



Dr.G.R.Damodaran College of Science
(Autonomous, affiliated to the Bharathiar University, recognized by the
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Certified
CRISL rated 'A' (TN) for MBA and MIB Programmes

II B.Com[IT][2016-2019]
Semester IV
Core: PROGRAMMING IN C PLUS PLUS -415D
Multiple Choice Questions.

1. The name of the variables, functions, labels and other user defined object are called _____.
A. expression.
B. pointer.
C. statement.
D. identifier.

ANSWER: D

2. _____ is names location in memory that is used to hold a value that may be modified by the program.
A. Pointer.
B. Expression.
C. Variable.
D. Function.

ANSWER: C

3. Variables that are declared inside a function are called as _____.
A. local.
B. global.
C. scope.
D. external.

ANSWER: A

4. Local variables are also called as _____ variables.
A. global.
B. external.
C. scope.
D. automatic

ANSWER: D

5. The general form, of assignment operator is _____
A. variable_name=expression.
B. datatype=expression.
C. variable=expression.
D. datatype=expression.

ANSWER: A

6. _____ is referred to fixed value that the program may not alter.

- A. Constant.
- B. Variable.
- C. Expression.
- D. Keywords.

ANSWER: A

7. A _____ defines a new type that links code and data.

- A. array declaration.
- B. class definition.
- C. pointer declaration.
- D. variable declaration.

ANSWER: B

8. A _____ access specifier is needed only when inheritance is involved.

- A. public.
- B. private.
- C. protected .
- D. automatic.

ANSWER: C

9. _____ is the elements of a class that are called member or data member.

- A. Pointer.
- B. Variable.
- C. Character.
- D. Identifier.

ANSWER: B

10. A _____ function has access to all private and protected members of the class for which it is a friend.

- A. friend.
- B. member.
- C. nonmember.
- D. void.

ANSWER: A

11. _____ function allows creating very efficient code.

- A. Friend.
- B. Member.
- C. Inline.
- D. Void.

ANSWER: C

12. _____ is initialized when an object is created.

- A. Constructor.
- B. Destructor.
- C. Array.
- D. Pointer.

ANSWER: A

13. _____ members are public by default and fully compatible.

- A. Private.

- B. Enum.
 - C. Union.
 - D. Protected.
- ANSWER: C

14. A _____ defines a class type.

- A. structure.
- B. union.
- C. enumeration.
- D. type def.

ANSWER: A

15. _____ function is a function that calls itself repeatedly.

- A. friend.
- B. inline.
- C. recursive.
- D. member.

ANSWER: C

16. A _____ is an alias or synonym for another variable.

- A. reference.
- B. structure.
- C. pointer.
- D. array

ANSWER: A

17. _____ is used to prevent problems when one object is used to initialize others.

- A. Default Constructor.
- B. Parameterized Constructor.
- C. Overloading Operator.
- D. Copy Constructor.

ANSWER: D

18. _____ must be predefined in the C++ compiler

- A. Operators.
- B. Identifiers.
- C. Variables.
- D. Keywords.

ANSWER: A

19. _____ function is not a member of the class which does not have this pointer.

- A. Inline.
- B. Member.
- C. Friend.
- D. Void.

ANSWER: C

20. The _____ function receives the pointer to the region of memory to be free.

- A. new.
- B. delete.
- C. free.

D. alloc.

ANSWER: B

21. The --> pointer operator is also called as _____.

- A. class member access.
- B. loc::operator.
- C. element.
- D. object.

ANSWER: A

22. The class that acquires the properties of parent class is called _____ class.

- A. base.
- B. inherited.
- C. derived.
- D. public.

ANSWER: C

23. The keyword virtual precedes the inherited _____ specification.

- A. class.
- B. variable.
- C. array.
- D. pointer.

ANSWER: A

24. The _____ is used to create generic function and classes.

- A. class.
- B. template.
- C. specifier.
- D. identifier.

ANSWER: B

25. _____ is an implicit parameter to all member functions.

- A. Pointer.
- B. This.
- C. Enum.
- D. Array.

ANSWER: B

26. A _____ is an object that contains memory address.

- A. constructor.
- B. destructor.
- C. pointer.
- D. temp.

ANSWER: C

27. _____ is a unary operator that returns the memory address of its operand.

- A. &.
- B. ++.
- C. _ _.
- D. ||.

ANSWER: A

28. _____ is a stream connected to standard output.

- A. cin.
- B. gets.
- C. out.
- D. cout.

ANSWER: D

29. An exception is caught based on its _____.

- A. keyword.
- B. address.
- C. type.
- D. pointer

ANSWER: C

30. The keyword _____ is used to declare a generic function.

- A. generic
- B. template.
- C. virtual.
- D. friend.

ANSWER: B

31. _____ determines the type of an object at the runtime.

- A. Static.
- B. Dynamic.
- C. Typeid.
- D. Typedef.

ANSWER: C

32. The _____ is the function that detects the end of file.

- A. eof().
- B. getline().
- C. putline().
- D. clear().

ANSWER: A

33. The ____ manipulator skips leading whitespaces

- A. sw.
- B. ws.
- C. wt.
- D. skipws.

ANSWER: B

34. C++ was developed by ____.

- A. Dr. Bjarne stroustrup.
- B. Dennis Ritc
- C. Borland.
- D. ANSI.

ANSWER: A

35. The _____ is the standard input/ouput library in C++.

- A. stdio.
- B. iostream
- C. conio.
- D. std.

ANSWER: B

36. A joint ANSI /ISO committee was formed in ___ to define standard C++.

- A. 1986.
- B. 1987.
- C. 1988.
- D. 1989.

ANSWER: D

37. The commonly used term for a sub routine in c++ is _____.

- A. structure.
- B. class
- C. function.
- D. program.

ANSWER: C

38. C++ begins its execution with _____.

- A. header file.
- B. main.
- C. class.
- D. declaration.

ANSWER: B

39. _____ in a program source code, document the meaning of the code.

- A. comment.
- B. function.
- C. class.
- D. main function.

ANSWER: A

40. The name of a function variable or class is called_____.

- A. libraries.
- B. stream.
- C. identifiers.
- D. keywords.

ANSWER: C

41. The _____ is predefined identifier that is linked to console output.

- A. out.
- B. print.
- C. cin.
- D. cout.

ANSWER: D

42. A _____ is a storage location that contains data value.

- A. function.
- B. structure.

- C. variable.
- D. key word.

ANSWER: C

43. String constants are enclosed between _____.

- A. <>.
- B. /* */.
- C. ??
- D. " "

ANSWER: D

44. >> is called as _____ operator.

- A. insertion.
- B. extraction.
- C. greater than.
- D. lesser than.

ANSWER: B

45. The _____ operation returns the remainder of a divisions operation.

- A. !.
- B. &&.
- C. %.
- D. /.

ANSWER: C

46. _____ operation inserts zero bits into low order bits of result.

- A. shift.
- B. shifting left.
- C. shifting right.
- D. append.

ANSWER: B

47. Which of the following is invalid assignment operator?

- A. +=.
- B. &=.
- C. ^=.
- D. *=.

ANSWER: C

48. Which of the following has the highest precedence?

- A. %.
- B. ().
- C. +
- D. ?:

ANSWER: B

49. _____ is not a type of scope in c++.

- A. global.
- B. local.
- C. file.
- D. function.

ANSWER: D

50. The result of a relational or logical expression is of type

- A. integer.
- B. float.
- C. boolean.
- D. character.

ANSWER: C

51. A _____ local variable preserves its variable between function calls.

- A. extern.
- B. static.
- C. register.
- D. auto.

ANSWER: B

52. Which one of the following is correct assignment of the variable min to zero?

- A. min == 0;
- B. min = zero
- C. min = 0;
- D. min = = 0

ANSWER: C

53. To what device is cin linked by default?

- A. printer.
- B. keyboard.
- C. CPU.
- D. mouse.

ANSWER: B

54. ____ is the output operator.

- A. >>.
- B. <.
- C. >.
- D. <<.

ANSWER: D

55. Which one of the following is invalid variable name?

- A. 1count.
- B. count.
- C. counta.
- D. count_a.

ANSWER: A

56. An _____ integer can hold both positive and negative values.

- A. unsigned.
- B. positive.
- C. negative.
- D. signed.

ANSWER: D

57. The primary difference between float and double is in the ____ of the value they hold.

- A. address.
- B. magnitude.
- C. sign.
- D. decimal point.

ANSWER: B

58. The ____ type specifies a valueless expression.

- A. int.
- B. float.
- C. bool.
- D. void.

ANSWER: D

59. ____ is the escape sequence that causes a backspace.

- A. \b.
- B. \s.
- C. \bs.
- D. \ba.

ANSWER: A

60. The specification of the number 100 as long int is ____.

- A. L100.
- B. 100.
- C. 100L.
- D. 100I.

ANSWER: C

61. The variables in an array are called its ____.

- A. data.
- B. index.
- C. elements.
- D. subscripts.

ANSWER: C

62. The elements of an array can be accessed by providing integer expression called ____.

- A. superscripts.
- B. elements.
- C. values.
- D. subscripts.

ANSWER: D

63. The size of operator returns the size of variable or type in ____.

- A. bits.
- B. nibble.
- C. bytes.
- D. char.

ANSWER: C

64. A reference parameter is declared by proceeding with ____.

- A. *.

- B. &.
- C. &&.
- D. ~.

ANSWER: B

65. The ____ storage class is used to declare reference variable.

- A. register.
- B. static.
- C. extern.
- D. auto.

ANSWER: C

66. If and the switch statements are called as _____ statements.

- A. iteration.
- B. jump.
- C. selection.
- D. conditional.

ANSWER: C

67. The conditional expressions are evaluated from _____.

- A. top down.
- B. bottom up.
- C. middle.
- D. end.

ANSWER: A

68. _____ provides multiway branching.

- A. for.
- B. if.
- C. if_ else.
- D. switch.

ANSWER: D

69. Variables that are declared, but not initialized, contain _____.

- A. blank spaces.
- B. zeros.
- C. garbage values.
- D. nothing - they are empty.

ANSWER: C

70. The switch expression must be of type _____ or _____.

- A. char,float.
- B. float,int.
- C. int, char.
- D. char, float.

ANSWER: C

71. If the condition in a for loop is false then _____.

- A. code inside loop may not be executed.
- B. program terminates.
- C. code inside loop may be executed atleast once.

D. shows error.

ANSWER: A

72. Which of the following for loop is not correct?

- A. for(;x<10;).
- B. for(; ;);
- C. for(;).
- D. for (x=0;x!=123);

ANSWER: B

73. The _____ statement causes immediate termination of the loop

- A. stop.
- B. exit.
- C. break.
- D. jump.

ANSWER: C

74. The ___ in C++ is unconditional jump statement.

- A. goto.
- B. jump.
- C. next.
- D. go.

ANSWER: A

75. Block statements are also called as _____ statements

- A. group.
- B. multiple.
- C. compound.
- D. logical.

ANSWER: C

76. The _____ statements are simply a group of related statements that are treated as a single unit.

- A. block.
- B. multiple.
- C. related.
- D. logical.

ANSWER: A

77. The code and data are called _____ of the class.

- A. instances.
- B. instance variables.
- C. members.
- D. object.

ANSWER: C

78. The _____ is contained in instance variable defined by the class.

- A. data.
- B. code.
- C. object.
- D. function.

ANSWER: A

79. Code is contained in _____ of the class.

- A. object.
- B. template.
- C. function.
- D. array.

ANSWER: C

80. Each object has its own copies of the class _____.

- A. data.
- B. code.
- C. function.
- D. instance variables.

ANSWER: D

81. _____ operator links a class to a member.

- A. ::
- B. ..
- C. ->.
- D. *.

ANSWER: A

82. The _____ function is a short function that gets or sets the value of a private instance variable.

- A. inline.
- B. accessor.
- C. member.
- D. recursive.

ANSWER: B

83. The _____ functions are implementation independent.

- A. inline.
- B. accessor.
- C. member.
- D. recursive

ANSWER: A

84. A _____ converts from an object of the type of the constructors parameter to an object of the class.

- A. conversion function.
- B. member function
- C. class conversion.
- D. conversion constructors.

ANSWER: D

85. A _____ declaration defines a new type that links code and data.

- A. class.
- B. array.
- C. pointer.
- D. variable.

ANSWER: A

86. An _____ is an instance of class.

- A. class.
- B. object.
- C. variable.
- D. pointer.

ANSWER: B

87. Public, private, protected are _____.

- A. identifiers.
- B. keywords.
- C. access specifiers.
- D. type of class.

ANSWER: C

88. The protected access specifier is needed only when _____ is needed.

- A. inline function.
- B. file.
- C. friend function
- D. inheritance.

ANSWER: D

89. The _____ member variable cannot have an initializer.

- A. static.
- B. non-static.
- C. auto.
- D. register.

ANSWER: B

90. A structure defines a _____ type.

- A. class.
- B. pointer.
- C. arrays.
- D. variables.

ANSWER: A

91. One of the methods to stop the execution of the function is by calling the standard _____ function.

- A. goto.
- B. jump.
- C. stop
- D. exit.

ANSWER: D

92. What is a Constructor?

- A. A function called when an instance of a class is initialized.
- B. A function that is called when an instance of a class is deleted.
- C. A special function to change the value of dynamically allocated memory.
- D. A function that is called in order to change the value of a variable.

ANSWER: A

93. The _____ term refers to the value that is used to call a function.

- A. parameter.
- B. argument
- C. variable.
- D. pointer.

ANSWER: B

94. A _____ is a variable that receives the value.

- A. constant
- B. parameter.
- C. static
- D. array.

ANSWER: B

95. The _____ are the variables that contain the address of other variables.

- A. function.
- B. string.
- C. pointer.
- D. identifier.

ANSWER: C

96. _____ operator returns the address of the identifier.

- A. &.
- B. *.
- C. &&.
- D. !.

ANSWER: A

97. Which of the following is the proper keyword to allocate memory?

- A. New.
- B. Malloc.
- C. Create.
- D. Value.

ANSWER: A

98. Which of the following is the proper keyword to deallocate memory?

- A. Free.
- B. Delete
- C. Clear.
- D. Remove.

ANSWER: B

99. The data members of _____ share the same memory.

- A. union.
- B. structure.
- C. function.
- D. class.

ANSWER: A

100. A generic function is created using the keyword _____.

- A. class.
- B. generic.

- C. friend.
- D. template.

ANSWER: D

101. The specific version of the generic function created by the compiler is called as _____.

- A. specialization.
- B. generalization.
- C. general function.
- D. template function.

ANSWER: A

102. A class that is inherited is called as _____ class.

- A. derived.
- B. child.
- C. base.
- D. abstract.

ANSWER: A

103. Each pass through a loop is called a/an _____.

- A. enumeration.
- B. iteration.
- C. culmination.
- D. pass through.

ANSWER: B

104. Array indexing always starts with the number _____.

- A. 1.
- B. 2
- C. 0
- D. 3

ANSWER: C

105. When a data type must contain decimal numbers, the data type assigned is _____.

- A. int.
- B. char.
- C. double.
- D. long int

ANSWER: C

106. The memory address of the first element of an array is called _____.

- A. floor address.
- B. foundation address.
- C. first address
- D. base address.

ANSWER: D

107. _____ must be predefined in the C++ compiler.

- A. Keywords.
- B. Variables.
- C. Identifiers.
- D. Operators.

ANSWER: D

108. The escape sequence \n represents _____

- A. back space.
- B. new line.
- C. octal number.
- D. hexadecimal number.

ANSWER: C

109. Looping in a program means _____.

- A. jumping to the specified branch of program.
- B. repeat the specified lines of code.
- C. testing for the condition.
- D. jumping without checking the condition.

ANSWER: B

110. Which of the following is not a reserve keyword in C++?

- A. break.
- B. default.
- C. goto.
- D. volatile.

ANSWER: D

111. The size of following variable is not 4 bytes in 32 bit systems is _____.

- A. int.
- B. long int .
- C. short int.
- D. float.

ANSWER: C

112. The file iostream includes _____.

- A. the declarations of the basic standard input-output library.
- B. the streams of includes and outputs of program effect
- C. both of these
- D. statements.

ANSWER: A

113. Every function in C++ are followed by _____.

- A. parameters.
- B. curly braces.
- C. parenthesis.
- D. none of these.

ANSWER: C

114. Every statement in C++ program should end with a _____.

- A. comma (,).
- B. full stop (,).
- C. semicolon (;).
- D. colon (:).

ANSWER: C

115. Which of the following can not be used as identifiers?

- A. letters.
- B. digits.
- C. underscores.
- D. spaces.

ANSWER: D

116. When a data type must contain decimal numbers, _____ type is assigned.

- A. int.
- B. char.
- C. double.
- D. long int.

ANSWER: C

117. To raise any number to a power, _____ is used.

- A. the exponent symbol ^.
- B. the built-in library function pow(x,y).
- C. the built-in library function pow10(x).
- D. concatenation.

ANSWER: B

118. The conditional compilation _____.

- A. is taken care of by the compiler.
- B. is setting the compiler option conditionally.
- C. is compiling a program based on a condition.
- D. none of the above.

ANSWER: C

119. Which of the following languages is a subset of C++ language?

- A. C language.
- B. Java Language.
- C. C# language.
- D. B language.

ANSWER: A

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

- A. Abstract.
- B. Virtual.
- C. Dynamic.
- D. Typeid.

ANSWER: B

121. Which of the following concept is not supported by C++?

- A. Exception Handling.
- B. Reflection.
- C. Operator Overloading.
- D. Namespaces.

ANSWER: B

122. Which of the following operator cannot be overloaded?

- A. = (assignment operator).

- B. == (equality operator).
- C. -> (arrow operator).
- D. :: (scope resolution operator).

ANSWER: A

123. >> is called as _____ operator.

- A. insertion.
- B. extraction.
- C. greater than.
- D. lesser than.

ANSWER: A

124. The eof() is the function used for_____.

- A. asserting no errors in a file.
- B. appending data to a file.
- C. counting the amount of data in a file.
- D. checking for end of file.

ANSWER: D

125. Which of the following is not an advantage of secondary memory?

- A. It is cost-effective.
- B. It has large storage capacity.
- C. It has highest speed.
- D. It is easily portable

ANSWER: C

126. Which of the following is not a file operation?

- A. Repositioning.
- B. Truncating.
- C. Readable.
- D. Appending.

ANSWER: C

127. Prime area in context of file system is defined as _____.

- A. a memory area created by operating system.
- B. an area into which data records are written.
- C. the main area of a web page.
- D. primary memory.

ANSWER: B

128. ____ is the standard input/output library in C++.

- A. stdio.
- B. iostream.
- C. conio.
- D. std.

ANSWER: B

129. ____ operator links a class to a member.

- A. ::
- B. -->
- C. *

D. ^

ANSWER: A

130. When the break statement is encountered inside a loop, which one of the following occurs?

- A. Control goes to the end of the program.
- B. Control leaves the function that contains the loop.
- C. Causes an exit from the innermost loop containing it.
- D. Causes an exit from all the nested loop.

ANSWER: C

131. Which of the following cannot be passed to a function?

- A. Reference variable.
- B. Arrays.
- C. Class objects.
- D. Header files.

ANSWER: D

132. Which of the following are legal declarations of a reference?

- A. `int &a=10;`
- B. `int &a=m;`
- C. `int &a=m++;`
- D. `int &a=&15;`

ANSWER: B

133. What does STL stand for?

- A. Simple Template Library.
- B. Standard Template Library.
- C. Static Type Library.
- D. Single Type-based Library.

ANSWER: B

134. An exception is caused by _____.

- A. a hardware problem.
- B. a problem in the operating system.
- C. a syntax error.
- D. a run-time error.

ANSWER: D

135. An exception may be thrown from _____.

- A. a throw statement in a catch block.
- B. a try block in a function.
- C. a function called in a try block.
- D. a return statement in a function.

ANSWER: A

136. The use of break statement in a switch statement _____.

- A. optional.
- B. compulsory.
- C. not allowed. It gives an error message.
- D. to check an error.

ANSWER: A

137. To expose a data member to the program, you must declare the data member in the _____ section of the class.

- A. common.
- B. exposed.
- C. public.
- D. unrestricted.

ANSWER: C

138. Which of the following are valid characters for a numeric literal constant?

- A. a comma.
- B. a dollar sign(\$).
- C. a space.
- D. none of the above.

ANSWER: D

139. A function that returns no values to the program that calls it is _____.

- A. not allowed in C++.
- B. type void.
- C. type empty.
- D. type barren.

ANSWER: B

140. Header files often have the file extension of _____.

- A. .h.
- B. .he.
- C. . ht
- D. head.

ANSWER: A

141. When a child class function is called, the compiler looks first for a matching function name in the _____.

- A. class of the object using the function name.
- B. immediate ancestor class.
- C. base class.
- D. descendant class.

ANSWER: A

142. A function that is called automatically each time an object is destroyed is a ____.

- A. Constructor.
- B. destructor.
- C. destroyer.
- D. terminator.

ANSWER: B

143. Which of the following concepts means wrapping up of data and functions together?

- A. Abstraction.
- B. Inheritance.
- C. Encapsulation.
- D. Polymorphism.

ANSWER: C

144. Which of the following functions are performed by the constructor?

- A. Construct a new class.
- B. Construct a new object.
- C. Construct a new function.
- D. Initialize objects.

ANSWER: D

145. Which of the following is not a type of inheritance?

- A. Multiple.
- B. Multilevel.
- C. Distributive.
- D. Hybrid.

ANSWER: C

146. Which of the following header file includes definition of cin and cout?

- A. istream.h
- B. ostream.h.
- C. iomanip.h.
- D. iostream.h.

ANSWER: D

147. Which of the following is an invalid label while inheriting a class?

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

ANSWER: D

148. Which of the following access specifier is used as a default in a class definition?

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

ANSWER: C

149. Which inheritance type is used in the class given below? class A : public x, public y

- A. Multilevel inheritance.
- B. Multiple inheritance.
- C. Hybrid inheritance.
- D. Hierarchical inheritance

ANSWER: B

150. Which of the following concepts means waiting until runtime to determine which function to call?

- A. Data hiding.
- B. Dynamic casting.
- C. Dynamic binding.
- D. Dynamic loading.

ANSWER: C

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