

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

In C/C++ if we define an array of size eight (8) i.e. `int Arr [8]`; then the last element of this array will be stored at,

- ▶ `Arr[0]`
- ▶ `Arr[8]`
- ▶ **`Arr[7]`**
- ▶ `Arr[-1]`

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

When an array is passed to a function then default way of passing this array is,

- ▶ By data
- ▶ **By reference (Page 154)**
- ▶ By value
- ▶ By data type

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

Array is a data structure which store

- ▶ Memory addresses
- ▶ Variables
- ▶ **Data Type (Page 100)**
- ▶ Data

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

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

- ▶ **True (Page 408)**
- ▶ False

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

When we define an array of objects then,

- ▶ Destructor will call once for whole array
- ▶ **Destructor will call for each object of the array**
- ▶ Destructor will never call
- ▶ Depends on the size of array

**Question No: 6 ( 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: 7 (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
- ▶ **False**

**Question No: 8 ( 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: 9 ( Marks: 1 ) - Please choose one**

Which of the following is correct way to initialize a variable x of int type with value 10?

- ▶ int x ; x = 10 ;
- ▶ **int x = 10 ; (sure)**
- ▶ int x, x = 10;
- ▶ x = 10 ;

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

Default mechanism of function calling in case of array is \_\_\_\_\_ and in case of variable is \_\_\_\_.

- ▶ Call by value, call by reference
- ▶ Call by referene, call by reference
- ▶ **Call by reference, call by value (Page 119)**
- ▶ Call by value, call by value

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

What does STL stand for?

- ▶ Source template library
- ▶ **Standard template library (Page 519)**
- ▶ Stream template library
- ▶ Standard temporary library

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

Skill(s) that is/are needed by programmer's \_\_\_\_\_.

- ▶ Paying attention to detail
- ▶ Think about the reusability
- ▶ Think about user interface
- ▶ **All of the given options (Page 4 & 5)**

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

For which array, the size of the array should be one more than the number of elements in an array?

- ▶ int
- ▶ double
- ▶ float
- ▶ **char (Page 113)**

**Question No: 14 ( 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: 15 ( 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: 16 ( Marks: 1 ) - Please choose one**

The prototype of friend functions must be written \_\_\_\_\_ the class and its definition must be written \_\_\_\_\_

- ▶ inside, inside the class
- ▶ **inside, outside the class (Page 346)**
- ▶ outside, inside the class
- ▶ outside, outside the class

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

If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below?

**obj3 = obj1 + obj2 ;**

- ▶ obj2 will be passed as an argument to + operator whereas obj1 will drive the + operator
- ▶ obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator
- ▶ **Both objects (obj1, obj2) will be passed as arguments to the + operator (not sure)**
- ▶ Any of the objects (obj1, obj2) can drive the + operator

**Question No: 18 ( 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: 19 ( Marks: 1 ) - Please choose one**

For cin, the source is normally a \_\_\_\_\_ and destination can be \_\_\_\_\_.

- ▶ File, native data type
- ▶ Disk, user-define type

▶ **Keyboard, variable (Page 424)**

For cin, the source is normally keyboard and the destination can be an ordinary variable

- ▶ File, user-define type

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

We can also do conditional compilation with preprocessor directives.

▶ **True (Page 272)**

- ▶ False

**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)**

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

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

The default value of a parameter can be provided inside the \_\_\_\_\_

- ▶ function prototype
- ▶ **function definition (Page 249)**
- ▶ both function prototype or function definition
- ▶ none of the given options.

The default value of a parameter is provided inside the function prototype or function definition.

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

While calling function, the arguments are assigned to the parameters from \_\_\_\_\_.

▶ **left to right. (page 295)**

- ▶ right to left
- ▶ **no specific order is followed**
- ▶ none of the given options.

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

When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are.

- ▶ Zero
- ▶ One

▶ **Two (Page 371)**

- ▶ N arguments

**Question No: 25 ( 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 (not sure)**

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

Assignment operator is used to initialize a newly declared object from existing object.

▶ **True (Page 479)**

- ▶ False

**Question No: 27 ( 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: 28 ( Marks: 1 ) - Please choose one**

In the member initializer list, the data members are initialized,

- ▶ From left to right
- ▶ From right to left
- ▶ **In the order in which they are defined within class**
- ▶ None of the given options

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

new operator allocates memory from free store and return \_\_\_\_\_.

▶ **A pointer**

- ▶ A reference
- ▶ An integer
- ▶ A float

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

"new" and "delete" keywords are \_\_\_\_\_ in C++ language.

- ▶ Built-in- Function
- ▶ Operators
- ▶ **Memory Allocation Function (Page 332)**
- ▶ None of the given options