



## Dr.G.R.Damodaran College of Science

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CRISL rated 'A' (TN) for MBA and MIB Programmes

II BSc CS [2016-2019]

Semester III

Core: Object Oriented Programming with C Plus Plus - 307B

Multiple Choice Questions.

1. The name of the variables, functions, labels are called -----

- A. expression.
- B. identifier.
- C. pointer.
- D. statement.

ANSWER: B

2. In memory ----- 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, which are declared inside a function.

- 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. label=expression.
- D. datatype=expression1.

ANSWER: A

6. The compilers convert all operands up to the type of the largest operand are called as -----

- A. expression.
- B. evaluaton.
- C. typeconversion.
- D. precence.

ANSWER: C

7. ----- variables are permanent variables within their own function or file.

- A. Auto.
- B. Static.
- C. Extern.
- D. Register.

ANSWER: B

8. A----- storage specifier is originally applied to variables of type int,char,pointers.

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

ANSWER: D

9. ----- is referred to fixed value that the program may not alter.

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

ANSWER: A

10. A-----defines a new type that links code and data.

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

ANSWER: B

11. A----- access specifier is needed only when inheritance is involved.

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

ANSWER: C

12. 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

13. ----- function allows creating very efficient code.

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

ANSWER: C

14. ----- is initialized when an object is created.

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

ANSWER: A

15. ----- is automatically created when constructors are used.

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

ANSWER: B

16. Which of the following type of class allows only one object of it to be created?

- A. Virtual class
- B. Abstract class
- C. Singleton class
- D. Friend class

ANSWER: C

17. ----- function is a function that calls itself repeatedly.

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

ANSWER: C

18. A ----- is an alias or synonym for another variable.

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

ANSWER: A

19. ----- 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

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----- is used to create generic function and classes.

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

ANSWER: B

24. The----- defines a general set of operation that will be applied to various types of data.

- A. generic function.
- B. member function.
- C. function overloading.
- D. operator overloading.

ANSWER: A

25. The function ----- displays its first argument at the tab position requested by its argument.

- A. tab.
- B. out .
- C. tabout.
- D. tab( ).

ANSWER: C

26. The----- parameter is a standard call by value parameter.

- A. tabout ( ).
- B. tab.

- C. out.
- D. tab ( ).

ANSWER: B

27. Which of the following keywords is used to control access to a class member?

- A. Default
- B. Break
- C. Protected
- D. Asm

ANSWER: C

28. ----- is an implicit parameter to all member functions.

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

ANSWER: B

29. A -----is an object that contains memory address.

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

ANSWER: C

30. ----- is a unary operator that returns the memory address of its operand.

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

ANSWER: A

31. ----- is a stream connected to standard output.

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

ANSWER: D

32. An exception is caught based on its -----

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

ANSWER: C

33. The keyword----- is used to declare a generic function.

- A. generic.

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

ANSWER: B

34. If an allocation request is not fulfilled ----- exception is thrown.

- A. wrong\_alloc.
- B. re\_alloc.
- C. malloc.
- D. bad\_alloc.

ANSWER: D

35. The ----- keyword brings the members of a namespace into view.

- A. view.
- B. using.
- C. additive.
- D. show.

ANSWER: B

36. The----- is the function that detects the end of file.

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

ANSWER: A

37. The \_\_\_ manipulator skips leading whitespaces.

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

ANSWER: B

38. C++ was developed by\_\_\_.

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

ANSWER: A

39. The \_\_\_\_ is the standard input/ouput library in C++.

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

ANSWER: B

40. The commonly used term for a sub routine in c++ is \_\_\_\_\_.

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

ANSWER: C

41. C++ begins its execution with \_\_\_\_\_.

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

ANSWER: B

42. \_\_\_\_\_ in a program source code, documents the meaning of the code for easy understanding

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

ANSWER: A

43. The name of a function variable or class is called \_\_\_\_\_.

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

ANSWER: C

44. The \_\_\_\_\_ is predefined identifier that is linked to console output

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

ANSWER: D

45. A \_\_\_\_\_ is a storage location that contains data value.

- A. function.
- B. structure.
- C. variable.
- D. key word.

ANSWER: C

46. \_\_\_\_\_ object is used to print wide characters.

- A. wout.
- B. print.
- C. w\_cout.
- D. cout.

ANSWER: A

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

- A. new.
- B. malloc.
- C. create.
- D. value.

ANSWER: B

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

- A. free.
- B. delete.
- C. clear.
- D. remove.

ANSWER: A

49. >> is called as \_\_\_\_\_ operator.

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

ANSWER: B

50. The \_\_\_\_\_ operation returns the remainder of a divisions operation .

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

ANSWER: C

51. \_\_\_\_\_ operation inserts zero bits into low order bits of result.

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

ANSWER: B

52. Which of the following is invalid assignment operator?

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

ANSWER: C

53. Which one of the following is the conditional operator?

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

ANSWER: A



54. Which one of the following has the highest precedence?

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

ANSWER: B

55. \_\_\_\_\_ is not a type of scope in c++.

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

ANSWER: D

56. When local & global variable have same name to refer global variable \_\_\_\_\_ operator is used.

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

ANSWER: C

57. The result of a relational or logical expression is of type \_\_\_\_\_.

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

ANSWER: C

58. A \_\_\_\_\_ local variable preserves its variable between function calls.

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

ANSWER: B

59. The \_\_\_\_ storage class is the only request to the compiler.

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

ANSWER: C

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

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

ANSWER: C

61. To what device is cin linked by default?

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

ANSWER: B

62. \_\_\_\_ is the output operator.

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

ANSWER: D

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

- A. 1count.
- B. count.
- C. counta.
- D. count\_a.

ANSWER: A

64. A/An \_\_\_\_\_ integer can hold both positive and negative values.

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

ANSWER: D

65. 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

66. The \_\_\_\_ type specifies a valueless expression.

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

ANSWER: D

67. \_\_\_\_ is the escape sequence that causes a backspace.

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

D. \ba.

ANSWER: A

68. The specification of the number 100 as long int is \_\_\_\_\_.

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

ANSWER: C

69. The automatic conversion of all char and short int values to int is called \_\_\_\_\_.

- A. integral promotion.
- B. type promotion.
- C. value promotion.
- D. cast.

ANSWER: A

70. The operands converted up to the type of largest operands are called \_\_\_\_\_.

- A. integral promotion.
- B. type promotion.
- C. value promotion.
- D. cast.

ANSWER: B

71. The variables in an array are called its \_\_\_\_\_.

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

ANSWER: C

72. The elements of an array can be accessed by providing integer expression called \_\_\_\_\_.

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

ANSWER: D

73. The second element of the array `int zones[5]= { 43,54,56,76,78 }` can be accessed by \_\_\_\_\_.

- A. `zones[2]`.
- B. `zones[1]`.
- C. `zones[3]`.
- D. `zones[4]`.

ANSWER: B

74. 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

75. In a two dimensional array called list with dimensions 4 X 9 the element 2,3 can be accessed by using the expression \_\_\_\_\_.

- A. list[3][2].
- B. list[2,3].
- C. list[2][3].
- D. list[3,2].

ANSWER: C

76. The size of operator returns the size of variable or type in \_\_\_\_\_.

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

ANSWER: C

77. Size of operator is \_\_\_\_\_ operator.

- A. compile time.
- B. intrinsic.
- C. extraction.
- D. ternary.

ANSWER: A

78. A reference parameter is declared by proceeding with \_\_\_\_\_.

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

ANSWER: B

79. The \_\_\_\_ storage class is used to declare reference variable.

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

ANSWER: C

80. If and the switch statements are called as \_\_\_\_\_ statements.

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

ANSWER: C

81. The conditional expressions are evaluated from \_\_\_\_\_.

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

ANSWER: A

82. \_\_\_\_\_ provides multiway branching.

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

ANSWER: D

83. Variables that are declared, but not initialized, contain \_\_\_\_\_.

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

ANSWER: C

84. The switch expression must be of type \_\_\_\_\_ or \_\_\_\_\_.

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

ANSWER: C

85. 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

86. 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

87. The \_\_\_\_\_ statement causes immediate termination of the loop.

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

ANSWER: C

88. The \_\_\_ in C++ is unconditional jump statement.

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

ANSWER: A

89. Block statements are also called as \_\_\_\_\_ statements.

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

ANSWER: C

90. The code and data are called \_\_\_\_\_ of the class.

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

ANSWER: C

91. Code is contained in \_\_\_\_\_ of the class.

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

ANSWER: C

92. \_\_\_ operator links the name of the object with the name of the member.

- A. ->
- B. .(Dot)
- C. &
- D. \*

ANSWER: B

93. Each object has its own copies of the class \_\_\_\_\_.

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

ANSWER: D

94. \_\_\_ operator links a class to a member.

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

ANSWER: A

95. Inline is a \_\_\_\_\_

- A. command.
- B. statement.
- C. request.
- D. class.

ANSWER: C

96. The \_\_\_\_\_ functions are implementation independent.

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

ANSWER: A

97. A \_\_\_\_\_ declaration defines a new type that links code and data.

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

ANSWER: A

98. A \_\_\_\_\_ converts from an object of the type of the constructor parameter to an object of the class.

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

ANSWER: D

99. An \_\_\_\_\_ is an instance of class.

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

ANSWER: B

100. Public, private, protected are \_\_\_\_\_.

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

ANSWER: C

101. 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

102. The protected access specifier is needed only when \_\_\_\_\_ is needed.

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

ANSWER: D

103. The \_\_\_\_\_ member variable cannot have an initializer.

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

ANSWER: B

104. A structure defines a \_\_\_\_\_ type.

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

ANSWER: A

105. 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

106. 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

107. The \_\_\_\_\_ term refers to the value that is used to call a function.

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

ANSWER: B

108. A \_\_\_\_\_ is a variable that receives the value.

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



D. array.

ANSWER: B

109. The \_\_\_\_\_ is the variables that contain the address of other variables.

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

ANSWER: C

110. \_\_\_\_operator returns the address of the identifier.

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

ANSWER: A

111. The \_\_\_\_\_ operator is used to return the value of the variable to which the pointer points.

- A. reference.
- B. dereference.
- C. dot.
- D. arrow.

ANSWER: B

112. Which of the following is the proper declaration of a pointer?

- A. int x;
- B. int &x;
- C. ptr x;
- D. int \*x;

ANSWER: D

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

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

ANSWER: C

114. Which of the following gives the value stored at the address pointed to by the pointer a?

- A. a;
- B. val(a);
- C. \*a;
- D. &a;

ANSWER: C

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

- A. New.
- B. Malloc.

- C. Create.
- D. Value.

ANSWER: B

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

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

ANSWER: A

117. A derived class \_\_\_\_\_.

- A. inherits data members and member functions from base class.
- B. inherits constructors and destructor.
- C. object can access protected members with the dot operator.
- D. inherits data members and member functions from base class as well as Inherits constructors and destructor.

ANSWER: D

118. The \_\_\_\_\_ is a relationship.

- A. polymorphism.
- B. inheritance.
- C. overloading.
- D. overriding.

ANSWER: B

119. The data members of \_\_\_\_\_ share the same memory.

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

ANSWER: A

120. A \_\_\_\_\_ function is a function that has no body inside its base class.

- A. inline.
- B. friend.
- C. constructor.
- D. pure virtual.

ANSWER: D

121. A generic function is created using the keyword \_\_\_\_\_.

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

ANSWER: A

122. A generic function is also called as \_\_\_\_\_.

- A. friend function.
- B. template function.
- C. virtual function.
- D. special function.

ANSWER: B

123. A class that is inherited is called as \_\_\_\_\_ class.

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

ANSWER: C

124. The pure virtual function represents the \_\_\_\_\_.

- A. inheritance.
- B. overloading.
- C. overriding.
- D. interface.

ANSWER: D

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

- A. float.
- B. real.
- C. switch.
- D. double.

ANSWER: C

126. Which of the following is the correct operator to compare two variables?

- A. :=.
- B. v
- C. equal.
- D. = =.

ANSWER: D

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

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

ANSWER: B

128. A continue statement causes execution to skip to\_\_\_\_\_.

- A. the return 0; statement.
- B. the first statement after the loop.
- C. the statement following the continue statement.
- D. the next iteration of the loop.

ANSWER: D

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

- A. The outermost loop.
- B. The innermost loop.
- C. All loops are executed the same number of times.
- D. Cannot be determined without knowing the size of the loops bottom of form.

ANSWER: B

130. Each pass through a loop is called a/an \_\_\_\_\_.

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

ANSWER: B

131. Regarding #define which of the following statement is false?

- A. it is not C++ statement but the directive for the pre-processor.
- B. this does not require a semicolon at the end of line.
- C. it is a C++ statement that declares a constant in C++.
- D. none of the above.

ANSWER: C

132. Variables that are declared, but not initialized, contain \_\_\_\_\_.

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

ANSWER: C

133. Array indexing always starts with the number \_\_\_\_\_.

- A. 0.
- B. 1.
- C. a.
- D. \0.

ANSWER: A

134. When a data type must contain decimal numbers, the data type assigned is \_\_\_\_\_.

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

ANSWER: C

135. Set precision requires the \_\_\_\_\_ header file.

- A. stdlib.h.
- B. iomanip.h.
- C. console.h.
- D. conio.h.

ANSWER: B

136. 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

137. A variable P is called pointer if \_\_\_\_\_.

- A. P contains the address of an element in DATA.
- B. P points to the address of first element in DATA
- C. P can store only memory addresses
- D. P contain the DATA and the address of DATA

ANSWER: A

138. \_\_\_\_\_ must be predefined in the C++ compiler.

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

ANSWER: D

139. 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

140. Which of the following term is used for a function defined inside a class?

- A. Member Variable
- B. Member function
- C. Class function
- D. Classic function

ANSWER: B

141. Which of the header file must be included to use stringstream?

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

ANSWER: D

142. Which of the following header file does not exist?

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

ANSWER: C

143. 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

144. How many instances of an abstract class can be created?

- A. 1
- B. 13
- C. 5
- D. 0

ANSWER: D

145. What is the correct value to return to the operating system upon the successful completion of a program?

- A. 2.
- B. 1.
- C. 0.
- D. programs do not return a value.

ANSWER: C

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

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

ANSWER: A

147. 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. none of these.

ANSWER: A

148. Every function in C++ is followed by \_\_\_\_\_.

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

ANSWER: B

149. Which of the following is false?

- A. cout represents the standard output stream in c++.
- B. cout is declared in the iostream standard file.

- C. cout is declared within the std namespace.
- D. none of above.

ANSWER: D

150. Every statement in C++ program should end with a \_\_\_\_\_.

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

ANSWER: C

151. Which of the following statement is true about preprocessor directives?

- A. these are lines read and processed by the pre-processor.
- B. they do not produce any code by themselves.
- C. these must be written on their own line.
- D. they end with a semicolon.

ANSWER: D

152. When writing comments you can \_\_\_\_\_.

- A. use code and /\* comment on the same line.
- B. use code and // comments on the same line.
- C. use code and /\*\* comments on the same line.
- D. use code and <!-- comments on the same line.

ANSWER: B

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

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

ANSWER: D

154. Which of the following identifiers is invalid?

- A. papename.
- B. writename.
- C. typename.
- D. printname.

ANSWER: C

155. Which of the following is not a looping statement in C?

- A. while.
- B. until.
- C. do.
- D. for.

ANSWER: B

156. In C++,  $14 \% 4 =$  \_\_\_\_\_.

- A. 1.

- B. 2.
- C. 3.
- D. 4.

ANSWER: B

157. When using a built-in function, you must \_\_\_\_\_.

- A. include the function's prototype.
- B. include the proper header file.
- C. include the function's definition.
- D. specify the length of the library function.

ANSWER: D

158. The library function `isalpha()` requires the header file \_\_\_\_\_.

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

ANSWER: A

159. The built-in library function `isalnum()` is testing to determine if the argument is \_\_\_\_\_.

- A. one of "all" numbers available from the keyboard.
- B. an alphabet character.
- C. an ASCII character.
- D. an alphanumeric.

ANSWER: D

160. The built-in library function `ceil(x)` requires the \_\_\_\_\_ header file.

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

ANSWER: B

161. 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

162. The `rand()` built-in library function \_\_\_\_\_.

- A. is a true random number generator.
- B. returns positive double values.
- C. is a pseudo-random number generator.
- D. returns a different sequence of values each time it is run.

ANSWER: C

163. The purpose of the code `answer = toupper(ans);` is to ensure that \_\_\_\_\_.



- A. answer will be rounded to the next larger integer.
- B. the first letter in answer will be a capital letter.
- C. answer will contain all capital letters.
- D. answer will contain no numeric values.

ANSWER: C

164. Which type of data file is analogous to an audio cassette tape?

- A. random access file
- B. sequential access file
- C. binary file
- D. source code file

ANSWER: B

165. Which of the following header files is required for creating and reading data files?

- A. ofstream.h.
- B. fstream.h.
- C. ifstream.h.
- D. console.h.

ANSWER: B

166. The continue statement \_\_\_\_\_.

- A. resumes the program if it is hanged.
- B. resumes the program if it was break was applied.
- C. skips the rest of the loop in current iteration.
- D. executes the entire iteration.

ANSWER: C

167. The code ifstream fin; would be used when \_\_\_\_\_.

- A. creating a file.
- B. reading a file.
- C. appending a file.
- D. removing a file.

ANSWER: B

168. 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

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

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

ANSWER: A

170. Which of the following correctly describes C++ language?

- A. Statically typed language.
- B. Dynamically typed language.
- C. Both Statically and dynamically typed language.
- D. Type-less language.

ANSWER: A

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

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

ANSWER: B

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

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

ANSWER: B

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

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

ANSWER: D

174. What does STL stand for?

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

ANSWER: B

175. Which of the following is the most common way of implementing C++?

- A. C++ programs are directly compiled into native code by a compiler.
- B. C++ programs are first compiled to intermediate code by a compiler and then executed by a virtual machine.
- C. C++ programs are interpreted by an interpreter.
- D. A C++ editor directly compiles and executes the program.

ANSWER: A

176. What is the implicit pointer that is passed as the first argument for non-static member functions?

- A. self pointer.
- B. std::auto\_ptr pointer.
- C. Myself pointer.
- D. this pointer.

ANSWER: D

177. Which of the following operator cannot be overloaded?

- A. = (assignment operator).
- B. == (equality operator).
- C. -> (rrow operator).
- D. :: (cope resolution operator).

ANSWER: D

178. Which of the following operators can be overloaded?

- A. .(dot or member access operator).
- B. & (address-of operator).
- C. sizeof operator.
- D. ?: (conditional operator).

ANSWER: B

179. How do we declare an abstract class?

- A. By providing at least one pure virtual method in a class.
- B. By declaring at least one method abstract using the keyword abstract in a class.
- C. By declaring the class abstract with the keyword abstract.
- D. It is not possible to create abstract classes in C++.

ANSWER: A

180. How do we declare an interface class?

- A. By making all the methods pure virtual in a class.
- B. By making all the methods abstract using the keyword abstract in a class.
- C. By declaring the class as interface with the keyword interface.
- D. It is not possible to create interface class in C++.

ANSWER: A

181. How many copies of a class static member are shared between objects of the class?

- A. A copy of the static member is shared by all objects of a class.
- B. A copy is created only when at least one object is created from that class.
- C. A copy of the static member is created for each instntiation of the class.
- D. No memory is allocated for static members of a class.

ANSWER: A

182. Which of the following is true about const member functions?

- A. const members can be invoked on both const as well as nonconst objects.
- B. const members can be invoked only on const objects and not on nonconst objects.
- C. nonconst members can be invoked on const objects as well as nonconst objects.
- D. none of the above.

ANSWER: A

183. When is std::bad\_alloc exception thrown?

- A. When new operator cannot allocate memory.
- B. When alloc function fails.
- C. When type requested for new operation is considered bad, this exception is thrown.

D. When delete operator cannot delete the allocated (corrupted) object.

ANSWER: A

184. >> is called as \_\_\_\_\_ operator.

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

ANSWER: B

185. 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 program.
- C. Namespaces refer to space between the names in a program.
- D. Namespaces provide facilities for organizing the names in a program to avoid name clashes.

ANSWER: D

186. \_\_\_\_\_ operation inserts zero bits into low order bits of result.

- A. Shift.
- B. Shifting left.
- C. Shifting right.
- D. Append.

ANSWER: B

187. 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

188. Minimum number of temporary variable needed to swap the contents of 2 variables is \_\_\_\_\_.

- A. 1.
- B. 4.
- C. 2.
- D. 0.

ANSWER: D

189. 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. a file which is stored on a direct access storage medium.
- D. none of the above.

ANSWER: C

190. How many objects can be created from an abstract class?

- A. Zero
- B. One

- C. Two
- D. As many as we want

ANSWER: A

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

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

ANSWER: B

192. 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

193. cout is a/an \_\_\_\_\_ .

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

ANSWER: C

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

- A. Top-down
- B. Bottom-up
- C. Right-left
- D. Left-right

ANSWER: B

195. How "Late binding" is implemented in C++?

- A. Using C++ tables
- B. Using Virtual tables
- C. Using Indexed virtual tables
- D. Using polymorphic tables

ANSWER: B

196. A \_\_\_\_\_ is a variable that receives the value.

- A. datatype.
- B. parameter.
- C. variable.
- D. array.

ANSWER: B

197. \_\_\_\_\_ is the standard input/output library in C++.

- A. stdio.

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

ANSWER: B

198. A \_\_\_\_\_ is an instance of class.

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

ANSWER: B

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

- A. 1
- B. 2
- C. 3
- D. 4

ANSWER: B

200. What punctuation ends most lines of C++ code?

- A. . (dot).
- B. ; (semi-colon).
- C. : (colon).
- D. ' (single quote).

ANSWER: B

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