	CS201- Introduction to Programming Latest Solved Mcqs from Final term Papers	**July 11,2011**
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FINALTERM EXAMINATION 2011
CS201- Introduction to Programming

Question No: 1   (Marks: 1) - Please choose one
All A template function must have at least ---------- generic data type

► Zero
► One (Page 499)
► Two
► Three

Question No: 2   (Marks: 1) – Please choose one
Which of the following statement is best regarding declaration of friend function?

► Friend function must be declared after public keyword
. ► Friend function must be declared after private keyword.
► Friend function must be declared at the top within class definition.
► It can be declared anywhere in class as these are not affected by the public and private keywords. (Page 346)

Question No: 3   (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: 4   (Marks: 1) - Please choose one
Class is a user defined_____.

► **data type (Page 317)**
► memory referee
► value
► none of the given options.

Question No: 5   (Marks: 1) - Please choose one
How many bytes will the pointer intPtr of type int move in the following statement? intPtr += 3 ;

1

► 3 bytes
► 6 bytes
► **12 bytes**
► 24 bytes

Question No: 6   (Marks: 1) - Please choose one
Which of the following is the correct C++ syntax to allocate space dynamically for an array of 10 int?

► new int(10) ;
► **new int[10] ;**
► int new(10) ;
► int new[10];

Question No: 7   (Marks: 1) - Please choose one
A Pointer is a special variable that contain

► Data values
► **Memory Address (Page 267)**
► Both data and values
► None of the given option

Question No: 8   (Marks: 1) - Please choose one
Reference Value Type Data The code is written to _____ the program.

► **implement**
► design
► analysis
► none of the given options

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Operator overloading can be performed through_____.
► Classes
► **Function (Page 371)**
► Operators
► Reference

Question No: 2   (Marks: 1) - Please choose one
When a value is referred by a normal variable then it is known as,

► **Direct Reference (page 143)**
►Indirect Reference.

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► Partial Reference
► Proper Reference

When a value is referred by a normal variable is known as direct reference

Question No: 3   (Marks: 1) - Please choose one
Which of the following function is used to increase the size of already allocated memory chunk?

► malloc
► calloc
► **realloc (Page 285)**
► free

Question No: 4   (Marks: 1) - Please choose one
Which of the following is NOT a preprocessor directive?

► #error
► #define
► #line
► **#ndefine (Page 272)**

Question No: 5   (Marks: 1) – Please choose one
The stream objects **cin** and **cout** are included in which header file?

► **iostream.h (Page 15)**
► fstream.h
► istream.h
► ostream.h

Question No: 6   (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

  The same pointer that is returned by the new operator, is passed as an argument to the delete operator. These rules apply to both, if operators (new and delete) are overloaded as member or non-member operators (as global operators).

Question No: 7   (Marks: 1) – Please choose one
When an array of object is created dynamically then there is no way to provide parameterized constructors for array of objects.

► **True   (Page 414)**
► False

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

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C is widely known as development language of _____ operating system.
- ► Linux
- ► Windows
- ► **Unix (Page 12)**
- ► Mac OS

In the start C became widely known as the development language of the UNIX operating system, and the UNIX operating system was written by using this C language. The C language is so powerful that the compiler of C and other various operating systems are written in C.
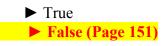
Question No: 9   (Marks: 1) - Please choose one
Computer can understand only machine language code.

- ► **True**
- ► False

Question No: 10   (Marks: 1) - Please choose one
We can not define a function as a friend of a Template class.

- ► True
- ► **False (Page 151)**

Class templates can have friends. A class or class template, function, or function template can be a friend to a template class. Friends can also be specializations of a class template or function template, but not partial specializations.

Question No: 11   (Marks: 1) – Please choose one
What will be the value of 'a' and 'b' after executing the following statements?
A = 3;
b = a++;

- ► 3, 4
- ► 4, 4
- ► 3, 3
- ► **4, 3**

Question No: 12   (Marks: 1) – Please choose one
Consider the following code segment. What will be the output of following code?

```
Int addValue (int *a){
int b = (*a) + 2;
return b ;
}
main () {
int x =6 ;
cout <<  x << "," ;
cout << addValue(&x) << "," ;
cout <<  x ;
}
```

► **6,8,6**
► 6,6,8
► 6,8,8
► 6,6,6

Question No: 13   (Marks: 1) – Please choose one
_____ is used to trace the logic of the program and correct the logical errors.
► Compiler
► Editor
► Linker
► **Debugger (Page 13)**

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

Hence, we can call new and delete operators, P# 342
we have allocated a memory space for our use by malloc function. P# 285

Question No: 15   (Marks: 1) - Please choose one
Like member functions, _____ can also access the private data members of a class.

► Non-member functions
► **Friend functions (Page 346)**
► Any function outside class
► None of the given options

Question No: 16   (Marks: 1) – Please choose one
Which situation would require the use of a non-member overloaded operator?

► The overloaded operator is an Assignment operator.
► **The left most operand is an object of a class.(Page 375)**
► The left operand is built-in data type.
► The operator returns a reference.

When an operator function is implemented as a non-member function, the left-most operand may be an object of the operator's class, an object of a different class, or a built-in type

Question No: 17   (Marks: 1) - Please choose one
The stream insertion and stream extraction operators are already overloaded for _____.
► User-defined data types
► **Built-in data types http://www.sstutor.com/cpp/stream1.htm**
► User-defined and built-in data types
► None of the given options

Question No: 18   (Marks: 1) - Please choose one
If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI _____.

> ► can not be replaced
> ► None of the given options
> ► **Remain constant. (Page 271)**
> ► can be changed by some operation

Question No: 19   (Marks: 1) - Please choose one
Assignment operator is ------------------------associative.

> ► **right**
> ► left
> ► binary
> ► unary

Question No: 20   (Marks: 1) - Please choose one
When ever dynamic memory allocation is made in C/C++, it is freed_____.

> ► **Explicitly (Page 527)**
> ► Implicitly
> ► Both explicitly and implicitly
> ► None of the given options

Question No: 21   (Marks: 1) – Please choose one
The appropriate data type to store the number of rows and colums of the matrix is_____.
> ► float
> ► **int (Not sure)**
> ► char
> ► none of the given options.

Question No: 22   (Marks: 1) – Please choose one
Which of the following function do NOT initialize the chunk of memory to all zero?

> ► calloc() function
> ► Both malloc() and calloc()
> ► None of the above
> ► **malloc() function** (Page 283)

The **malloc** function differs from **calloc** in the way that the space allocated by **malloc** is not initialized and contains any values initially.

Question No: 23   (Marks: 1) – Please choose one
The function free() returns back the allocated memory got thorough calloc and

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malloc to _____ .

► stack
► **heap**
► stack and heap
► None of the given options

Question No: 24   (Marks: 1) – Please choose one
width() is member function of _____

► cin object
► cout object
► **Both cin and cout object (Page 440)**
► None of the given option

Question No: 25   (Marks: 1) - Please choose one
Templates are not type safe.

► true
► **false (Page 518)**

Templates are type-safe. This is because the types that templates act upon are known at compile time, so the compiler can perform type checking before errors occur.

Question No: 26   (Marks: 1) - Please choose one
A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , _____

► Write a separate class to handle each
► **Use templates (Page 527)**
► Use strings to store all types
► None of the given options

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Question No: 1   (Marks: 1) - Please choose one
In if structure the block of statements is executed only,

► When the condition is false
► When it contain arithmetic operators
► When it contain logical operators
► **When the condition is true (Page 38)**

Question No: 2   (Marks: 1) - Please choose one
Header file: **fstream.h** includes the definition of the stream classes _____.

► ifstream, fstream, cout
► **ifstream, fstream, ofstream (Page 199)**
► fstream, cin, cout
► None of the above

Question No: 3   (Marks: 1) - Please choose one
To access the data members of structure _____ is used.

► **dot operator (.) (Page 231)**
► * operator
► ☐ operator
► None of given.

Question No: 4   (Marks: 1) - Please choose one
eof( ), bad( ), good( ), clear( ) all are manipulators.

► **True (Page 433)**
► False

Question No: 5   (Marks: 1) - Please choose one
Which kind of functions can access private member variables of a class?

► **Friend functions of the class (Page 374)**
► Private member functions of the class
► Public member functions of the class
► Friend, private and public functions

Question No: 6   (Marks: 1) - Please choose one
The return type of operator function must always be void.

► True
► **False (Page 79)**

Question No: 7   (Marks: 1) - Please choose one
Friend function of a class is _____ .

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

Question No: 8   (Marks: 1) - Please choose one
Function implementation of friend function must be defined outside the class.

► True
► **False (Page 346)**

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

The normal source of **cin** object is,

   ► File
   ► Disk
   ► **Keyboard (Page 424)**
   ► RAM

Question No: 10   (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;**
   ► int x, x = 10;
   ► x = 10;

Question No: 11   (Marks: 1) - Please choose one
Consider the following code segment. What will be the output of the following program?

```
int func(int) ;
int num = 10 ;

int main(){
int num ;
num = 5 ;
cout << num ;
cout << func(num) ;
}
int func(int x){
return num ;
}
```

   ► 5, 5
   ► 10, 5
   ► **5, 10**
   ► 10, 10

Question No: 12   (Marks: 1) - Please choose one
With template function, the compiler automatically detects the passed data and generates a new copy of function using passed data.

   ► **True Page 510**
   ► False

Question No: 13   (Marks: 1) - Please choose one
What will be the correct syntax to declare two-dimensional array of float data type?

   ► float arr{2}{2} ;
   ► **float arr[2][2] ;**

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► float arr[2,2] ;
► float[2][2] arr ;

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

The first parameter of operator function for << operator,

► Must be passed by value
► **Must be passed by reference (Page 446)**
► Can be passed by value or reference
► Must be object of class

Question No: 15   (Marks: 1) - Please choose one
Heap is constantly changing in size.

► **True (Page 280)**
► False

Question No: 16   (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: 17   (Marks: 1) - Please choose one
Classes defined inside other classes are called _____ classes

► looped
► **nested (Page 492)**
► overloaded
► none of the given options.

Question No: 18   (Marks: 1) - Please choose one
If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI _____.

► can not be replaced
► None of the given options
► **Remain constant. (Page 271)**
► can be changed by some operation

Question No: 19   (Marks: 1) - Please choose one
Which value is returned by the destructor of a class?

► A pointer to the class.

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► An object of the class.
► A status code determining whether the class was destructed correctly
► **Destructors do not return a value. (page 323)**

Question No: 20   (Marks: 1) - Please choose one
Every class contains _____.

► Constructor
► Destructor
► **Both a constructor and a destructor (Lecture 27)**
► None of the given options

Question No: 21   (Marks: 1) - Please choose one
A template function must have

► **One or more than one arguments**
► Only one argument
► Zero arguments
► None of the given options
http://en.wikipedia.org/wiki/Template_%28programming%29

Question No: 22   (Marks: 1) - Please choose one
Structured Query Language is used for _____

► **Databases Management (page 563)**
► Networks
► Writing Operating System
► none of the given options

Question No: 23   (Marks: 1) - Please choose one
When a call to a user-defined function finishes, the variable defined inside the function is still in existence.

► True
► **False (Page 460)**

Question No: 24   (Marks: 1) - Please choose one
The precedence of an operator can be changed through operator overloading.

► True
► **False (Page 372)**

Question No: 25   (Marks: 1) - Please choose one
A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this , _____

► Write a separate class to handle each
► **Use templates (Page 527)**
► Use strings to store all types
► None of the given options

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Question No: 26 (Marks: 1) - Please choose one
"delete" operator is used to return memory to free store, which is allocated by the **"new"** operator.

► **True (page 332)**
► False

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Question No: 1 (Marks: 1) - Please choose one
Pointer is a variable which store,

► Data
► **Memory Address (Page 267)**
► Data Type
► Values

Question No: 2 (Marks: 1) - Please choose one
All preprocessor directives are started with the symbol_____.

► *
► +
► @
► **# (Page 269)**

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

Within the statement **obj1=obj2;** *obj1* will call the assignment operator function and *obj2* will be passed as an argument to function.

► True
► False

Question No: 4 (Marks: 1) - Please choose one
What is the sequence of event(s) when deallocating memory using delete operator?

► Only block of memory is deallocated for objects
► Only destructor is called for objects
► Memory is deallocated first before calling destructor
► **Destructor is called first before deallocating memory (Page 414)**

Question No: 5 (Marks: 1) - Please choose one
The second parameter of operator functions for << and >> are objects of the class for which we are

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overloading these operators.

► **True (page 453)**
► False

Question No: 6   (Marks: 1) - Please choose one
To include code from the library in the program, such as iostream, a directive would be called up using this command.

► #include "iostream.h"
► include <iostream.h>
► include <iostream.h>
► **#include <iostream.h>   (sure)**

Question No: 7   (Marks: 1) - Please choose one
The number 544.53 must be stored in _____ data type.

► int
► short
► **float (Sure)**
► char

Question No: 8   (Marks: 1) - Please choose one
A template function can have different type of arguments.

► **True (Page 503)**
► False

Question No: 9   (Marks: 1) - Please choose one
For which values of the integer _value will the following code becomes an infinite loop?

```
int number=1;
while (true) {
        cout << number;
        if (number == 3) break;
        number +=  integer_value; }
```

► any number other than 1 or 2
► **only 0**
► only 1
► only 2

Question No: 10   (Marks: 1) - Please choose one
Template class cannot have static variables.

► True
► **False**

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Question No: 11   (Marks: 1) - Please choose one
Which of the following is used with bit manipulation?

   ► Signed integer
   ► **Un-signed integer (Page 245)**
   ► Signed double
   ► Un-signed double

Question No: 12   (Marks: 1) - Please choose one
Structure is a collection of _____ under a single name.

   ► Only Functions
   ► **Only Variables (Page 229)**
   ► Both Functions and Variables
   ► None of the given options

Question No: 13   (Marks: 1) - Please choose one
Which of the following is the correct C++ syntax to allocate space dynamically for an array of 10 int?

   ► new int(10) ;
   ► **new int[10] ;**
   ► int new(10) ;
   ► int new[10];

Question No: 14   (Marks: 1) - Please choose one
Unary operator implemented as member function takes ____ arguments whereas non-member function takes _____ arguments.

   ► One, zero
   ► **Zero, one**
   ► One, two
   ► Two, one

Question No: 15   (Marks: 1) - Please choose one
The first parameter of overloaded stream insertion operator is _____ where second parameter is _____

   ► input stream, object of class
   ► object of class, output stream
   ► **output stream, object of class**
   ► object of class, input stream

Question No: 16   (Marks: 1) - Please choose one
We can also do conditional compilation with preprocessor directives.

   ► **True (Page 272)**
   ► False

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Question No: 17   (Marks: 1) - Please choose one
If a symbolic constant has been defined, it will be an error to define it again.

► **True (Page 273)**
► False

Question No: 18   (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: 19   (Marks: 1) - Please choose one
Classes defined inside other classes are called _____ classes

► looped
► **nested (Page 492)**
► overloaded
► none of the given options.

Question No: 20   (Marks: 1) - Please choose one
If we define an identifier with the statement **#define PI 3.1415926** then during the execution of the program the value of PI _____.

► cannot be replaced
► None of the given options
► **Remain constant. (Page 271)**
► can be changed by some operation

Question No: 21   (Marks: 1) - Please choose one
Assignment operator is ------------------------associative.

► **right**
► left
► binary
► unary
http://msdn.microsoft.com/en-us/library/ms173145.aspx

Question No: 22   (Marks: 1) - Please choose one
If **text** is a pointer of class **String** then what is meant by the following statement?
text = new String [5];

► Creates an array of 5 string objects statically
► **creates an array of 5 string objects dynamically**

► Creates an array of pointers to string
► Creates a string Object

Question No: 23   (Marks: 1) - Please choose one
The return type of the operator function for << operator is _____.

► **class for which we overload operator**
► reference of ostream class (ostream&)
► reference of istream class (istream&)
► void

Question No: 24   (Marks: 1) - Please choose one
The code is written to _____ the program.

► **implement (Page 520)**
► design
► analysis
► none of the given options.

Question No: 25   (Marks: 1) - Please choose one
Memory allocated at run time is a system resource and it is the responsibility of _____ to de-allocate the memory.
► System
► **Programmer (Page 331)**
► User of program
► None of given options

Question No: 26   (Marks: 1) - Please choose one
Templates are not type safe.

► True
► **False (Page 518)**

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Question No: 1   (Marks: 1) - Please choose one
*.doc is _____ by type.
.
► Sequential File
► Random Access File
► Data File
► Record File

Question No: 2   (Marks: 1) - Please choose one
Which of the following is NOT a preprocessor directive?

► #error

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► #define
► #line
► **#ndefine (Page 2727)**

Question No: 3   (Marks: 1) - Please choose one
The return type of operator function must always be void.

► True
► **False (Page 79)**

Question No: 4   (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: 5   (Marks: 1) - Please choose one
The statement **cin.get ();** is used to,

► Read a string from keyboard
► **Read a character from keyboard (Page 426)**
► Read a string from file
► Read a character from file

Question No: 6   (Marks: 1) - Please choose one
When we do dynamic memory allocation in the constructor of a class, then it is necessary to provide a destructor.

► **True (Page 479)**
► False

Question No: 7   (Marks: 1) - Please choose one
Overloaded new operator function takes parameter of type *size_t* and returns

► void (nothing)
► **void pointer (Page 415)**
► object pointer
► int pointer

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.
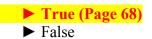
► **True (Page 453)**
► False

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

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C++ is a case-sensitive language

   ► **True (Page 68)**
   ► False

Question No: 10   (Marks: 1) - Please choose one
To include code from the library in the program, such as iostream, a directive would be called up using this command.

   ► #include "iostream.h"
   ► include <iostream.h>
   ► include <iostream.h>
   ► **#include <iostream.h> (Sure)**

Question No: 11   (Marks: 1) - Please choose one
A template function must have only generic data types.

   ► True
   ► **False (Page 501)**

Question No: 12   (Marks: 1) - Please choose one
Template class can not have static variables.

   ► True
   ► **False**

Question No: 13   (Marks: 1) - Please choose one
What will be the correct syntax to assign an array named *arr* of 5 elements to a pointer *ptr*?

   ► ***ptr = arr ;**
   ► ptr = arr ;
   ► *ptr = arr[5] ;
   ► ptr = arr[5] ;

Question No: 14   (Marks: 1) - Please choose one
What will be the correct syntax to access the value of fourth element of an array using pointer ptr?

   ► ptr[3]
   ► (ptr+3)
   ► *(ptr+3)
   ► **Both 1and 3**

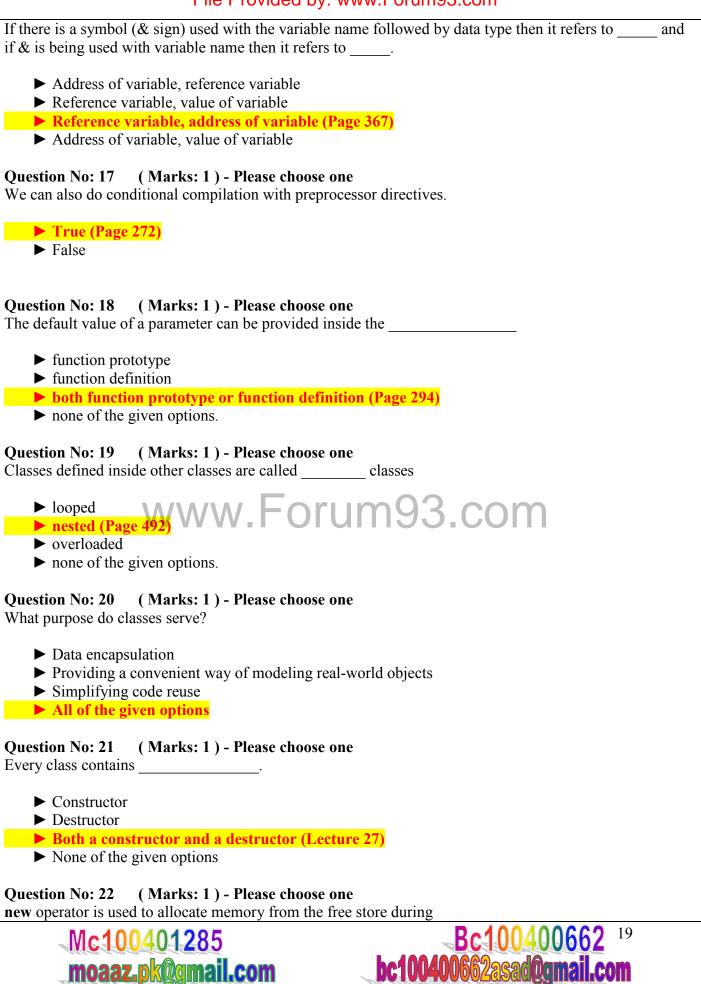**Question No: 15   (Marks: 1) - Please choose one**
If most significant bit of un-signed number is 1 then it represents a positive number.

   ► True
   ► **False (Page 251)**

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

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If there is a symbol (& sign) used with the variable name followed by data type then it refers to _____ and if & is being used with variable name then it refers to _____.

► Address of variable, reference variable
► Reference variable, value of variable
► **Reference variable, address of variable (Page 367)**
► Address of variable, value of variable

Question No: 17   (Marks: 1) - Please choose one
We can also do conditional compilation with preprocessor directives.

► **True (Page 272)**
► False

Question No: 18   (Marks: 1) - Please choose one
The default value of a parameter can be provided inside the _____

► function prototype
► function definition
► **both function prototype or function definition (Page 294)**
► none of the given options.

Question No: 19   (Marks: 1) - Please choose one
Classes defined inside other classes are called _____ classes

► looped
► **nested (Page 492)**
► overloaded
► none of the given options.

Question No: 20   (Marks: 1) - Please choose one
What purpose do classes serve?

► Data encapsulation
► Providing a convenient way of modeling real-world objects
► Simplifying code reuse
► **All of the given options**

Question No: 21   (Marks: 1) - Please choose one
Every class contains _____.

► Constructor
► Destructor
► **Both a constructor and a destructor (Lecture 27)**
► None of the given options

Question No: 22   (Marks: 1) - Please choose one
new operator is used to allocate memory from the free store during

► Compile Time
► **Run Time**
► Link Time
► None of the given options

Question No: 23   (Marks: 1) - Please choose one
When an object of a class is defined inside another class then,

► Destructor of enclosing class will be called first
► Destructor of inner object will be called first
► Constructor and Destructor will be called simultaneously
► None of the given options

Question No: 24   (Marks: 1) - Please choose one
It is possible to define a class within another class.

► **True (Page 492)**
► False

Question No: 25   (Marks: 1) - Please choose one
New and Delete are also used with _____ and data types as well.

► **Class, Objects (Page 342)**
► Structures, Pointers
► Both Class and structures
► None of above

Question No: 26   (Marks: 1) - Please choose one
With New keyword, data types and class members are initialized with meaningful values instead of garbage.

► **True (Page 334)**
► False

FINALTERM EXAMINATION
Spring 2010
CS201- Introduction to Programming

Question No: 1   (Marks: 1) - Please choose one
If it is required to copy an array to another array then,

► **Both arrays must be of the same size and data type (Page 105)**
► Both arrays may be of different size
► Both arrays may be of different data type
► Both arrays may be of different size and type

Question No: 2 (Marks: 1) - Please choose one
Dealing with structures and functions passing by reference is the most economical method

► **True**
► False
http://mathbits.com/MathBits/CompSci/Structures/Functions.htm

Question No: 3 (Marks: 1) - Please choose one
eof( ), bad( ), good( ), clear( ) all are manipulators.

► **True (Page 433)**
► False

Question No: 4 (Marks: 1) - Please choose one
Overloaded new operator function takes parameter of type *size_t* and returns

► void (nothing)
► **void pointer (Page 415)**
► object pointer
► int pointer

Question No: 5 (Marks: 1) - Please choose one
When new operator is overloaded at global level then corresponding built-in new operator will not be visible to whole of the program.

► **True (Page 413)**
► False

Question No: 6 (Marks: 1) - Please choose one
If there is more than one statement in the block of a for loop, which of the following must be placed at the beginning and the ending of the loop block?

► parentheses ( )
► **braces { } (Page 37)**
► brackets [ ]
► arrows < >

Question No: 7 (Marks: 1) - Please choose one
The return type of a function that do not return any value must be _____

► float
► int
► **void (Page 79)**
► double

Question No: 8 (Marks: 1) - Please choose one
UNIX has been developed in _____ language.

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► JAVA
► B
► C (Page 12)
► FORTRAN

Question No: 9   (Marks: 1) - Please choose one
Like member functions, _____ can also access the private data members of a class.

► Non-member functions
► Friend functions (Page 346)
► Any function outside class
► None of the given options

Question No: 10   (Marks: 1) - Please choose one
Which of the following statement is best regarding declaration of friend function?

► Friend function must be declared after public keyword.
► Friend function must be declared after private keyword.
► Friend function must be declared at the top within class definition.
► It can be declared anywhere in class as these are not affected by the public and private keywords. (Page 346)

Question No: 11   (Marks: 1) - Please choose one
The operator function overloaded for an Assignment operator (=) must be

► Non-member function of class
► Member function of class (Page 372)
► Friend function of class
► None of the given options

Question No: 12   (Marks: 1) - Please choose one
The **endl** and **flush** are _____

► Functions
► Operators
► Manipulators (Page 434)
► Objects

Question No: 13   (Marks: 1) - Please choose one
If a symbolic constant has been defined, it will be an error to define it again.

► True (Page 273) 15
► False

Question No: 14   (Marks: 1) - Please choose one
The operator used for casting, in C, is standard _____ operator.

22

► none of the given options.
► **cast (Page 281)**
► cost
► const

Question No: 15   (Marks: 1) - Please choose one
Constructors can not be overloaded like ordinary functions.

► True
► **False (Page 323)**

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

Which of the following function call is correct for the function prototype?
defaultParameters (int a, int b = 7, char z = '*');

► **defaultParameters (5);**
► defaultParameters (5, '8');
► defaultParameters (6, '#');
► defaultParameters (0, 0, '*', 0);

Question No: 17   (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: 18   (Marks: 1) - Please choose one
We can not define a variable of user-defined data type in the class.

► True
► **False (Page 320)**

Question No: 19   (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 464)**
► Constructor of inner object will be called first
► Constructor and Destructor will be called simultaneously
► None of the given options

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Question No: 20   (Marks: 1) - Please choose one
The appropriate data type to store the number of rows and colums of the matrix is_____.

   ► float
   ► **int (Not sure)**
   ► char
   ► none of the given options.

Question No: 21   (Marks: 1) - Please choose one
Class is a user defined_____.

   ► **data type (page 317)**
   ► memory referee
   ► value
   ► none of the given options.

Question No: 22   (Marks: 1) - Please choose one
 A pointer variable can be,

   ► Decremented
   ► Incremented
   ► Multiplied
   ► **Both Iecremented and Decremented (Page 366)**

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

NULL value has been defined in _____ and _____ header files.

   ► strings.h and iostream.h
   ► ctype.h and conio.c
   ► conio.c and conio.h
   ► **stdlib.h and stddef.h (Page 281)**

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

A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this ,
_____

   ► Write a separate class to handle each
   ► **Use templates (Page 527)**
   ► Use strings to store all types
   ► None of the given options

Question No: 25   (Marks: 1) - Please choose one
"setprecision" manipulator will set

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► **The number of digits after the decimal point (Page 440)**
► The number of digits before the decimal point
► The number of digits in a number
► None of the given options

Question No: 26   (Marks: 1) - Please choose one
Which of the following option will be true, if we overload "-=" operator?

► only - operator needs to be overloaded
► Minus (-) and = operators need to be overloaded
► **the -= operator need to be overloaded explicitly**
► the - and = operators need to be overloaded implicitly

Fall 2009
CS201- Introduction to Programming

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

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► **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

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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 obj2 will

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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

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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 _____.

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► **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

Spring 2010
CS201- Introduction to Programming

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_____.

► *

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► ++
► @
► **#   (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
► **#ndefine   (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.

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► 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

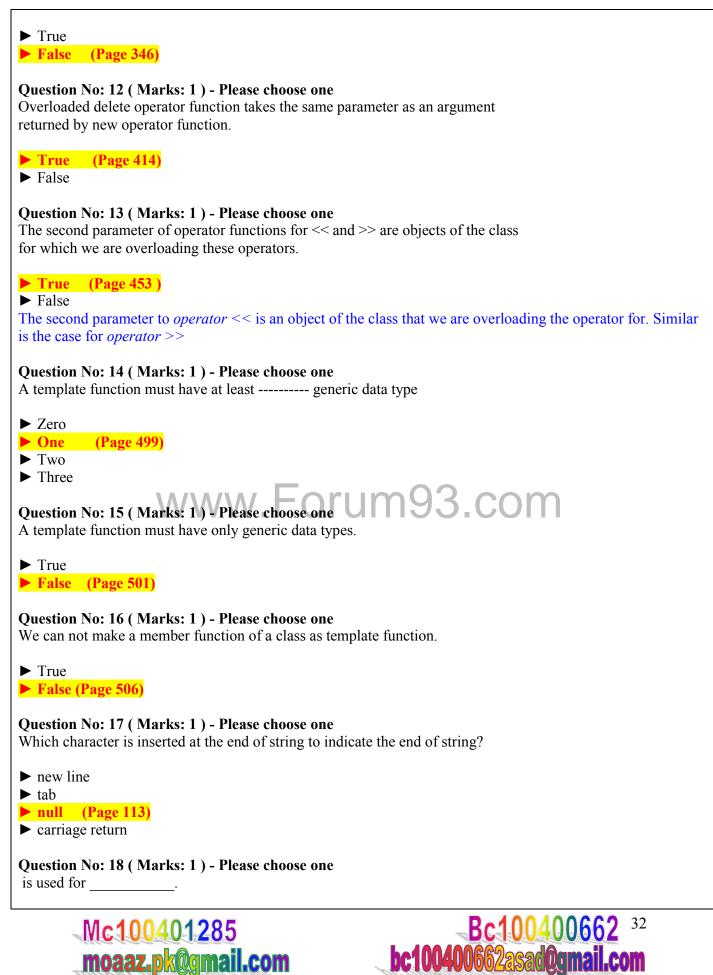**Question No: 18 (Marks: 1) - Please choose one**
is used for _____.

► 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
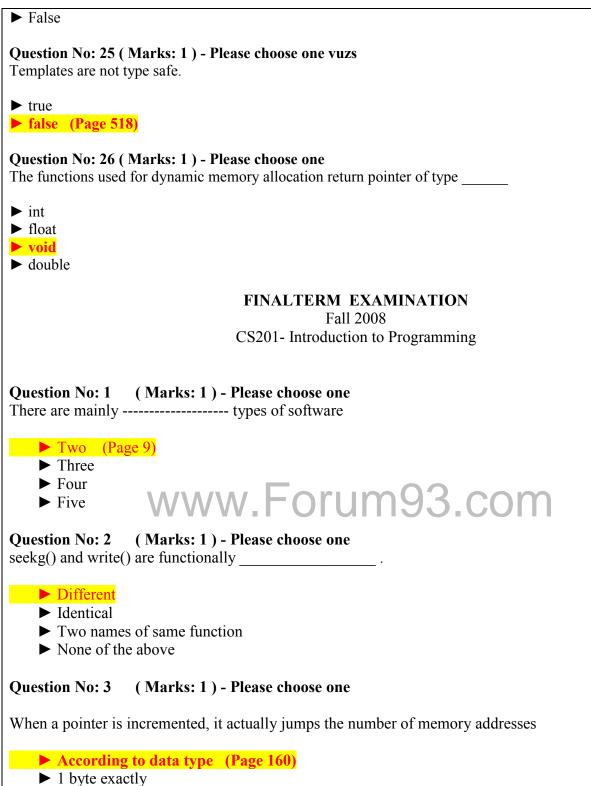► **constructors do not return any thing   (Page 313)**

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,
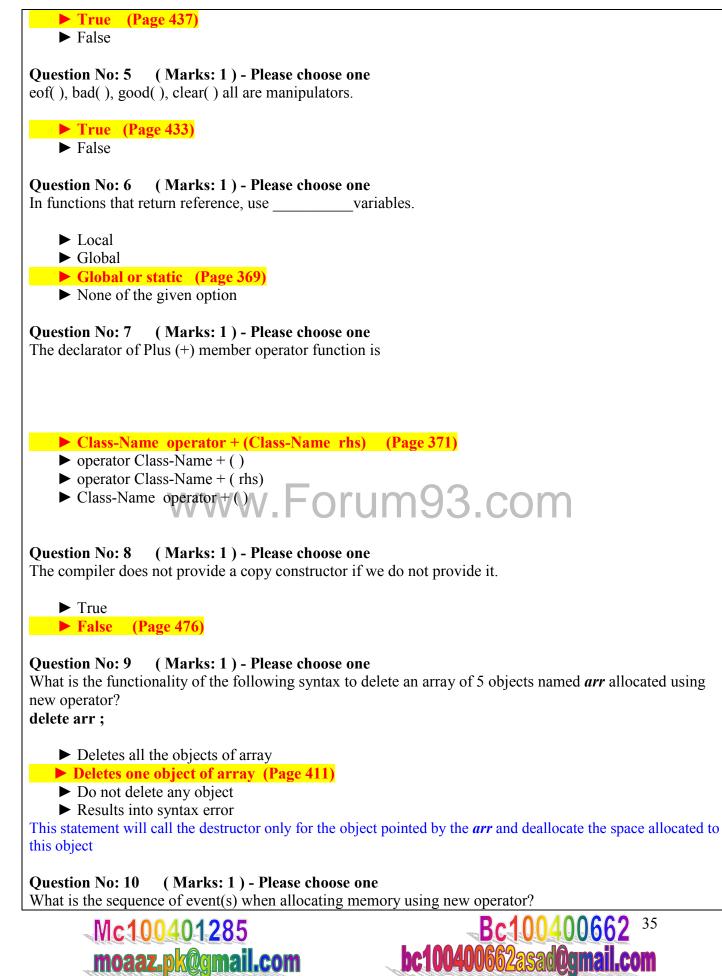
► **True**

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► 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

FINALTERM EXAMINATION
Fall 2008
CS201- Introduction to Programming

Question No: 1   (Marks: 1) - Please choose one
There are mainly -------------------- types of software

► **Two   (Page 9)**
► Three
► Four
► Five

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Question No: 2   (Marks: 1) - Please choose one
seekg() and write() are functionally _____ .

► **Different**
► Identical
► Two names of same function
► None of the above

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

When a pointer is incremented, it actually jumps the number of memory addresses

► **According to data type   (Page 160)**
► 1 byte exactly
► 1 bit exactly
► A pointer variable can not be incremented

Question No: 4   (Marks: 1) - Please choose one
setw is a parameterized manipulator.

► **True   (Page 437)**
► False

Question No: 5   (Marks: 1) - Please choose one
eof( ), bad( ), good( ), clear( ) all are manipulators.

► **True   (Page 433)**
► False

Question No: 6   (Marks: 1) - Please choose one
In functions that return reference, use _____variables.

► Local
► Global
► **Global or static   (Page 369)**
► None of the given option

Question No: 7   (Marks: 1) - Please choose one
The declarator of Plus (+) member operator function is

► **Class-Name operator + (Class-Name rhs)   (Page 371)**
► operator Class-Name + ( )
► operator Class-Name + (rhs)
► Class-Name operator + ( )

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Question No: 8   (Marks: 1) - Please choose one
The compiler does not provide a copy constructor if we do not provide it.

► True
► **False   (Page 476)**

Question No: 9   (Marks: 1) - Please choose one
What is the functionality of the following syntax to delete an array of 5 objects named *arr* allocated using new operator?
delete arr ;

► Deletes all the objects of array
► **Deletes one object of array (Page 411)**
► Do not delete any object
► Results into syntax error
This statement will call the destructor only for the object pointed by the *arr* and deallocate the space allocated to this object

Question No: 10   (Marks: 1) - Please choose one
What is the sequence of event(s) when allocating memory using new operator?

35

► 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: 11   (Marks: 1) - Please choose one
What is the sequence of event(s) when deallocating memory using delete operator?

► Only block of memory is deallocated for objects
► Only destructor is called for objects
► Memory is deallocated first before calling destructor
► **Destructor is called first before deallocating memory   (Page 414)**

Question No: 12   (Marks: 1) - Please choose one
new and **delete** operators cannot be overloaded as member functions.

► True
► **False   (Page 414)**

Question No: 13   (Marks: 1) - Please choose one
The operator function of << and >> operators are always the member function of a class.

► True
► **False   (Page 446)**

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
If we do not mention any *return_value_type* with a function, it will return an _____ value.

► **int   (Page 79)**
► void
► double
► float

Question No: 16   (Marks: 1) - Please choose one
Suppose a program contains an array declared as **int arr[100];** what will be the size of array?

► 0
► 99
► **100   (Page 103)**
► 101

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Question No: 17   (Marks: 1) - Please choose one
The name of an array represents address of first location of array element.

  ► **True**
  ► False
The name of the array is a constant pointer which contains the memory is the address of first element of the array

Question No: 18   (Marks: 1) - Please choose one
Reusing the variables in program helps to save the memory

  ► **True**
  ► False

Question No: 19   (Marks: 1) - Please choose one
Which of the following option is true about new operator to dynamically allocate memory to an object?

  ► The new operator determines the size of an object
  ► Allocates memory to object and returns pointer of valid type
  ► Creates an object and calls the constructor to initialize the object
  ► **All of the given options**

Question No: 20   (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: 21   (Marks: 1) - Please choose one
Like member functions, _____ can also access the private data members of a class.

  ► Non-member functions
  ► **Friend functions   (Page 346)**
  ► Any function outside class
  ► None of the given options

Question No: 22   (Marks: 1) - Please choose one
Which of the following statement is best regarding declaration of friend function?

  ► Friend function must be declared after public keyword.
  ► Friend function must be declared after private keyword.
  ► Friend function must be declared at the top within class definition.
  ► **It can be declared anywhere in class as these are not affected by the public and private keywords.   (Page 346)**

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Question No: 23   (Marks: 1) - Please choose one
The operator function overloaded for an Assignment operator (=) must be

► Non-member function of class
► **Member function of class   (Page 372)**
► Friend function of class
► None of the given options

Question No: 24   (Marks: 1) - Please choose one
For non-member operator function, object on left side of the operator may be

► Object of operator class
► Object of different class
► Built-in data type
► **All of the given options   (Page 375)**

Question No: 25   (Marks: 1) - Please choose one
The operator function will be implemented as _____, if obj1 drive the - operator whereas obj2 is passed as arguments to - operator in the statement given below.
obj3 = obj1 - obj2;

► **Member function   (Page 373)**
► Non-member function
► Friend function
► None of the given options

Question No: 26   (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: 27   (Marks: 1) - Please choose one
The static data members of a class are initialized _____

► **at file scope   (Page 466)**
► within class definition
► within member function
► within main function

Question No: 28   (Marks: 1) - Please choose one
Class is a user defined_____.

► **data type   (Page 317)**

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► memory referee
► value
► none of the given options.

Question No: 29   (Marks: 1) - Please choose one
We can also define a user-defines manipulators.

► True
► False

Parameterized manipulators require one or more arguments. setfill (near the bottom of the iomanip.h header file) is an example of a parameterized manipulator. You can create your own parameterized manipulators and your own simple manipulators.

Question No: 30   (Marks: 1) - Please choose one
Automatic variable are created on _____.

► Heap
► Free store
► static storage
► stack   (Page 461)

FINALTERM EXAMINATION
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Question No: 1 (Marks: 1) - Please choose one
If Num is an integer variable then Num++ means,

➤ Add 1 two times with Num
➤ Add 1 with Num
➤ Add 2 with Num
➤ Subtract 2 from Num

Question No: 2 (Marks: 1) - Please choose one
If the return type of a function is void then it means that it will,

➤ Return any type of data
➤ Return some specific type of data
➤ Return no data
➤ Return just character data

Question No: 3 (Marks: 1) - Please choose one
Which of the following is a valid class declaration?

➤ class A { int x; };
➤ class B { }
➤ public class A { }
➤ object A { int x; };

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

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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: 5 (Marks: 1) - Please choose one
We can also create an array of user define data type.

- ➢ **True   (Page 408)**
- ➢ False

Question No: 6 (Marks: 1) - Please choose one
The normal source of **cin** object is,

- ➢ File
- ➢ Disk
- ➢ **Keyboard   (Page 424)**
- ➢ RAM

Question No: 7 (Marks: 1) - Please choose one
A stream is an ordered sequence of bytes.

- ➢ **True   (Page 423)**
- ➢ False

Question No: 8 (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: 9 (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   (Page 412)**
- ➢ False

Question No: 10 (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: 11 (Marks: 1) - Please choose one
Which looping process checks the test condition at the end of the loop?

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- for
- while
- **do while**
- no looping process checks the test condition at the end

http://mathbits.com/MathBits/CompSci/looping/MCLooping.htm

Question No: 12 (Marks: 1) - Please choose one
In a group of nested loops, which loop is executed the most number of times?

- the outermost loop
- **the innermost loop**
- all loops are executed the same number of times
- cannot be determined without knowing the size of the loops

http://mathbits.com/mathbits/java/Looping/MCLooping.htm

Question No: 13 (Marks: 1) - Please choose one
Template class can not have static variables.

- True
- **False (Page 513)**

Question No: 14 (Marks: 1) - Please choose one
Consider the following statements to initialize a two-dimensional array.

- int arr[2][3] = {4, 8, 9, 2, 1, 6} ;
- int arr[3][2] = {4, 8, 9, 2, 1, 6} ;
- int arr[][2] = {{4,8},{9, 2},{1, 6}} ;

Which of the following option(s) are correct to initialize a two-dimensional array with 3 rows and 2 columns?

- (ii) only
- (iii) only
- **(ii) and (iii)**
- and (iii)

Question No: 15 (Marks: 1) - Please choose one
There is a pointer variable named *ptr* of type int then address of which type of variable the *ptr* will store in it?

- variable of type char
- variable of type short
- **variable of type int**
- variable of type double

Question No: 16 (Marks: 1) - Please choose one
Let suppose
Union intorDouble{
Int ival;
Double charvar;
};
main(){

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intorDouble VAZ;
int size ;
size = sizeof(VAZ);
}
What will be the value of variable "size", if int occupies 4 bytes and double occupies 8 bytes?

- ➢ 2
- ➢ 4
- ➢ 8
- ➢ 12

Question No: 17 (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: 18 (Marks: 1) - Please choose one
The member functions of a class occupy _____ region in memory for _____ object(s) of class.

- ➢ separate, each
- ➢ **common, all   (Page 334)**
- ➢ different, each
- ➢ different, all

Question No: 19 (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: 20 (Marks: 1) - Please choose one
Which of the following is true while overloading operators?

- ➢ Precedence of an operator can be changed
- ➢ The arity (number of operands) can be changed
- ➢ No new operators can be created
- ➢ Associativity of an operator can be changed

Question No: 21 (Marks: 1) - Please choose one
Which of the following option will be true to overload the -= operator?

- ➢ **only - operator needs to be overloaded   (not sure)**
- ➢ Minus (-) and = operators need to be overloaded
- ➢ the -= operator need to be overloaded explicitly
- ➢ the - and = operators need to be overloaded implicitly

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Question No: 22 (Marks: 1) - Please choose one
The input/output streams; cin and cout are ____

- ➢ Operators
- ➢ **Functions**
- ➢ Objects
- ➢ Structures

Question No: 23 (Marks: 1) - Please choose one
dec, hex, oct are all _____

- ➢ Member functions
- ➢ Objects of input/output streams
- ➢ Parameterized manipulators
- ➢ **Non-parameterized manipulators   (Page 435)**

Question No: 24 (Marks: 1) - Please choose one
What will be the output of the following statement?
cout << setbase(16) << 52 ;

- ➢ 74
- ➢ 52
- ➢ **34**
- ➢ 64

Question No: 25 (Marks: 1) - Please choose one
The first parameter of overloaded stream insertion operator is _____ where second parameter is _____

- ➢ input stream, object of class
- ➢ object of class, output stream
- ➢ **output stream, object of class**
- ➢ object of class, input stream

Question No: 26 (Marks: 1) - Please choose one
We can also do conditional compilation with preprocessor directives.

- ➢ **True   (Page 272)**
- ➢ False

Question No: 27 (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

Question No: 28 (Marks: 1) - Please choose one
The return type of the operator function for >> operator is _____.

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> **class for which we overload this operator**
> reference of ostream class (ostream&)
> reference of istream class (istream&)
> void

Question No: 29 (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: 30 (Marks: 1) - Please choose one
Where we can include a header file in the program?

> **any where   (Page 270)**
> in start
> at the end
> none of the given options.

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