

Question No: 1 (Marks: 1) - Please choose one
There are mainly ----- types of software

▶ **Two (Page 9)**

- ▶ Three
- ▶ Four
- ▶ Five

Question No: 2 (Marks: 1) - Please choose one
seekg() and write() are functionally _____ .

▶ **Different**

- ▶ Identical
- ▶ Two names of same function
- ▶ None of the above

Question No: 3 (Marks: 1) - Please choose one

When a pointer is incremented, it actually jumps the number of memory addresses

▶ **According to data type (Page 160)**

- ▶ 1 byte exactly
- ▶ 1 bit exactly
- ▶ A pointer variable can not be incremented

Question No: 4 (Marks: 1) - Please choose one
setw is a parameterized manipulator.

▶ **True (Page 437)**

▶ False

Question No: 5 (Marks: 1) - Please choose one
eof(), bad(), good(), clear() all are manipulators.

▶ **True (Page 433)**

▶ False

Question No: 6 (Marks: 1) - Please choose one
In functions that return reference, use _____ variables.

▶ Local

▶ Global

▶ **Global or static (Page 369)**

▶ None of the given option

Question No: 7 (Marks: 1) - Please choose one
The declarator of Plus (+) member operator function is

▶ **Class-Name operator + (Class-Name rhs) (Page 371)**

▶ operator Class-Name + ()

▶ operator Class-Name + (rhs)

▶ Class-Name operator + ()

Question No: 8 (Marks: 1) - Please choose one
The compiler does not provide a copy constructor if we do not provide it.

▶ True

▶ **False (Page 476)**

Question No: 9 (Marks: 1) - Please choose one
What is the functionality of the following syntax to delete an array of 5 objects named *arr* allocated using new operator?
delete arr ;

- ▶ Deletes all the objects of array
- ▶ **Deletes one object of array (Page 411)**
- ▶ Do not delete any object
- ▶ Results into syntax error

This statement will call the destructor only for the object pointed by the *arr* and deallocate the space allocated to this object

Question No: 10 (Marks: 1) - Please choose one

What is the sequence of event(s) when allocating memory using new operator?

- ▶ Only block of memory is allocated for objects
- ▶ Only constructor is called for objects
- ▶ **Memory is allocated first before calling constructor (Page 414)**
- ▶ Constructor is called first before allocating memory

Question No: 11 (Marks: 1) - Please choose one

What is the sequence of event(s) when deallocating memory using delete operator?

- ▶ Only block of memory is deallocated for objects
- ▶ Only destructor is called for objects
- ▶ Memory is deallocated first before calling destructor
- ▶ **Destructor is called first before deallocating memory (Page 414)**

Question No: 12 (Marks: 1) - Please choose one

new and **delete** operators cannot be overloaded as member functions.

- ▶ True
- ▶ **False (Page 414)**

Question No: 13 (Marks: 1) - Please choose one

The operator function of << and >> operators are always the member function of a class.

- ▶ True
- ▶ **False (Page 446)**

Question No: 14 (Marks: 1) - Please choose one

A template function must have at least ----- generic data type

- ▶ Zero
- ▶ **One (Page 499)**
- ▶ Two
- ▶ Three

Question No: 15 (Marks: 1) - Please choose one

If we do not mention any *return_value_type* with a function, it will return an _____ value.

▶ **int (Page 79)**

- ▶ void
- ▶ double
- ▶ float

Question No: 16 (Marks: 1) - Please choose one

Suppose a program contains an array declared as **int arr[100]**; what will be the size of array?

- ▶ 0
- ▶ 99

▶ **100 (Page 103)**

- ▶ 101

Question No: 17 (Marks: 1) - Please choose one

The name of an array represents address of first location of array element.

▶ **True**

- ▶ False

The name of the array is a constant pointer which contains the memory address of first element of the array

Question No: 18 (Marks: 1) - Please choose one

Reusing the variables in program helps to save the memory

▶ **True**

- ▶ False

Question No: 19 (Marks: 1) - Please choose one

Which of the following option is true about new operator to dynamically allocate memory to an object?

- ▶ The new operator determines the size of an object
- ▶ Allocates memory to object and returns pointer of valid type
- ▶ Creates an object and calls the constructor to initialize the object

▶ **All of the given options**

Question No: 20 (Marks: 1) - Please choose one
New and delete are _____ whereas malloc and free are _____.

- ▶ Functions, operators
- ▶ Classes, operators
- ▶ **Operators, functions (Page 342-285)**
- ▶ Operators, classes

Question No: 21 (Marks: 1) - Please choose one
Like member functions, _____ can also access the private data members of a class.

- ▶ Non-member functions
- ▶ **Friend functions (Page 346)**
- ▶ Any function outside class
- ▶ None of the given options

Question No: 22 (Marks: 1) - Please choose one
Which of the following statement is best regarding declaration of friend function?

- ▶ Friend function must be declared after public keyword.
- ▶ Friend function must be declared after private keyword.
- ▶ Friend function must be declared at the top within class definition.
- ▶ **It can be declared anywhere in class as these are not affected by the public and private keywords. (Page 346)**

Question No: 23 (Marks: 1) - Please choose one

The operator function overloaded for an Assignment operator (=) must be

- ▶ Non-member function of class
- ▶ **Member function of class (Page 372)**
- ▶ Friend function of class
- ▶ None of the given options

Question No: 24 (Marks: 1) - Please choose one

For non-member operator function, object on left side of the operator may be

- ▶ Object of operator class
- ▶ Object of different class
- ▶ Built-in data type
- ▶ **All of the given options (Page 375)**

Question No: 25 (Marks: 1) - Please choose one

The operator function will be implemented as _____, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.

obj3 = obj1 - obj2;

- ▶ **Member function (Page 373)**
- ▶ Non-member function
- ▶ Friend function
- ▶ None of the given options

Question No: 26 (Marks: 1) - Please choose one

Which one of the following is the declaration of overloaded pre-increment operator implemented as member function?

- ▶ Class-name operator +() ;
- ▶ Class-name operator +(int) ;
- ▶ **Class-name operator ++() ; (Page 389)**
- ▶ Class-name operator ++(int) ;

Question No: 27 (Marks: 1) - Please choose one

The static data members of a class are initialized _____

- ▶ **at file scope (Page 466)**
- ▶ within class definition
- ▶ within member function
- ▶ within main function

Question No: 28 (Marks: 1) - Please choose one
Class is a user defined _____.

▶ **data type (Page 317)**

- ▶ memory referee
- ▶ value
- ▶ none of the given options.

Question No: 29 (Marks: 1) - Please choose one
We can also define a user-defines manipulators.

▶ **True**

▶ False

Parameterized manipulators require one or more arguments. setfill (near the bottom of the iomanip.h header file) is an example of a parameterized manipulator. You can create your own parameterized manipulators and your own simple manipulators.

Question No: 30 (Marks: 1) - Please choose one
Automatic variable are created on _____.

- ▶ Heap
- ▶ Free store
- ▶ static storage
- ▶ **stack (Page 461)**

Question No: 1 (Marks: 1) - Please choose one

If Num is an integer variable then Num++ means,

- Add 1 two times with Num
- **Add 1 with Num**
- Add 2 with Num
- Subtract 2 from Num

Question No: 2 (Marks: 1) - Please choose one

If the return type of a function is void then it means that it will,

- Return any type of data
- Return some specific type of data
- **Return no data**
- Return just character data

Question No: 3 (Marks: 1) - Please choose one

Which of the following is a valid class declaration?

- **class A { int x; };**
- class B { }
- public class A { }
- object A { int x; };

Question No: 4 (Marks: 1) - Please choose one

When we use manipulators in our program then which header file should be included?

- iostream.h
- stdlib.h
- stdio.h
- **iomanip.h (Page 433)**

Question No: 5 (Marks: 1) - Please choose one

We can also create an array of user define data type.

- **True (Page 408)**
- False

Question No: 6 (Marks: 1) - Please choose one

The normal source of **cin** object is,

- File
- Disk
- **Keyboard (Page 424)**
- RAM

Question No: 7 (Marks: 1) - Please choose one

A stream is an ordered sequence of bytes.

- **True (Page 423)**
- False

Question No: 8 (Marks: 1) - Please choose one

What is the sequence of event(s) when allocating memory using new operator?

- Only block of memory is allocated for objects
- Only constructor is called for objects
- **Memory is allocated first before calling constructor (Page 414)**
- Constructor is called first before allocating memory

Question No: 9 (Marks: 1) - Please choose one

We can delete an array of objects without specifying [] brackets if a class is not doing dynamic memory allocation internally.

- **True (Page 412)**
- False

Question No: 10 (Marks: 1) - Please choose one

The second parameter of operator functions for << and >> are objects of the class for which we are overloading these operators.

- **True (Page 453)**
- False

Question No: 11 (Marks: 1) - Please choose one

Which looping process checks the test condition at the end of the loop?

- for
- while
- **do while**
- no looping process checks the test condition at the end

<http://mathbits.com/MathBits/CompSci/looping/MCLooping.htm>

Question No: 12 (Marks: 1) - Please choose one

In a group of nested loops, which loop is executed the most number of times?

- the outermost loop
- **the innermost loop**
- all loops are executed the same number of times
- cannot be determined without knowing the size of the loops

<http://mathbits.com/mathbits/java/Looping/MCLooping.htm>

Question No: 13 (Marks: 1) - Please choose one

Template class can not have static variables.

- True
- **False (Page 513)**

Question No: 14 (Marks: 1) - Please choose one

Consider the following statements to initialize a two-dimensional array.

- `int arr[2][3] = {4, 8, 9, 2, 1, 6} ;`
- `int arr[3][2] = {4, 8, 9, 2, 1, 6} ;`
- `int arr[][2] = {{4,8},{9, 2},{1, 6}} ;`

Which of the following option(s) are correct to initialize a two-dimensional array with 3 rows and 2 columns?

- (ii) only
- (iii) only
- **(ii) and (iii)**
- and (iii)

Question No: 15 (Marks: 1) - Please choose one

There is a pointer variable named *ptr* of type int then address of which type of variable the *ptr* will store in it?

- variable of type char
- variable of type short
- **variable of type int**
- variable of type double

Question No: 16 (Marks: 1) - Please choose one

Let suppose

```
Union intorDouble{
```

```
Int ival;
```

```
Double charvar;
```

```
};
```

```
main(){
```

```
intorDouble VAZ;
```

```
int size ;
```

```
size = sizeof(VAZ);
```

```
}
```

What will be the value of variable "size", if int occupies 4 bytes and double occupies 8 bytes?

- 2
- 4
- 8
- 12

Question No: 17 (Marks: 1) - Please choose one

new and delete are _____ whereas malloc and free are _____.

- Functions, operators
- Classes, operators
- **Operators, functions (Page 342-285)**
- Operators, classes

Question No: 18 (Marks: 1) - Please choose one

The member functions of a class occupy _____ region in memory for _____ object(s) of class.

- separate, each
- **common, all (Page 334)**
- different, each
- different, all

Question No: 19 (Marks: 1) - Please choose one

Friend functions are _____ of a class.

- Member functions
- Public member functions
- Private member functions
- **Non-member functions (Page 346)**

Question No: 20 (Marks: 1) - Please choose one

Which of the following is true while overloading operators?

- Precedence of an operator can be changed
- The arity (number of operands) can be changed
- No new operators can be created
- Associativity of an operator can be changed

Question No: 21 (Marks: 1) - Please choose one

Which of the following option will be true to overload the -= operator?

- **only - operator needs to be overloaded (not sure)**
- Minus (-) and = operators need to be overloaded
- the -= operator need to be overloaded explicitly
- the - and = operators need to be overloaded implicitly

Question No: 22 (Marks: 1) - Please choose one

The input/output streams; cin and cout are _____

- Operators
- **Functions**
- Objects
- Structures

Question No: 23 (Marks: 1) - Please choose one

dec, hex, oct are all _____

- Member functions
- Objects of input/output streams
- Parameterized manipulators
- **Non-parameterized manipulators (Page 435)**

Question No: 24 (Marks: 1) - Please choose one

What will be the output of the following statement?

```
cout << setbase(16) << 52 ;
```

- 74
- 52
- **34**
- 64

Question No: 25 (Marks: 1) - Please choose one

The first parameter of overloaded stream insertion operator is _____ where second parameter is _____

- input stream, object of class
- object of class, output stream
- **output stream, object of class**
- object of class, input stream

Question No: 26 (Marks: 1) - Please choose one

We can also do conditional compilation with preprocessor directives.

- **True (Page 272)**
- False

Question No: 27 (Marks: 1) - Please choose one

With user-defined data type variables (Objects), self assignment can produce _____.

- Syntax error
- **Logical error**
- Link error
- Non of the given options

Question No: 28 (Marks: 1) - Please choose one

The return type of the operator function for >> operator is _____.

- **class for which we overload this operator**
- reference of ostream class (ostream&)
- reference of istream class (istream&)
- void

Question No: 29 (Marks: 1) - Please choose one

When an object of a class is defined inside an other class then,

- **Constructor of enclosing class will be called first (Page 496)**
- Constructor of inner object will be called first
- Constructor and Destructor will be called simultaneously
- None of the given options

Question No: 30 (Marks: 1) - Please choose one

Where we can include a header file in the program?

- **any where (Page 270)**
- in start
- at the end
- none of the given options.