



Dr.G.R.Damodaran College of Science

(Autonomous, affiliated to the Bharathiar University, recognized by the UGC) Re-
accredited at the 'A' Grade Level by the NAAC and ISO 9001:2008 Certified
CRISL rated 'A' (TN) for MBA and MIB Programmes

II BCA [2016-2019 Batch]

Semester-III

Core: Object Oriented Programming with C Plus Plus
Multiple Choice Questions.

1. What is the only function C++ programs must contain?

- A. start()
- B. system()
- C. main()
- D. program()

ANSWER: C

2. What punctuation is used to signal the beginning and end of code blocks?

- A. { }.
- B. -> and <-.
- C. BEGIN and END.
- D. (and).

ANSWER: A

3. Which of the following is a correct comment?

- A. /* Comment */.
- B. ** Comment **
- C. /* Comment */.
- D. { Comment }.

ANSWER: C

4. Which of the following is not a correct variable type?

- A. Float.
- B. Real.
- C. Int.
- D. Double.

ANSWER: B

5. Which of the following concepts means adding new components to a program as it runs?

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

ANSWER: D

6. Which of the following is the boolean operator for logical-and?

- A. &.

B. &&.

C. |.

D. |&.

ANSWER: B

7. The directives for the preprocessors begin with_____.

A. ampersand symbol (&).

B. two Slashes (/).

C. number Sign (#).

D. less than symbol (<).

ANSWER: C

8. There is a unique function in C++ program by where all C++ programs start their execution with _____.

A. start().

B. begin().

C. main().

D. output().

ANSWER: C

9. _____ storage class is the only request to the compiler.

A. Extern.

B. Static.

C. Register.

D. Auto.

ANSWER: A

10. How many times is a do while loop guaranteed to loop?

A. 0.

B. Infinitely.

C. 1.

D. Variable.

ANSWER: C

11. Which of the following is not a jump statement in C++?

A. Break.

B. Goto.

C. Exit.

D. Switch.

ANSWER: D

12. Which of the following approach is adapted by C++?

A. Top-down

B. Right left

C. Bottom-up

D. Left-right

ANSWER: C

13. _____ is an arithmetic operator.

A. >

B. &&

C. ?:

D. %

ANSWER: D

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

A. For.

B. While.

C. Do-while.

D. No looping process checks the test condition at the end.

ANSWER: C

15. In C++, $14 \% 4 =$ _____.

A. 1

B. 2

C. 3

D. 4

ANSWER: B

16. Which of the following is correct about function overloading?

A. The types of arguments are different.

B. The order of argument is different.

C. The number of argument is same.

D. Both A and B.

ANSWER: D

17. When a data type contains decimal numbers, which assigns _____ datatype.

A. int.

B. char.

C. double.

D. long int.

ANSWER: C

18. 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

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

A. Abstraction

B. Encapsulation

C. Polymorphism

D. Inheritance

ANSWER: B

20. Which of the following is selection statement in C++?

A. Break.

B. Goto.

C. Exit.

D. Switch.

ANSWER: D

21. The continue statement _____.

- A. resumes the program if it is hanged.
- B. exits from the loop.
- C. skips the rest of the loop in current iteration.
- D. all of above.

ANSWER: C

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

- A. Class
- B. constructor
- C. Member functions
- D. Destructor

ANSWER: B

23. Which of the header file must be included to use string stream?

- A. <iostream>
- B. <string>
- C. <sstring>
- D. <sstream>

ANSWER: D

24. Comments in C++ are started with_____.

- A. //.
- B. {.
- C. #.
- D. ::.

ANSWER: A

25. Collection of elements of same data type is _____.

- A. array
- B. enum
- C. function
- D. class

ANSWER: A

26. The statement i++ is equivalent to

- A. i=i+1
- B. i=i+i
- C. i=i-1
- D. i--

ANSWER: A

27. An _____ is a real world entity

- A. procedure
- B. object
- C. class
- D. function

ANSWER: B

28. _____ is a storage class specifier.

- A. object
- B. auto
- C. switch
- D. inherit

ANSWER: B

29. _____ is a type qualifier.

- A. auto
- B. static
- C. const
- D. regiter

ANSWER: C

30. 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. mathematical functions are included
- D. string functions are included

ANSWER: A

31. which of the following statement is not used to increase the value of c by one?

- A. c++;
- B. c = c + 1;
- C. c + 1 => c;
- D. c += 1;

ANSWER: C

32. When following piece of code is executed, what happens? b = 3; a = b++;

- A. a contains 3 and b contains 4.
- B. a contains 4 and b contains 4.
- C. a contains 4 and b contains 3.
- D. a contains 3 and b contains 3

ANSWER: A

33. _____ are automatically created when constructors are used.

- A. Objects.
- B. Destructors.
- C. Arrays.
- D. Reference.

ANSWER: B

34. Which is not a loop structure?

- A. For.
- B. Do while.
- C. While.
- D. Repeat until.

ANSWER: D

35. _____ is the process of using the same name for two or more functions.

- A. Function Overloading.

- B. Operator Overloading.
- C. Default Function.
- D. Constructors.

ANSWER: A

36. C++ was developed by _____.

- A. Dr. Bjarne Stroustrup.
- B. Dennis Ritchie
- C. Borland.
- D. ANSI.

ANSWER: A

37. _____ is not a storage class specifier.

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

ANSWER: D

38. The library function isalpha() requires the header file _____.

- A. <ctype.h>.
- B. <math.h>.
- C. <time.h>.
- D. <stdlib.h>.

ANSWER: A

39. Which of the following language feature is not an access specifier in C++?

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

ANSWER: D

40. Which of the following operator cannot be overloaded?

- A. = (assignment operator).
- B. == (equality operator).
- C. -> (row operator).
- D. :: (scope resolution operator).

ANSWER: D

41. What is the final value of x when the code `int x; for(x=0; x<10; x++) {}` is run?

- A. 10.
- B. 9.
- C. 0.
- D. 1.

ANSWER: A

42. 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

43. Which of the following header files is not used for file handling?

- A. Ofstream.h.
- B. Fstream.h.
- C. Ifstream.h.
- D. Console.h.

ANSWER: D

44. Which of the following is an access specifier?

- A. Static
- B. Internal
- C. Public
- D. Auto

ANSWER: C

45. _____ variables cannot be reinitialized.

- A. int
- B. float
- C. static
- D. register

ANSWER: C

46. Which of the following operator cannot be overloaded?

- A. = (assignment operator).
- B. == (equality operator).
- C. -> (row operator).
- D. ?: (conditional operator).

ANSWER: D

47. C++ is a _____ language

- A. procedural
- B. structural
- C. modular
- D. object oriented

ANSWER: D

48. The wchar_t is a _____.

- A. keyword
- B. datatype
- C. variable
- D. function

ANSWER: B

49. Which of the following is not a keyword?

- A. static
- B. register
- C. stack
- D. while

ANSWER: C

50. The words which have special meaning in the system are called _____.

- A. variable
- B. identifier
- C. function
- D. keyword

ANSWER: D

51. _____ is a function that can access to private members of the class but that is not a member of that class

- A. abstract class
- B. abstract function
- C. inline function
- D. friend function

ANSWER: D

52. The insertion operator is _____

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

ANSWER: A

53. _____ is an extraction operator.

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

ANSWER: B

54. A statement that unconditionally modifies the execution flow to proceed from a remote labeled statement is _____.

- A. if
- B. while
- C. goto
- D. if else

ANSWER: C

55. The ability of a derived class to inherit the characteristics of more than one base class is _____

- A. multiple inheritance
- B. single inheritance
- C. multilevel inheritance
- D. none of the above

ANSWER: A

56. Which of the following is not an escape sequence?

- A. \x
- B. \y
- C. \t
- D. \\

ANSWER: B

57. Which of the following operator has highest precedence?

- A. []
- B. !
- C. ++
- D. /

ANSWER: A

58. Which of the following operator has lowest precedence?

- A. >>=
- B. >>
- C. ++
- D. []

ANSWER: A

59. ios::app is a file open mode for _____.

- A. opening a file.
- B. open the file for input
- C. open file for output
- D. seek to end of file before each write

ANSWER: D

60. ios::trunc is a file open mode for _____.

- A. opening a file with its existing contents
- B. open file for output
- C. seek to end of file before each write
- D. delete the file's current contents upon file open

ANSWER: D

61. _____ is a member function of fstream class.

- A. put
- B. find
- C. resize
- D. replace

ANSWER: A

62. Which of the following is not a member function of fstream class?

- A. flush
- B. put
- C. find
- D. write

ANSWER: C

63. What is default visibility mode for members of classes in C++ ?

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

ANSWER: A

64. _____ is a short hand operator

- A. +
- B. +=
- C. ++
- D. >>

ANSWER: B

65. _____ is function declared in base class and defined in derived class.

- A. friend
- B. virtual
- C. inheritance
- D. inline

ANSWER: B

66. Identify the unary operator.

- A. +
- B. >>
- C. ++
- D. >>=

ANSWER: C

67. _____ is a tertiary operator

- A. >>
- B. <<+
- C. ++
- D. ?:

ANSWER: D

68. _____ operator is used for finding the size of the variable

- A. ::
- B. ?:
- C. ::
- D. sizeof

ANSWER: D

69. What is true about Constructor ?

- A. Its name is plural of class name.
- B. Its name has * symbol before it.
- C. Its name is same as of class name.
- D. Its name has # symbol before it.

ANSWER: C

70. The 'returntype' of a function is _____ when there is no value returned.

- A. int
- B. null
- C. void
- D. double

ANSWER: C

71. A class is a collection of _____.

- A. data values
- B. structures and objects

C. data members and member functions

D. arrays and member functions

ANSWER: C

72. Which of the following is not the member of class?

A. Const function

B. Friend function

C. Virtual function

D. Static function

ANSWER: B

73. Which of the following concepts means determining at runtime what method to invoke?

A. Data hiding

B. Dynamic Typing

C. Dynamic binding

D. Dynamic loading

ANSWER: C

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

A. Multiple

B. Multilevel

C. Distributive

D. Hierarchical

ANSWER: C

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

A. public

B. private

C. protected

D. friend

ANSWER: D

76. A constructor that accepts _____ parameters is called the default constructor.

A. one

B. two

C. no

D. three

ANSWER: C

77. Destructor has the same name as the constructor and it is preceded by _____ .

A. !

B. ?

C. ~

D. \$

ANSWER: C

78. How many types of polymorphisms are supported by C++?

A. 1

B. 2

C. 3

D. 4

ANSWER: B

79. Which of the following cannot be overloaded?

- A. Constructor
- B. Destructor
- C. Members function
- D. Both A and C

ANSWER: B

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

- A. Array.
- B. Reference variable.
- C. Object.
- D. File.

ANSWER: D

81. cout is a/an _____ .

- A. operator
- B. function
- C. object
- D. macro

ANSWER: C

82. Which of the following concepts provides facility of using object of one class inside another class?

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

ANSWER: B

83. 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 structure.
- C. namespaces refer to space between the names in a function.
- D. namespaces provide facilities for organizing the names in a program to avoid Name clashes.

ANSWER: D

84. 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 above.

ANSWER: C

85. The specification of the number 100 as long int is _____ .

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

ANSWER: C

86. A direct access file is _____.

- A. a file in which records are arranged in a way they are inserted in a file.
- B. a file in which records are arranged in a particular order.
- C. files which are stored on a direct access storage medium.
- D. none of the above.

ANSWER: C

87. For a binary member operator function, the left operand is passed through _____ .

- A. pointer.
- B. reference.
- C. this.
- D. parameter.

ANSWER: C

88. Latency time is _____.

- A. time taken by read/write head mechanism to position itself over appropriate cylinder.
- B. time taken to transfer a data from memory.
- C. time taken by appropriate sector to come under read/write head.
- D. none of above.

ANSWER: C

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

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

ANSWER: C

90. When the local and the global variable have same name, to refer to the global variable the _____ operator is used.

- A. ? :
- B. :
- C. ::
- D. <<

ANSWER: C

91. The result of a relational or logical expression is of type _____.

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

ANSWER: C

92. In a C++ language '3' represents a/an _____.

- A. digit.
- B. integer.
- C. character.
- D. word.

ANSWER: C

93. In C++ language, a hexadecimal number is represented by writing _____.

- A. x.
- B. xo.
- C. ox.
- D. h.

ANSWER: D

94. Expression $C=i++$ causes _____.
- A. value of i assigned to C and then i incremented by 1.
 - B. i to be incremented by 1 and then value of i assigned to C.
 - C. value of i assigned to C.
 - D. i to be incremented by 1.

ANSWER: A

95. The _____ storage class is used to declare reference variable.
- A. register.
 - B. static.
 - C. extern.
 - D. auto.

ANSWER: C

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

ANSWER: B

97. Array is _____
- A. collection of homogenous data items
 - B. collection of data items
 - C. collection of hetrogeneous data items
 - D. none

ANSWER: A

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

ANSWER: A

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

ANSWER: D

100. The declaration of a two dimensional array called list with dimensions 4 X 9 is represented as _____.
- A. `int list [4] [9].`
 - B. `int list [9][4].`

C. int list [4,9].

D. int list[9,4].

ANSWER: A

101. The compilers converts all operands upto the type of the largest operand is called as _____.

A. expression.

B. evaluaton.

C. typeconversion.

D. precedence.

ANSWER: C

102. _____ variables are permanent variables within their own function or file.

A. Auto.

B. Static.

C. Extern.

D. Register.

ANSWER: B

103. A _____ storage specifier is originally applied to variables of type int, char, pointers.

A. auto.

B. static.

C. extern.

D. register.

ANSWER: D

104. _____ are referred to fixed value that the program may not alter.

A. Constant.

B. Variable.

C. Expression.

D. Keywords.

ANSWER: A

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

A. array declaration.

B. class definition.

C. pointer declaration

D. variable declaration.

ANSWER: B

106. 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

107. _____ function allows to create very efficient code.

A. Friend.

B. Member.

C. Inline.

D. Void.

ANSWER: C

108. If new operator is used, then the constructor function is _____.

- A. copy constructor.
- B. default constructor.
- C. static constructor.
- D. dynamic constructor.

ANSWER: D

109. _____ is the process of using the same name for two or more functions.

- A. Function overloading.
- B. Operator overloading.
- C. Default function.
- D. Constructors.

ANSWER: A

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

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

ANSWER: B

111. _____ is used to create generic function and classes.

- A. Classes.
- B. Templates.
- C. Specifiers.
- D. Identifiers.

ANSWER: B

112. _____ statement causes immediate termination of the loop.

- A. Stop.
- B. Exit.
- C. Break.
- D. Jump.

ANSWER: C

113. To rethrow an exception _____ is specified.

- A. throw without a value.
- B. catch with a value.
- C. rethrow.
- D. catch without a value.

ANSWER: A

114. A /an _____ is an implicit parameter to all member functions.

- A. pointer.
- B. this.
- C. enum.
- D. array.

ANSWER: B

115. _____ provide multiway branching.

- A. For.
- B. If.
- C. If - else.
- D. Switch.

ANSWER: D

116. Which of the following concepts of OOPS means exposing only necessary information to client?

- A. Encapsulation
- B. Abstraction
- C. Data hiding
- D. Data binding

ANSWER: C

117. _____ is a stream connected to standard output.

- A. Cin.
- B. Gets.
- C. Out.
- D. Cout.

ANSWER: D

118. Block statements are also called as _____ statements.

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

ANSWER: C

119. _____ 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

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

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

ANSWER: C

121. The size of operator returns the size of variable or type in _____.

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

ANSWER: C

122. An exception is caught based on its _____.

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

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

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

124. Which of the following gives the memory address of integer variable a ?

- A. *a;.
 - B. a;.
 - C. &a;.
 - D. address(a);.
- ANSWER: C

125. _____ 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

126. _____ functions are implementation independent.

- A. Inline.
 - B. Accessor.
 - C. Member.
 - D. Recursive.
- ANSWER: A

127. The process of deriving a class from another derived class is known as _____.

- A. single inheritance.
 - B. multilevel inheritance.
 - C. multiple inheritance.
 - D. default inheritance.
- ANSWER: B

128. To what device is cin linked by default?

- A. Printer.
 - B. Keyboard.
 - C. CPU.
 - D. Mouse.
- ANSWER: B

129. Among following which will give the size of object or type ?

- A. Calloc.
- B. Malloc.

- C. Sizeof.
 - D. Realloc.
- ANSWER: C

130. _____ integer can hold both positive and negative values.

- A. Unsigned.
- B. Positive.
- C. Negative.
- D. Signed.

ANSWER: D

131. _____ type specifies a valueless expression.

- A. Int.
- B. Float.
- C. Bool.
- D. Void.

ANSWER: D

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

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

ANSWER: D

133. 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

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

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

ANSWER: A

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

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

ANSWER: D

136. _____ operator links a class to a member.

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

ANSWER: A

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

- A. Class.
- B. Array.
- C. Pointer.
- D. Variable.

ANSWER: A

138. An _____ is a instance of class.

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

ANSWER: B

139. The _____ access specifier allows functions or data to be accessible to other parts of the program.

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

ANSWER: C

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

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

ANSWER: D

141. What is actual syntax of destructor in C++ ?

- A. !Classname().
- B. @Classname().
- C. \$Classname().
- D. ~Classname().

ANSWER: D

142. _____ is the variables that contain the address of other variables.

- A. Function.
- B. String.
- C. Pointer.
- D. Identifier.

ANSWER: C

143. A reference parameter is declared by preceding with _____.

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

ANSWER: B

144. Which variables cannot be declared ?

- A. Structures.
- B. Pointers.
- C. Class.
- D. Void.

ANSWER: D

145. _____ is the concept that binds together data and functions that manipulate the data.

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

ANSWER: C

146. The elements of an array can be accessed by providing integer expression called _____.

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

ANSWER: D

147. The preprocessor directives need to be written _____ the main function

- A. before
- B. after
- C. inside
- D. anywhere inside or after

ANSWER: A

148. When a structure refers to itself, it is known as _____.

- A. encapsulated structure.
- B. nested structure.
- C. recursive structure.
- D. self-referential structure.

ANSWER: D

149. An explicitly defined destructor function _____.

- A. may be virtual.
- B. may not be virtual.
- C. will always be virtual.
- D. will never be virtual.

ANSWER: A

150. _____ has no return type.

- A. destructor
- B. constructor
- C. member function.
- D. access specifier

ANSWER: B

Staff Name
Mythili A .