

Question No: 1 (Marks: 1) - Please choose one
&& is ----- operator.

► An arithmetic

► **Logical (Page 40)**

► Relational

► Unary

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

Which of the following function(s) is/are included in **ctype.h** header file?

► isdigit(int c)

► isxdigit(int c)

► tolower(int c)

► **All of the above (Page 188)**

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

Disks are _____ devices having access time of _____ milliseconds.

► Electro-physical, 6

► Electro-Mechanical, 4

► Electro-physical, 5

► **Electro-Mechanical, 7 (Page 427)**

http://www.tns.com/taocs_dp.asp

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

All preprocessor directives are started with the symbol_____.

► *

▶ ++

▶ @

▶ # (Page 269)

Question No: 5 (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: 6 (Marks: 1) - Please choose one

setprecision is a parameter less manipulator.

▶ True

▶ False (Page 439)

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

Which of the following is NOT a preprocessor directive?

▶ #error

▶ #define

▶ #line

▶ #undef (Page 272)

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

We can do arithmetic with references like pointers.

▶ True

▶ False (Page 369)

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

What does (*this) represents?

- ▶ The current function of the class
- ▶ The current pointer of the class
- ▶ **The current object of the class (Page 390)**
- ▶ A value of the data member

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

Friend function of a class is _____ .

- ▶ Member function
- ▶ **Non-member function (Page 348)**
- ▶ Private function
- ▶ Public function

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

A function can declare itself a friend of a class.

- ▶ True
- ▶ **False (Page 346)**

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

Overloaded delete operator function takes the same parameter as an argument returned by new operator function.

- ▶ **True (Page 414)**
- ▶ False

Question No: 13 (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

The second parameter to *operator <<* is an object of the class that we are overloading the operator for. Similar is the case for *operator >>*

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

A template function must have only generic data types.

▶ True

▶ **False (Page 501)**

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

We can not make a member function of a class as template function.

▶ True

▶ **False (Page 506)**

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

Which character is inserted at the end of string to indicate the end of string?

▶ new line

▶ tab

▶ **null (Page 113)**

▶ carriage return

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

is used for _____.

▶ calculation

▶ reading

▶ **assigning value to variables (Page 372)**

▶ None of the given options.

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

The object _____ may be used both for file input and file output

▶ **fstream, (Page 199)**

▶ ifstream,

▶ ofstream,

▶ none of the given options.

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

Which of the following function calling mechanism is true for the function prototype given below?

float func(float &);

- ▶ Call by value
- ▶ Call by reference using pointer
- ▶ **Call by reference using reference variable**
- ▶ None of the given options

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

The programs, in which we allocate static memory, run essentially on _____

- ▶ Heap
- ▶ System Cache
- ▶ None of the given options
- ▶ **Stack (Page 280)**

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

Overloaded delete operator function takes parameter of void pointer and returns _____.

- ▶ **void**
- ▶ void pointer
- ▶ pointer to an object
- ▶ pointer of type int

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

What should be the return type of the constructor?

- ▶ void pointer
- ▶ int
- ▶ same as object type
- ▶ **constructors do not return any thing (Page 313)**

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

It is a way of reusing the code when we contain objects of our already written classes into a new class,

- ▶ **True**

► False

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

Templates are not type safe.

► true

► **false (Page 518)**

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

The functions used for dynamic memory allocation return pointer of type _____

► int

► float

► **void**

► double