will _____.

```
static char X[3] = "1234";
cout << X;
```

A. print 1234

B. print 123

C. print 1234 followed by some junk

D. will give a compilation error

Correct Answer : OPTION D, will give a compilation error. C++ forbids initialization with strings, whose length is more than the size of the array. A C compiler permits.

Q. For the declarations 1,2 and 3, which of the Statements is correct.

```
const char cc = 'h';
Declaration 1: char *cp;
Declaration 2: const char *const ccpc = &cc;
Declaration 3: char *const *cpcp;

Which of the following statements are legal?

Statement 1: cp = *cpcp;
Statement 2: **cpcp = *cp;
Statement 3: *cp = **cpcp;
```


A. All are legal

B. All are illegal

C. Only statement 1 is illegal

D. Statement 1 and 3 are illegal

Correct Answer : OPTION A, All are legal

Q. Which of the following operators cannot be overloaded?

A. >>

B. ?:

C. .

D. No such operator exists

Correct Answer : OPTION B, ?:

Q. the code class Dog : public X, public Y is an example of?

A. Multiple Inheritance

B. Repeated Inheritance

C. Linear Inheritance

D. None of the above

Correct Answer : OPTION A, multiple inheritance

Q. Choose the correct statements.

A. A destructor is not inherited

B. A constructor cannot be called explicitly

C. A destructor can be called explicitly

D. A constructor is not inherited

Correct Answer : OPTION A, A destructor is not inherited

Q. For the below function abc, Which of the following function calls is/are illegal? (Assume h, g are declared as integers)

```
void abc(int x=0, int y, int z=0)
{
        cout << x<< y<< z;
}
```

A. abc();

B. abc(h);

C. abc(h,h);

D. None of the above

Correct Answer : OPTION A, abc();

Q. The compiler identifies a virtual function to be pure by _____.

A. the presence of the keyword pure

B. its location in the program

C. the function being equated to 0

D. none of the above

Correct Answer : OPTION C, if it is equated to 0

Q. Let class APE be a friend of class SAPIEN. Let class HUMAN be a child class of SAPIEN and let MONKEY be a child class of APE. Then,

A. SAPIEN is not a friend of APE

B. APE is not a friend of HUMAN

C. MONKEY is not a friend of SAPIEN

D. None of the above

Correct Answer : OPTION A, SAPIEN is not a friend of APE

Q. A class having no name _____.

A. is not allowed

B. cannot have a destructor

C. cannot have a destructor

D. cannot be passed as an argument

Correct Answer : OPTION B, cannot have a destructor

Q. For a method to be an Interface between the outside world and a class, it has to be declared _____.

A. private

B. protected

C. public

D. external

Correct Answer : OPTION C, public

Q. Choose the correct statements from the following :

A. In a struct, the access control is public by default.

B. In a struct, the access control is private by default.

C. In a class, the access control is public by default.

D. In a class, the access control is private by default.

Correct Answer : OPTION A, In a struct, the access control is public by default.

Q. Overloading is otherwise called as _____.

A. Virtual Polymorphism

B. Transient Polymorphism

C. Pseudo Polymorphism

D. Ad-hoc Polymorphism

Correct Answer : OPTION D, ad-hoc polymorphism

Q. C++ encourages structuring a software as a collection of components that are _____.

A. highly cohesive and loosely coupled

B. not highly cohesive but not loosely coupled

C. highly cohesive and tightly coupled

D. not highly cohesive but tightly coupled

Correct Answer : OPTION A, highly cohesive and loosely coupled

Q. Which of the following parameter passing mechanism(s) is/are supported by C++, but not by C?

A. Pass by value

B. Pass by reference

C. Pass by value-result

D. All of the above

Correct Answer : OPTION B, Pass by reference. As such C does not support pass by reference. But it can be simulated by using pointers.

Q. cout stands for _____.

A. class output

B. character output

C. common output

D. call output

Correct Answer : OPTION C, common output

Q. The following program _____.

```
#include <iostream>
using namespace std;

void abc(int &p)
{
  cout << p;
}

void main(void)
{
  float m = 1.23;
```

```
    abc(m);
  cout << m;
}
```

A. results in a compilation error

B. results in a run time error

C. prints 1.23

D. prints 1

Correct Answer : OPTION A, results in a compilation error

Q. reference is not same as a pointer because _____.

A. a reference can never be null

B. a reference once established cannot be changed.

C. reference doesn't need an explicit dereferencing mechanism.

D. they are one and same

Correct Answer : OPTION A, a reference can never be null

Q. If a piece of code can be implemented as a macro or as an inline function, which of the following factors favour implementation as an inline function?

A. Speed of execution

B. Flexibility to manipulate as a pointer

C. Source code size

D. Interacting with other components(like variables in an expression), in the correct way.

Correct Answer : OPTION B, Flexibility to manipulate as a pointer

Q. The fields in a structure of a C program are by default _____.

A. protected

B. public

C. private

D. none of the above

Correct Answer : OPTION B, public

Q. The fields in a class, of a C++ program are by default _____.

A. protected

B. public

C. private

D. none of the above

Correct Answer : OPTION C, private

Q. For the below declarations, Which of the following statements is/are illegal?

```
Declaration 1: char a;
Declaration 2: const char aa ='h';
Declaration 3: char *na;
Declaration 4: const char *naa;

Statement 1: aa = a;
Statement 2: na = &a;
Statement 3: na = &aa;
```

A. Only 1 and 2

B. Only 2 and 3

C. Only 1 and 3

D. All the three statements are illegal

Correct Answer : OPTION C, Only 1 and 3

Q. Forgetting to include a file(like cmath or math.h) that is necessary will result in _____.

A. Compilation error

B. Warning when the program is run

C. Error at link time

D. Warning when the program is compiled

Correct Answer : OPTION C, error at link time

Q. Assume that the random number generating function, rand(), returns an integer between 0 and 10000(both inclusive). If you want to simulate the throwing of a die using this random function, you will use the expression _____.

A. rand()%6

B. rand()%6+1

C. rand()%5+1

D. none of the above

Correct Answer : OPTION B, rand()%6+1. It should randomly generate any integer between 1 and 6. rand()%6 returns an integer from 0 to 5. To make it 1 to 6, we need to add 1.

Q. Assume that the random number generating function, rand(), returns an integer between 0 and 10000(both inclusive). To randomly generate a number between a and b(both inclusive), you will use the expression _____.

A. rand()%(b-a)

B. (rand()%a) + b

C. (rand()%(b-a)) + a

D. (rand()%(b-a+1)) + a

Correct Answer : OPTION D, (rand()%(b-a+1)) + a

Q. Which of the following comments about inline comments are true?

A. A function is declared inline by typing the keyword inline before the return value of the function.

B. A function is declared inline by typing the keyword inline after the return value of the function.

C. A function that is declared inline may not be treated inline.

D. Inline functions are essentially same as implementing a function as macro.

Correct Answer : OPTION A, A function is declared inline by typing the keyword inline before the return value of the function.

Q. Which of the following decides if a function that is declared inline, is indeed going to be treated inline in the executable code?

A. Compiler

B. Linker

C. Loader

D. Preprocessor

Correct Answer : OPTION A, Compiler

Q. Which of the following type of functions is an ideal candidate for being declared inline?

A. A function that is small and is not called frequently.

B. A function that is small and is called frequently.

C. A function that is not small and is not called frequently.

D. A function that is not small and is called frequently.

Correct Answer : OPTION B, A function that is small and is called frequently.

Q. One disadvantage of pass-by-reference is that the called function may inadvertently corrupt the caller's data. This can be avoided by :

A. passing pointers

B. declared the formal parameters constant

C. declared the actual parameters constant

D. all of the above

Correct Answer : OPTION B, declared the formal parameters constant

Q. A function that does the same operation on different data types is to be implemented using _____.

A. macros

B. overloading

C. function templates

D. default arguments

Correct Answer : OPTION C, function templates

Q. At what time a variable comes into existence in memory, is determined by its _____.

A. scope

B. storage class

C. data type

D. all of the above

Correct Answer : OPTION B, storage class

Q. Which of the following specifiers need not be honoured by the compiler?

A. register

B. inline

C. static

D. extern

Correct Answer : OPTION A, register. Register and inline are not compiler directives but rather request to the compiler. These requests need not be honored by the compiler.

Q. Which of the following cannot be declared static?

A. Class

B. Object

C. Functions

D. Member variables

Correct Answer : OPTION A, Class

Q. The order in which operands are evaluated in an expression is predictable if the operator is?

A. *

B. +

C. %

D. &&

Correct Answer : OPTION D, &&

Q. Which of the following correctly describes C++ language?

A. Statically typed language

B. Dynamically typed language

C. Both statically and dynamically typed language

D. Type-less language

Correct Answer : OPTION A, Statically typed language

Q. Which of the following keyword supports dynamic method resolution?

A. abstract

B. virtual

C. dynamic

D. typeid

Correct Answer : OPTION B, virtual. The virtual keyword indicates that the virtual method will be resolved at runtime(i.e., the method resolution is dynamic

Q. Which of the following language feature is not supported by C++?

A. Exception Handling

B. Reflection

C. Operator Overloading

D. Namespaces

Correct Answer : OPTION B, Reflection

Q. What does STL stands for?

A. Simple Template Library

B. Standard Template Library

C. Static Type Library

D. Single Type-based Library

Correct Answer : OPTION B, Standard Template Library

Q. Which of the following is the most common way of implementing C++?

A. C++ programs are directly compiled into native code by a compiler.

B. C++ programs are first compiled to intermediate code by a compiler and then executed by a virtual machine.

C. C++ programs are interpreted by an interpreter.

D. A C++ editor directly compiles and executes the programs.

Correct Answer : OPTION A, C++ programs are directly compiled into native code by a compiler.

Q. What is the implicit pointer that is passed as the first argument for non-static member functions?

A. 'self' pointer

B. std::auto_ptr pointer

C. 'myself' pointer

D. 'this' pointer

Correct Answer : OPTION D, 'this' pointer

Q. If X is the name of the class, what is the correct way to declare copy constructor of X?

A. X(X arg)

B. X(X* arg)

C. X(const X* arg)

D. X(const X& arg)

Correct Answer : OPTION D, X(const X& arg). The copy constructor takes a const reference to the class type as the argument.

Q. Which of the following operators cannot be overloaded?

A. = (assignment operator)

B. == (equality operator)

C. -> (arrow operator)

D. :: (scope resolution operator)

Correct Answer : OPTION D, ::(scope resolution operator)

Q. How many copies of a class's static member are shared between objects of the class?

A. A copy of the static member is shared by all objects of a class.

B. A copy is created only when at least one object is created from that class.

C. A copy of the static member is created for each instantiation of the class.

D. No memory is allocated for static members of a class.

Correct Answer : OPTION A, A copy of the static member is shared by all objects of a class.

Q. Which of the following member functions is resolved dynamically?

A. static member function

B. const member function

C. virtual member function

D. non virtual member function

Correct Answer : OPTION C, virtual member function

Q. What is an exception specification?

A. Declaration of the list of exceptions a function can throw using the throws clause.

B. Requirements specification of how to handle exceptions in a program.

C. Design specification of how to handle exception in a program.

D. Specification document on exception handling implementation.

Correct Answer : OPTION A, Declaration of the list of exceptions a function can throw using the throws clause.

Q. Which of the following cannot be declared as template?

A. Global functions

B. Classes

C. Member functions

D. Macros

Correct Answer : OPTION D, Macros. Macros are implemented in a preprocessor and cannot be implemented as a template. Functions and classes can be declared as templates.

Q. Which of the following is true about const member functions?

A. const members can be invoked on both const as well as nonconst objects

B. const members can be invoked only on const objects and not on nonconst objects

C. nonconst members can be invoked on const objects as well as nonconst objects

D. none of the above

Correct Answer : OPTION A, const members can be invoked on both const as well as nonconst objects

Q. When is std::bad_alloc exception thrown?

A. When new operator cannot memory.

B. When alloc function fails

C. When type requested for new operation is considered bad, this exception is thrown

D. When delete operator cannot delete the allocated(corrupted) object.

Correct Answer : OPTION A, When new operator cannot memory.

Q. Which header file should we include for using std::auto_ptr?

A. memory

B. alloc

C. autoptr

D. smartptr

Correct Answer : OPTION A, memory

Q. Which of the following member is not automatically provided by the compiler if the programmer does not provide it explicitly?

A. Constructor

B. Destructor

C. Equality operator ==

D. Assignment operator =

Correct Answer : OPTION C, Equality operator(==)

Q. What is the default inheritance type when no access specifier is explicitly specified for the base class?

A. internal

B. public

C.private

D. protected

Correct Answer : OPTION C, private

Q. Which of the following casting operators use RTTI(Runtime Type Identification)?

A. const_cast

B. static_cast

C. dynamic_cast

D. reinterpret_cast

Correct Answer : OPTION C, dynamic_cast. The dynamic_cast operator uses the runtime information about the type of the object for performing the cast.

Q. STL is based on which of the following programming paradigm?

A. Structured Programming

B. Object Oriented Programming(OOP)

C. Functional Programming

D. Aspect Oriented Programming(AOP)

Correct Answer : OPTION C, Functional Programming

Q. Which of the following correctly describes the meaning of namespace feature in C++?

A. Namespaces refer to the memory space allocated for names used in a program.

B. Namespaces refer to space between the names in a program.

C. Namespaces refer to packaging structure of classes in a program.

D. Namespaces provide facilities for organizing the names in a program to avoid name clashes.

Correct Answer : OPTION D, Namespaces provide facilities for organizing the names in a program to avoid name clashes.

Q. Which of the following is the most general exception handler that catches exception of 'any type'?

A. catch(std::exception)

B. catch(std::any_exception)

C. catch(...)

D. catch()

Correct Answer : OPTION C, catch(...)

Q. Which of the following operators can be implemented as a non-member operator?

A. =(assignment operator)

B. ( )(function call operator)

C. [ ](array access operator)

D. +(addition operator)

Correct Answer : OPTION D, +(addition operator)

Q. Which of the STL containers store the elements contiguously (in adjacent memory locations)?

A. std::vector

B. std::list

C. std::map

D. std::set

Correct Answer : OPTION A, std::vector. The vector is a dynamic array that can grow(or shrink) as needed. It stores the elements contiguously.

Q. Which of the following members occupy space in xyz object?

```
class XYZ {
  int mem1;
    static int mem2;
    static void foo() { }
    void bar() { }
} xyz;
```

A. int mem1;

B. static int mem2;

C. static void foo(){ }

D. void bar(){ }

Correct Answer : OPTION A, int mem1;. Nonstatic data members occupy space in objects. Static memebers or member functions do not occupy any space in an object.

Q. Which of the following operators is used to obtain the dynamic type of an object/class?

A. dynamic_cast

B. typeid

C. typeof

D. std::type_info

Correct Answer : OPTION B, typeid

Q. Consider that the variable str is of type std:string. What is the correct way to get the C-style string from str?

A. Cast str to const char* as in((const char*)&str)

B. Use str.get_c_style_string()

C. Use str.c_str()

D. Use str.data()

Correct Answer : OPTION C, Use str.c_str()

Q. Which of the following cast operators can be used for converting a pointer of type void(*)() to void *?

A. const_cast

B. static_cast

C. dynamic_cast

D. reinterpret_cast

Correct Answer : OPTION D, reinterpret_cast

Q. Which of the following is true when we apply &(addressof) operator to a reference variable?

A. The address of the object pointed by the reference is returned.

B. The address of the reference is returned

C. Compiler issues an error when we try to get the address of a reference variable.

D. Compiler issues a warning when we try to get the address of a reference variable.

Correct Answer : OPTION A, The address of the object pointed by the reference is returned.

Q. Which of the following Adaptor class is not a basic Sequential container?

A. Vector

B. Queue

C. Dequeue

D. List

Correct Answer : OPTION B, queue

Q. What is the difference between Map and MultiMap associative containers?

A. A map allows only unique keys wheras a multimap can have duplicate keys.

B. A map allows only unique values wheras a multimap can have duplicate values.

C. A multimap is made-up of maps.

D. It is possible to create many copies of multimap. It is possible to create only unique objects of map.

Correct Answer : OPTION A, A map allows only unique keys wheras a multimap can have duplicate keys.

Q. Which of the following member is not recommended in a header file?

A. Type definitions(typedefs)

B. Class definitions

C. Function definitions

D. Template definitions

Correct Answer : OPTION C, Function definitions

Q. If the class name is X, what is the type of its this pointer(in a non static, non-const member function)?

A. (const X* const)

B. (X* const)

C. (X*)

D. (X&)

Correct Answer : OPTION B, (X* const)

Q. Which of the following is the most preferred way of throwing and handling exceptions?

A. Throw by value and catch by reference.

B. Throw by reference and catch by reference.

C. Throw by value and catch by value.

D. Throw the pointer value and provide catch for the pointer type.

Correct Answer : OPTION A, Throw by value and catch by reference.

Q. If class A is friend of class B and if class B is friend of class C, which of the following is true?

A. Class C is friend of Class A

B. Class A is friend of class C

C. Class A and Class C do not have a friend relationships

D. None of the above

Correct Answer : OPTION C, Class A and Class C do not have a friend relationships

Q. Which of the following STL containers store the elements internally using a Tree data structure?

A. std::vector

B. std::list

C. std::dequeue

D. std::set

Correct Answer : OPTION D, std::set

Q. Which of the following STL sequential containers will you choose if there are lots of insertions and deletions(and only a few search operations)?

A. std::vector

B. std::list

C. std::dequeue

D. std::queue

Correct Answer : OPTION D, std::queue

Q. Which of the following type of class allows only one object of it to be created?

A. Virtual class

B. Abstract class

C. Singleton class

D. Friend class

Correct Answer : OPTION C, Singleton class

Q. Why reference is not same as a pointer?

A. A reference can never be null.

B. A reference once established cannot be changed.

C. Reference doesn't need an explicit dereferencing mechanism.

D. All of the above.

Correct Answer : OPTION D, All of the above

Q. How Late binding is implemented in C++?

A. Using C++ tables

B. Using Virtual tables

C. Using Indexed virtual tables

D. Using polymorphic tables

Correct Answer : OPTION B, Using Virtual tables

Q. Which of the following cannot be used with the keyword virtual?

A.class

B. member functions

C. constructor

D. destructor

Correct Answer : OPTION C, constructor

Q. Which of the following is the correct way of declaring a function as constant?

A. const int ShowData(void) { /* statements */ }

B. int const ShowData(void) { /* statements */ }

C. int ShowData(void) const { /* statements */ }

D. Both A and B

Correct Answer : OPTION C, int ShowData(void) const { /* statements */ }

Q. Which of the following factors support the statement that, Reusability is a desirable feature of a language?

A. It decreases the testing time.

B. It lowers the maintenance cost.

C. It reduces the compilation time.

D. Both A and B.

Correct Answer : OPTION D, Both A and B.

Q. Which of the following is a mechanism of Static Polymorphism?

A. Operator overloading

B. Function overloading

C. Templates

D. All of the above

Correct Answer : OPTION D, All of the above

Q. What happens if the base and derived class contains definition of a function with same prototype?

A. Compiler reports an error on compilation.

B. Only base class function will get called irrespective of object.

C. Only derived class function will get called irrespective of object.

D. Base class object will call base class function and derived class object will call derived class function.

Correct Answer : OPTION D, Base class object will call base class function and derived class object will call derived class function.

Q. Pick up the valid declaration for overloading ++ in postfix, where T is the class name?

A. T operator++();

B. T operator++(int);

C. T& operator++();

D. T& operator++(int);

Correct Answer : OPTION B, T operator++(int);. The parameter int is just to signify that it is the postfix form overloaded. Shouldn't return reference as per its original behavior.

Q. In which of the following a virtual call is resolved at the time of compilation?

A. From inside the destructor.

B. From inside the constructor.

C. From inside the main().

D. Both A and B.

Correct Answer : OPTION D, Both A and B.

Q. Which one of the following is the correct way to declare a pure virtual function?

A. virtual void Display(void){0};

B. virtual void Display = 0;

C. virtual void Display(void) = 0;

D. void Display(void) = 0;

Correct Answer : OPTION C, virtual void Display(void) = 0;

Q. What is the output of the following C++ program?

```
#include <iostream>
using namespace std;

int main()
{
  char *s = "Fine";
    *s = 'N';
    cout << (s) << endl;
```

```
    return 0;
}
```

A. Fine

B. Nine

C. Compile error

D. Runtime error

Correct Answer : OPTION D, Runtime error. *s='N', trying to change the character at base address to 'N' of a constant string leads to runtime error.

Q. What is the output of the following C++ program?

```
#include <iostream>
using namespace std;

class Base
{
  public:
    void f()
  {
      cout << "Base\n";
    }
};

class Derived : public Base
{
  public:
    void f()
  {
      cout<<"Derived\n";
    }
};

int main()
{
  Derived obj;
```


A. Base

B. Derived

C. Compile error

D. None of the above.

Correct Answer : OPTION A, Base.

Q. What is correct about the static data member of a class?

A. A static member function can access only static data members of a class.

B. A static data member is shared among all the object of the class.

C. A static data member can be accessed directly from main().

D. Both A and B.

Correct Answer : OPTION D, Both A and B.

Q. Which of the following provides a reusable mechanism?

A. Abstraction

B. Inheritance

C. Dynamic binding

D. Encapsulation

Correct Answer : OPTION B, Inheritance

Q. What does the following statement mean?

```
int (*fp)(char*)
```

A. pointer to a pointer

B. pointer to an array of chars

C. pointer to function taking a char* argument and returns an int

D. function taking a char* argument and returning a pointer to int

Correct Answer : OPTION C, pointer to function taking a char* argument and returns an int

Q. What is the output of the following C++ program?

```
#include <iostream>
using namespace std;

int main()
{
  int a[] = {10, 20, 30};
    cout << *a+1;
}
```

A. 10

B. 20

C. 11

D. 21

Correct Answer : OPTION C, 11. *a refers to 10 and adding a 1 to it gives 11.

Q. Choose the pure virtual function definition from the following.

A. virtual void f()=0 { }

B. void virtual f()=0 { }

C. virtual void f() {}=0;

D. None of the above.

Correct Answer : OPTION D, None of the above. A pure virtual function cannot have a definition.

Q. What is the output of the following C++ program?

Copy

```
#include <iostream>
using namespace std;

int main()
{
  int i = 1, j = 2, k = 3, r;
    r = (i, j, k);
```

```
    cout << r << endl;
    return 0;
}
```

A. 1

B. 2

C. 3

D. Compile Error

Correct Answer : OPTION C, 3. Comma is called as the separator operator and the associativity is from left to right. Therefore 'k' is the expressions resultant.

Q. The following operator can be used to calculate the value of one number raised to another.

A. ^ **B.** **

C. ^^ **D.** None of the above

Correct Answer : OPTION D, None of the above. There is no such operator in C/C++.

Q. Which type of data file is analogous to an audio cassette tape?

A. Random access file **B.** Sequential access file

C. Binary file **D.** Source code file

Correct Answer : OPTION B, Sequential access file. As the access is linear.

Q. What is meant by containership?

A. class contains objects of other class types as its members

B. class contains objects of other class types as its objects

C. both a & b

D. none of the mentioned

Correct Answer : OPTION A, class contains objects of other class types as its members

Q. What is the output of the following C++ program?

```
#include <iostream>
using namespace std;
#define MIN(a,b) (((a)<(b)) ? a : b)

int main()
{
    float i, j;
    i = 100.1;
    j = 100.01;
    cout <<"The minimum is"<< MIN(i, j)<< endl;
    return 0;
}
```

A. 100.01

B. 100.1

C. compile time error

D. none of the mentioned

Correct Answer : OPTION A, 100.01. In this program, we are getting the minimum number using conditional operator.

Q. What is the output of the following C++ program?

```
void main()
{
```

```
}
```

A. No output

B. Garbage

C. Compile error

D. Runtime error

Correct Answer : OPTION A, No output. It is valid to have main() function empty, therefore producing no displayable output.

Q. What does derived class does not inherit from the base class?

A. constructor and destructor

B. friends

C. operator = () members

D. all of the mentioned

Correct Answer : OPTION D, all of the mentioned. The derived class inherit everything from the base class except the given things.

Q. What is the output of the following C++ program?

```
#include <iostream>
using namespace std;

int main()
{
    cout<< "Value of __LINE__ : " << __LINE__ << endl;
    cout<< "Value of __FILE__ : " << __FILE__ << endl;
    cout<< "Value of __DATE__ : " << __DATE__ << endl;
    cout<< "Value of __TIME__ : " << __TIME__ << endl;
    return 0;
}
```

A. 5

B. Details about your file

C. compile time error

D. none of the mentioned

Correct Answer : OPTION B, Details about your file. In this program, we are using the macros to print the information about the file.

Q. What is the output of the following C++ program?

```
#include <iostream.h>
using namespace std;
#define SquareOf(x) x * x

int main()
{
    int x;
    cout<< SquareOf(x + 4);
    return 0;
}
```

A. 16

B. 64

C. compile time error

D. None of the mentioned above

Correct Answer : OPTION D, none of the mentioned. In this program, as we haven't initiailzed the variable x, we will get a output of ending digit of 4.

Q. What is the output of the following C++ program?

```
#include <iostream.h>
using namespace std;
#define PR(id)  cout << id;

int main()
{
    int i = 10;
    PR(i);
    return 0;
}
```

A. 10

B. 15

C. 20

D. None of the mentioned above

Correct Answer : OPTION A, 10. In this program, we are just printing the declared values.

Q. What is the output of the following C++ program?

```
#include <iostream.h>
using namespace std;
#define MAX 10

int main()
{
    int num;
    num = ++MAX;
    cout << num;
    return 0;
}
```

A. 11

B. 10

C. compile time error

D. none of the mentioned

Correct Answer : OPTION C, none of the mentioned. Macro Preprocessor only replaces occurance of macro symbol with macro symbol value, So we can't increment the value.

Q. What is the other name of the macro?

A. scripted directive

B. executed directive

C. link directive

D. none of the mentioned

Correct Answer : OPTION A, scripted directive. When the compiler encounters a previously defined macro, it will take the result from that execution itself.

Q. Which is the storage specifier used to modify the member variable even though the class object is a constant object?

A. auto

B. register

C. static

D. mutable

Correct Answer : OPTION D, mutable. mutable is storage specifier introduced in C++ which is not available in C. A class member declared with mutable is modifiable though the object is constant.

Q. Which data type can be used to hold a wide character in C++?

A. unsigned char

B. int

C. wchar_t

D. none of the above

Correct Answer : OPTION C, wchar_t. wchar_t is the data type using which we can hold Unicode characters.

Q. What is the output of the following C++ program?

```
#include <iostream>
using namespace std;

int main()
{
  int *p = new int;
  delete p;
  delete p;
  cout<<"Done";
  return 0;
}
```

A. Done

B. Compile error

C. Runtime error

D. None of the above.

Correct Answer : OPTION C, Runtime error

Q. What is the output of the following C++ program?

```
#include <iostream>
using namespace std;
```

```
void f()
{
  static int i = 3;
    cout << (i);
    if(--i) f();
}

int main()
{
  f();
  return 0;
}
```

A. 3 2 1 0

B. 3 2 1

C. 3 3 3

D. Compile Error

Correct Answer : OPTION B, 3 2 1

Q. Which operator is having right to left associativity in the following?

A. Array subscripting

B. Function call

C. Addition and subtraction

D. Type cast

Correct Answer : OPTION D, Type cast

Q. What is the use of dynamic_cast operator?

A. it converts virtual base class to derived class

B. it converts virtual base object to derived objeccts

C. it will convert the operator based on precedence

D. None of the mentioned

Correct Answer : OPTION A, it converts virtual base class to derived class. Because the dynamic_cast operator is used to convert from base class to derived class.

Q. What is the output of the following C++ program?

```
#include<iostream>
using namespace std;

int main()
{
    int array[] = {10, 20, 30};
    cout << -2[array];
```

```
    return 0;
}
```

A. -15

B. -30

C. compile time error

D. garbage value

Correct Answer : OPTION B, -30

Q. Which of the following statement is true about preprocessor directives?

A. These are lines read and processed by the preprocessor

B. They are not considered a part of the program code.

C. Compiler doesn't execute them.

D. They begin with a # and are invoked by the compiler to process some programs before compilation

Correct Answer : OPTION D, They begin with a # and are invoked by the compiler to process some programs before compilation

Q. What is the output of the following C++ program?

```
#include<iostream>
using namespace std;

int main()
{
    cout<< strcmp("strcmp()","strcmp()");
  return 0;
}
```

A. 0

B. 1

C. -1

D. Invalid use of strcmp() function

Correct Answer : OPTION A, 0,strcmp return 0 if both the strings are equal

Q. Pick out the correct statement about string template?

A. It is used to replace a string.

B. It is used to replace a string with another string at runtime.

C. It is used to delete a string.

D. None of the mentioned

Correct Answer : OPTION B, It is used to replace a string with another string at runtime.

Q. What is the output of the following C++ program?

```
#include<iostream>
#include <string.h>
using namespace std;
template <typename T>

void print_mydata(T output)
{
    cout << output << endl;
}

int main()
{
    double d = 5.5;
```

```
    string s("Hello World");
    print_mydata( d );
    print_mydata( s );
    return 0;
}
```

A. 5.5 Hello World

B. 5.5

C. Hello World

D. None of the mentioned

Correct Answer : OPTION A, 5.5 Hello World

Q. What is used to describe the function using placeholder types?

b>A. template parameters

b>B. template type parameters

b>C. template type

b>D. none of the mentioned

Correct Answer : OPTION B, template type parameters. During runtime, We can choose the appropriate type for the function and it is called as template type parameters.

Q. When struct is used instead of the keyword class, what will happen in the program?

A. access is public by default

B. access is private by default

C. access is protected by default

D. none of the mentioned

Correct Answer : OPTION A, access is public by default

Q. How many ways of reusing are there in class hierarchy?

A. 1

B. 2

C. 3

D. 4

Correct Answer : OPTION B, 2, class hierarchies promote reuse in two ways. They are code sharing and interface sharing.

Q. What will happen when we introduce the interface of classes in a run-time polymorphic hierarchy?

A. Separation of interface from implementation

B. Merging of interface from implementation

C. Separation of interface from debugging

D. None of the mentioned

Correct Answer : OPTION A, Separation of interface from implementation

Q. Which classes are called as mixin?

A. Represent a secondary design

B. Classes express functionality which represent responsibilities.

C. Both a & b

D. None of the mentioned

Correct Answer : OPTION B, Classes express functionality which represent responsibilities.

Q. What is the default calling convention for a compiler in c++?

A. __cdecl

B. __stdcall

C. __pascal

D. __fastcall

Correct Answer : OPTION A, __cdecl

Q. How can you access the arguments that are manipulated in the function?

A. va_list

B. arg_list

C. both a & b

D. none of the mentioned

Correct Answer : OPTION A, va_list

Q. What will initialise the list of arguments in stdarg.h header file?

A. va_list

B. va_start

C. va_arg

D. none of the mentioned

Correct Answer : OPTION B, va_start

Q. By default the members of the structure are _____.

A. public

B. private

C. protected

D. Access specifiers not applicable for structures.

Correct Answer : OPTION A

Q. What is meant by template parameter?

A. It can be used to pass a type as argument

B. It can be used to evaluate a type.

C. It can of no return type

D. None of the mentioned

Correct Answer : OPTION A, It can be used to pass a type as argument. A template parameter is a special kind of parameter that can be used to pass a type as argument.

Q. What is the output of the following C++ program?

```
#include<iostream>
using namespace std;
```

```
int main()
{
    double a = 21.09399;
    float b = 10.20;
    int c ,d;
    c = (int) a;
    d = (int) b;
    cout << c <<'\t'<< d;
    return 0;
}
```

A. 20 10

B. 10 21

C. 21 10

D. None of the mentioned

Correct Answer : OPTION C, 21 10

Q. What is the output of the following C++ program?

```
#include<iostream>
using namespace std;

class abc
{
  public:
    int i;
    abc(int i)
    {
      i = i;
     }
};

int main()
{
    abc m(5);
    cout << m.i;
    return 0;
}
```

A. 5

B. Garbage

C. Error at the statement i=i;

D. Compile error: 'i' declared twice.

Correct Answer : OPTION B, Garbage. i=i, is assigning member variable to itself.

Q. What is the output of the following C++ program?

```
#include<iostream>
using namespace std;

int main()
{
    union abc
  {
      int x;
    char ch;
}
  var;
  var.ch = 'A';
  cout << var.x;
  return 0;
}
```

A. A

B. Garbage value

C. 65

D. 97

Correct Answer : OPTION C, 65, as the union variables share common memory for all its elements, x gets 'A' whose ASCII value is 65 and is printed.

Q. Which parameter is legal for non-type template?

A. pointer to member

B. object

C. class

D. none of the mentioned

Correct Answer : OPTION A, pointer to member. The following are legal for non-type template parameters:integral or enumeration type, Pointer to object or pointer to function, Reference to object or reference to function, Pointer to member.

Q. What is other name of full specialization?

A. Explicit specialization

B. Implicit specialization

C. Function overloading template

D. None of the mentioned

Correct Answer : OPTION A, Explicit specialization

Q. How many bits of memory needed for internal representation of a class?

A. 1

B. 2

C. 4

D. No memory needed

Correct Answer : OPTION D, no memory needed. Classes that contain only type members, nonvirtual function members, and static data members do not require memory at run time.

Q. What is the output of the following C++ program?

```
#include<iostream>
using namespace std;

int main()
{
    class student
    {
        int rno = 10;
```

```
    } v;
    cout << v.rno;
    return 0;
}
```

A. 10

B. Garbage

C. Runtime error

D. Compile error

Correct Answer : OPTION D, Compile error. Class member variables cannot be initialized.

Q. What is the ability to group some lines of code that can be included in the program?

A. Specific task

B. Program control

C. Modularization

D. Macros

Correct Answer : OPTION C, modularization. Modularization is also similar to macros but it is used to build large projects.

Q. What does the client module import?

A. Macro

B. Records

C. Interface

D. None of the mentioned

Correct Answer : OPTION C, Interface. Because they access the functions in the module using interface.

Q. Escape sequence character \0 occupies _____ amount of memory.

A. 0

B. 1

C. 2

D. 4

Correct Answer : OPTION B, 1. As it is also a character is occupies 1 byte of memory.

Q. What is the output of the following C++ program?

```
#include<iostream>
using namespace std;

int main()
{
    int i = 13, j = 60;
    i ^= j;
    j ^= i;
    i ^= j;
    cout << (i) <<" "<< (j)
    return 0;
}
```


A. 73 73

B. 60 13

C. 13 60

D. 60 60

Correct Answer : OPTION B, 60 13

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

A. namespaceid::operator

B. namespace,operator

C. namespace#operator

D. none of the mentioned

Correct Answer : OPTION A, namespaceid::operator

Q. Where does a cin stops during extraction of data?

A. By seeing a blankspace

B. By seeing ()

C. By seeing ()

D. None of the mentioned

Correct Answer : OPTION A, By seeing a blankspace. cin will stop its extraction when it encounters a blank space

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