Unit 1 : Introduction to c++

Q:1) What does a class in C++ holds?
A:) data
B:) functions
C:) both data & functions
D:) arrays
Correct: C

Q:2) How many specifiers are present in access specifiers in class?
A:) 1
B:) 2
C:) 3
D:) 4
Correct: C

Q:3) Which is used to define the member of a class externally?
A:) :
B:) ::
C:) #
D:) !!$
Correct: B

Q:4) Which other keywords are also used to declare the class other than class?
A:) struct
B:) union
C:) object
D:) both struct& union
Correct: D

Q:5) Which of the following is a valid class declaration?
A:) class A { int x; };
B:) class B { }
C:) public class A { }
D:) object A { int x; };
Correct: A

Q:6) The data members and functions of a class in C++ are by default _____
   A:) protected
   B:) private
   C:) public
   D:) public & protected
   Correct: B

 Q:7)   Constructors are used to _____
    A:) initialize the objects
    B:) construct the data members
    C:) both initialize the objects & construct the data members
    D:) delete the objects
    Correct: A

Q:8) When struct is used instead of the keyword class means, what will happen in the program?
   A:) access is public by default
   B:) access is private by default
   C:) access is protected by default
   D:) access is denied
   Correct: A

Q:9) Which category of data type a class belongs to?
   A:) Fundamental data type
   B:) Derived data type
   C:) User defined derived data type
   D:) Atomic data type
   Correct: C

Q:10) Which operator a pointer object of a class uses to access its data members and member functions?
   A:) .
   B:) ->
   C:) :
   D:) ::
   Correct: D

Q:11) How the objects are self-referenced in a member function of that class.
A:) Using a special keyword object
B:) Using this pointer
C:) Using * with the name of that object
D:) By passing self as a parameter in the member function
Correct: B

Q:12) What does a mutable member of a class mean?
A:) A member that can never be changed
B:) A member that can be updated only if it not a member of constant object
C:) A member that can be updated even if it a member of constant object
D:) A member that is global throughout the class
Correct: D

Q:13) Pick the incorrect statement about inline functions in C++?
A:) They reduce function call overheads
B:) These functions are inserted/substituted at the point of call
C:) Saves overhead of a return call from a function
D:) They are generally very large and complicated function
Correct: D

Q:14) Inline functions are avoided when _____
A:) function contains static variables
B:) function have recursive calls
C:) function have loops
D:) all of the mentioned
Correct: B

Q:15) 10. Pick the correct statement.
A:) Macros and inline functions are same thing
B:) Macros looks like function calls but they are actually not
C:) Inline functions looks like function but they are not
D:) Inline function are always large
Correct: B

Q:16) Which functions of a class are called inline functions?
A:) All the functions containing declared inside the class
B:) All functions defined inside or with the inline keyword
C:) All the functions accessing static members of the class
D:) All the functions that are defined outside the class
Correct: B

Q:17) Which keyword is used to define the user defined data types?
A:) def
B:) union
C:) typedef
D:) type
Correct: C

Q:18) Identify the correct statement.
A:) typedef does not create different types. It only creates synonyms of existing types
B:) typedef create different types
C:) typedef create own types
D:) typedef will not creates synonyms of existing types
Correct: A

Q:19) What does the data type defined by union will do?
A:) It allow one different portion of memory to be accessed as same data types
B:) It allow one same portion of memory to be accessed as same data types
C:) It allow one different portion of memory to be accessed as different data types
D:) It allow one same portion of memory to be accessed as different data types
Correct: D

Q:20) What is the syntax of user-defined data types?
A:) typedefExistingDataTypeNameByUser
B:) typedefNameByUserExistingDataType
C:) defNameByUserExistingDataType
D:) defNameByUserExistingData
Correct: A

Q:21) How many types of user-defined data type are in c++?
    A:) 1
    B:) 2
    C:) 3
    D:) 4
    Correct: C

Q:22) What is the scope of typedef defined data types?
    A:) inside that block only
    B:) whole program
    C:) outside the program
    D:) main function
    Correct: B

Q:23) How many types of models are available to create the user-defined data type?
    A:) 1
    B:) 2
    C:) 3
    D:) 4
    Correct: D

Q:24) Where does the object is created?
    A:) class
    B:) constructor
    C:) destructor
    D:) attributes
    Correct: A

Q:25) How to access the object in the class?
    A:) scope resolution operator
    B:) ternary operator
    C:) direct member access operator
    D:) resolution operator
    Correct: C

Q:26) Which of these following members are not accessed by using direct member access operator?
   A:) public
   B:) private
   C:) protected
   D:) both private & protected
   Correct: D

Q:27) Pick out the other definition of objects.
   A:) member of the class
   B:) associate of the class
   C:) attribute of the class
   D:) instance of the class
   Correct: D

Q:28) How many objects can present in a single class?
   A:) 1
   B:) 2
   C:) 3
   D:) as many as possible
   Correct: D

Q:29) Which special character is used to mark the end of class?
   A:) ;
   B:) :
   C:) #
   D:) $
   Correct: A

Q:30) Pick the other name of operator function.
   A:) function overloading
   B:) operator overloading
   C:) member overloading
   D:) object overloading
   Correct: B

Q:31) Which of the following operators can't be overloaded?

A:) ::

B:) +

C:) –

D:) []

Correct: A

Q:32) How to declare operator function?

A:) operator sign

B:) operator

C:) name of the operator

D:) name of the class

Correct: A

Q:33) Which of the following statements is NOT valid about operator overloading?

A:) Only existing operators can be overloaded

B:) The overloaded operator must have at least one operand of its class type

C:) The overloaded operators follow the syntax rules of the original operator

D:) None of the mentioned

Correct: B

Q:34) Operator overloading is _____

A:) making c++ operator works with objects

B:) giving new meaning to existing operator

C:) making the new operator

D:) adding operation to the existing operators

Correct: D

Q:35) What is operator overloading in C++?

A:) Overriding the operator meaning by the user defined meaning for user defined data type

B:) Redefining the way operator works for user defined types

C:) Ability to provide the operators with some special meaning for user defined data type

D:) All of the mentioned

Correct: D

Q:36) What is the syntax of overloading operator + for class A?

A:) A operator+(argument_list){ }

B:) A operator[+](argument_list){ }

C:) int +(argument_list){ }

D:) int [+](argument_list){ }

Correct: A

Q:37) How many approaches are used for operator overloading?

A:) 1

B:) 2

C:) 3

D:) 4

Correct: C

Q:38) Which of the following operator cannot be overloaded?

A:) +

B:) ?:

C:) –

D:) %

Correct: B

Q:39) Which of the following operator can be overloaded?

A:) ?:

B:) ::

C:) .

D:) ==

Correct: D

Q:40) Which of the following operator cannot be used to overload when that function is declared as friend function?

A:) -=

B:) ||

C:) ==

D:) []

Correct: D

Q:41) 10. Which of the following operator can be used to overload when that function is declared as friend function?

A:) []

B:) ()

C:) ->

D:) |=

Correct: D

Q:42) In case of non-static member functions how many maximum object arguments a unary operator overloaded function can take?

A:) 1

B:) 2

C:) 3

D:) 0

Correct: D

Q:43) In case of non-static member functions how many maximum object arguments a binary operator overloaded function can take?

A:) 1

B:) 2

C:) 3

D:) 0

Correct: A

Q:44) In the case of friend operator overloaded functions how many maximum object arguments a unary operator overloaded function can take?

A:) 1

B:) 2

C:) 3

D:) 0

Correct: A

Q:45) In the case of friend operator overloaded functions how many maximum object arguments a binary operator overloaded function can take?

A:) 1

B:) 2

C:) 3

D:) 0

Correct: B

Q:46) What is a binary operator?

A:) Operator that performs its action on a single operand

B:) Operator that performs its action on two operand

C:) Operator that performs its action on three operand

D:) Operator that performs its action on any number of operands

Correct: B

Q:47) Which is the correct example of a binary operator?

A:) ++

B:) —

C:) Dereferencing operator(*)

D:) +

Correct: D

Q:48) Which is the correct example of a unary operator?

A:) &

B:) ==

C:) —

D:) /

Correct: C

Q:49) Which is called ternary operator?

A:) ?:

B:) &&

C:) |||

D:) ===

Correct: A

Q:50) Which is the correct statement about operator overloading?
    A:) Only arithmetic operators can be overloaded
    B:) Only non-arithmetic operators can be overloaded
    C:) Precedence of operators are changed after overlaoding
    D:) Associativity and precedence of operators does not change
    Correct: D

UNIT 2 : Beginning with C++

Q:1)   Pick the incorrect statements out of the following.

A:) Operator overloading does not disturbs the precedence of operators

B:) Arity of operators can be changed using operator overloading

C:) No new operators can be created

D:) All of the mentioned

Correct: B

Q:2)   Which header file is used to declare the complex number?

A:) complexnum

B:) complex

C:) complex number

D:) complexarg

Correct: B

Q:3)   How to declare the complex number?

A:) (3, 4)

B:) complex(3, 4)

C:) (3, 4i)

D:) (3, 4g)

Correct: B

Q:4)   How many real types are there in complex numbers?

A:) 1

B:) 2

C:) 3

D:) 4

Correct: C

Q:5)   Which of the following is not a function of complex values?

A:) real

B:) imag

C:) norm

D:) Cartesian

Correct: D

Q:6)   What is the return type of the conversion operator?
    A:) void
    B:) int
    C:) float
    D:) no return type
    Correct: D

Q:7)   Why we use the "dynamic_cast" type conversion?
    A:) result of the type conversion is a valid
    B:) to be used in low memory
    C:) result of the type conversion is an invalid
    D:) it is used for storage
    Correct: A

Q:8)   Why we use the "dynamic_cast" type conversion?
    A:) result of the type conversion is a valid
    B:) to be used in low memory
    C:) result of the type conversion is an invalid
    D:) it is used for storage
    Correct: A

Q:9)   How many parameters does a conversion operator may take?
    A:) 0
    B:) 1
    C:) 2
    D:) as many as possible
    Correct: A

Q:10)   How are types therein user-defined conversion?
    A:) 1
    B:) 2
    C:) 3
    D:) 4
    Correct: B

Q:11)   Pick out the correct syntax of operator conversion.
    A:) operator float()const
    B:) operator float()
    C:) operator const
    D:) operator const()
    Correct: A

Q:12)   Which rule will not affect the friend function?
    A:) private and protected members of a class cannot be accessed from outside
    B:) private and protected member can be accessed anywhere
    C:) protected member can be accessed anywhere
    Correct: A

Q:13)   Which keyword is used to declare the friend function?
    A:) firend
    B:) friend
    C:) classfriend
    D:) myfriend
    Correct: B

Q:14)   What is the syntax of friend function?
    A:) friend class1 Class2;
    B:) friend class;
    C:) friend class
    D:) friend class()
    Correct: A

Q:15)   Pick out the correct statement.
    A:) A friend function may be a member of another class
    B:) A friend function may not be a member of another class
    C:) A friend function may or may not be a member of another class
    D:) None of the mentioned
    Correct: C

Q:16)   Where does keyword 'friend' should be placed?
   A:) function declaration
   B:) function definition
   C:) main function
   D:) block function
   Correct: A

Q:17)   What is a friend function in C++?
   A:) A function which can access all the private, protected and public members of a class
   B:) A function which is not allowed to access any member of any class
   C:) A function which is allowed to access public and protected members of a class
   D:) A function which is allowed to access only public members of a class
   Correct: A

Q:18)   Pick the correct statement.
   A:) Friend functions are in the scope of a class
   B:) Friend functions can be called using class objects
   C:) Friend functions can be invoked as a normal function
   D:) Friend functions can access only protected members not the private members
   Correct: C

Q:19)   Which of the following is correct about friend functions?
   A:) Friend functions use the dot operator to access members of a class using class objects
   B:) Friend functions can be private or public
   C:) Friend cannot access the members of the class directly
   D:) All of the mentioned
   Correct: A

Q:20)   Which keyword is used to represent a friend function?
   A:) friend
   B:) Friend
   C:) friend_func
   D:) Friend_func
   Correct: D

Q:21)   When we are using heap operations what do we need to do to save the memory?
   A:) rename the objects
   B:) delete the objects after processing
   C:) both rename & delete the objects
   D:) add the objects
   Correct: B

Q:22)   Which container in c++ will take large objects?
   A:) string
   B:) class
   C:) vector
   D:) string & class
   Correct: C

Q:23)   How to stop your program from eating so much ram?
   A:) Find a way to work with the data one at a time
   B:) Declare it in program memory, instead of on the stack
   C:) Use the hard drive, instead of RAM
   D:) All of the mentioned
   Correct: D

Q:24)   Which option is best to eliminate the memory problem?
   A:) use smart pointers
   B:) use raw pointers
   C:) use virtual destructor
   D:) use smart pointers & virtual destructor
   Correct: D

Q:25)   Which is used to pass the large objects in c++?
   A:) pass by value
   B:) pass by reference
   C:) both pass by value & reference
   D:) pass by name
   Correct: B

Q:26)   What are the essential operators in c++?
   A:) +
   B:) |
   C:) <=
   D:) All of the mentioned
   Correct: D

Q:27)   In which direction does the assignment operation will take place?
   A:) left to right
   B:) right to left
   C:) top to bottom
   D:) bottom to top
   Correct: B

Q:28)   Pick out the compound assignment statement.
   A:) a = a – 5
   B:) a = a / b
   C:) a -= 5
   D:) a = a + 5
   Correct: C

Q:29)   What is the associativity of add(+);?
   A:) right to left
   B:) left to right
   C:) right to left & left to right
   D:) top to bottom
   Correct: B

Q:30)   What is the name of | operator?
   A:) sizeof
   B:) or
   C:) and
   D:) modulus
   Correct: B

Q:31)   Which operator is having the highest precedence in c++?
   A:) array subscript
   B:) Scope resolution operator
   C:) static_cast
   D:) dynamic_cast
   Correct: B

Q:32)   subscript operator is used to access which elements?
   A:) string
   B:) char
   C:) array
   D:) float
   Correct: C

Q:33)   How many arguments will the subscript operator will take for overloading?
   A:) 1
   B:) 2
   C:) 0
   D:) as many as possible
   Correct: A

Q:34)   Pick out the correct statement.
   A:) subscript operator has a higher precedence than the assignment operator
   B:) subscript operator has a lower precedence than the assignment operator
   C:) subscript operator is used with string elements
   D:) subscript operator is used with char elements
   Correct: A

Q:35)   What do we need to do to pointer for overloading the subscript operator?
   A:) reference pointer
   B:) dereference pointer
   C:) store it in heap
   D:) memory locator
   Correct: B

Q:36)   What do we need to use when we have multiple subscripts?
    A:) operator()
    B:) operator[]
    C:) operator
    D:) operator<>
    Correct: A

Q:37)   What is the use of function call operator?
    A:) overloading the methods
    B:) overloading the objects
    C:) overloading the parameters
    D:) overloading the string
    Correct: B

Q:38)   Pick out the correct statement.
    A:) virtual functions does not give the ability to write a templated function
    B:) virtual functions does not give the ability to rewrite a templated function
    C:) virtual functions does give the ability to write a templated function
    D:) virtual functions does not give the ability to rewrite a simple function
    Correct: A

Q:39)   What will happen when the function call operator is overloaded?
    A:) It will not modify the functions
    B:) It will modify the functions
    C:) It will modify the object
    D:) It will modify the operator to be interpreted
    Correct: D

Q:40)   In which form does the function call operator can be overloaded?
    A:) static member function
    B:) non-static member function
    C:) dynamis_cast
    D:) static_cast
    Correct: B

Q:41)   What is the use of functor?
   A:) It makes the object "callable" like a function
   B:) It makes the class "callable" like a function
   C:) It makes the attribute "callable" like a function
   D:) It makes the argument "callable" like a function
   Correct: A

Q:42)   Which is used to tell the computer that where a pointer is pointing to?
   A:) dereference
   B:) reference
   C:) heap operations
   D:) binary operations
   Correct: A

Q:43)   Which is used to do the dereferencing?
   A:) pointer without asterix
   B:) value without asterix
   C:) pointer with asterix
   D:) value with asterix
   Correct: C

Q:44)   Pick out the correct option.
   A:) References automatically dereference without needing an extra character
   B:) References automatically dereference with an extra character
   C:) Reference will not dereference
   D:) Reference automatically dereference with extra space and character
   Correct: A

Q:45)   What does the dereference operator will return?
   A:) rvalue equivalent to the value at the pointer address
   B:) lvalue equivalent to the value at the pointer address
   C:) it will return nothing
   D:) it will return boolean values
   Correct: B

Q:46)   Pick out the correct statement.
   A:) the null pointe r dereference occurs where a pointer that is expected to be a valid address but instead is equal to null
   B:) the null pointer dereference occurs where a pointer that is expected to be a valid address but instead is equal to the memory address
   C:) rvalue equivalent to the value at the pointer address
   D:) null pointer will not return anything
   Correct: A

Q:47)   Which operator works only with integer variables?
   A:) increment
   B:) decrement
   C:) both increment & decrement
   D:) binary operator
   Correct: C

Q:48)   How many types are there in increment/decrement operator?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: B

Q:49)   Pick out the correct statement.
   A:) Increment operator ++ adds 1 to its operand
   B:) Increment operator ++ adds 2 to its operand
   C:) Decrement operator ++ subtracts 1 to its operand
   D:) Decrement operator ++ subtracts 3 to its operand
   Correct: A

Q:50)   Pick out the correct statement.
   A:) Pre Increment is faster than post-increment
   B:) post-increment is faster than Pre Increment
   C:) pre increment is slower than post-increment
   D:) pre decrement is slower than post-increment
   Correct: A

UNIT 3 : Class and Objects

Q:1)   Which method do we use to append more than one character at a time?
  A:) append
  B:) operator+=
  C:) data
  D:) both append & operator+=
  Correct: D

Q:2)   What is string objects in C++?
  A:) Stream of alphabets
  B:) A stream of well-defined characters
  C:) Stream of characters
  D:) A stream of characters terminated by \0
  Correct: B

Q:3)   What is Character-Array?
  A:) array of alphabets
  B:) array of well-defined characters
  C:) array of characters
  D:) array of characters terminated by \0
  Correct: C

Q:4)   Pick the incorrect statement about Character-Array.
  A:) Character-Array can be terminated by a null character('\0')
  B:) Character-Array has a static size
  C:) Character-Array has a dynamic size
  D:) Character-Array has a threat of array-decay
  Correct: B

Q:5)   Pick the correct statement about string objects in C++.
  A:) String objects must be terminated by a null character('\0')
  B:) String objects have a static size
  C:) String objects have a dynamic size
  D:) String objects use extra memory than required.
  Correct: C

Q:6)   Which header file is used to include the string object functions in C++?
    A:) #include <string.h>
    B:) #include <cstring>
    C:) #include <string>
    D:) #include <string.cpp>
    Correct: C

Q:7)   Which of the following is not a modifier function in string class?
    A:) operator+=()
    B:) operator[]()
    C:) push_back()
    D:) erase()
    Correct: C

Q:8)   Which function is used to get the length of a string object?
    A:) str.length()
    B:) str.size()
    C:) str.max_size()
    D:) both size() and length() function
    Correct: D

Q:9)   What is the identifier given to string class to declare string objects?
    A:) String
    B:) string
    C:) STRING
    D:) Any of the above can be used
    Correct: B

Q:10)   What is the role of a constructor in classes?
    A:) To modify the data whenever required
    B:) To destroy an object
    C:) To initialize the data members of an object when it is created
    D:) To call private functions from the outer world
    Correct: C

Q:11)   Why constructors are efficient instead of a function init() defined by the user to initialize the data members of an object?
A:) Because user may forget to call init() using that object leading segmentation fault
B:) Because user may call init() more than once which leads to overwriting values
C:) Because user may forget to define init() function
D:) All of the mentioned
Correct: D

Q:12)   What is a copy constructor?
A:) A constructor that allows a user to move data from one object to another
B:) A constructor to initialize an object with the values of another object
C:) A constructor to check the whether to objects are equal or not
D:) A constructor to kill other copies of a given object.
Correct: B

Q:13)   What happens if a user forgets to define a constructor inside a class?
A:) Error occurs
B:) Segmentation fault
C:) Objects are not created properly
D:) Compiler provides a default constructor to avoid faults/errors
Correct: D

Q:14)   How many parameters does a default constructor require?
A:) 1
B:) 2
C:) 0
D:) 3
Correct: C

Q:15)   How constructors are different from other member functions of the class?
A:) Constructor has the same name as the class itself
B:) Constructors do not return anything
C:) Constructors are automatically called when an object is created
D:) All of the mentioned
Correct: D

Q:16)   How many types of constructors are there in C++?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: C

Q:17)   What is the role of destructors in Classes?
   A:) To modify the data whenever required
   B:) To destroy an object when the lifetime of an object ends
   C:) To initialize the data members of an object when it is created
   D:) To call private functions from the outer world
   Correct: B

Q:18)   What is syntax of defining a destructor of class A?
   A:) A(){ }
   B:) ~A(){ }
   C:) A::A(){ }
   D:) ~A(){ };
   Correct: B

Q:19)   When destructors are called?
   A:) When a program ends
   B:) When a function ends
   C:) When a delete operator is used
   D:) All of the mentioned
   Correct: D

Q:20)   What is the difference between constructors and destructors?
   A:) They have a different function name
   B:) Constructors does not have return type whereas destructors do have
   C:) Constructors allow function parameters whereas destructors do not
   D:) Constructors does not function parameters
   Correct: C

Q:21)   How many Destructors are allowed in a Class?
   A:) 1
   B:) 2
   C:) 3
   D:) Any number
   Correct: A

Q:22)   Which of the following constructors are provided by the C++ compiler if not defined in a class?
   A:) Default constructor
   B:) Assignment constructor
   C:) Copy constructor
   D:) All of the mentioned
   Correct: D

Q:23)   When a copy constructor is called?
   A:) When an object of the class is returned by value
   B:) When an object of the class is passed by value to a function
   C:) When an object is constructed based on another object of the same class
   D:) All of the mentioned
   Correct: D

Q:24)   How destructor overloading is done?
   A:) By changing the number of parameters
   B:) By changing the parameters type
   C:) By changing both the number of parameters and their type
   D:) No chance for destructor overloading
   Correct: D

Q:25)   Which of the following is correct?
   A:) Destructors can be virtual
   B:) There can be more than one destructor in a class
   C:) Destructor definition starts with !
   D:) Destructor is used to initialize objects
   Correct: A

Q:26)   Where is the derived class is derived from?

A:) derived

B:) base

C:) both derived & base

D:) class

Correct: B

Q:27)   Pick out the correct statement.

A:) A derived class's constructor cannot explicitly invokes its base class's constructor

B:) A derived class's destructor cannot invoke its base class's destructor

C:) A derived class's destructor can invoke its base class's destructor

D:) A derived class's destructor can invoke its base & derived class's destructor

Correct: B

Q:28)   Which of the following can derived class inherit?

A:) members

B:) functions

C:) both members & functions

D:) class

Correct: C

Q:29)   Which operator is used to declare the destructor?

A:) #

B:) ~

C:) @

D:) $

Correct: B

Q:30)   Which constructor will initialize the base class data member?

A:) derived class

B:) base class

C:) class

D:) derived & base class

Correct: B

Q:31)   Which class is used to design the base class?
   A:) abstract class
   B:) derived class
   C:) base class
   D:) derived & base class
   Correct: A

Q:32)   Which is used to create a pure virtual function?
   A:) $
   B:) =0
   C:) &
   D:) !
   Correct: B

Q:33)   Which is also called as abstract class?
   A:) virtual function
   B:) pure virtual function
   C:) derived class
   D:) base class
   Correct: B

Q:34)   What is meant by pure virtual function?
   A:) Function which does not have definition of its own
   B:) Function which does have definition of its own
   C:) Function which does not have any return type
   D:) Function which does not have any return type & own definition
   Correct: A

Q:35)   Pick out the correct option.
   A:) We cannot make an instance of an abstract base class
   B:) We can make an instance of an abstract base class
   C:) We can make an instance of an abstract super class
   D:) We can make an instance of an abstract derived class
   Correct: A

Q:36)   Where does the abstract class is used?
   A:) base class only

B:) derived class
C:) both derived & base class
D:) virtual class
Correct: A

Q:37)   What is an abstract class in C++?
A:) Class specifically used as a base class with atleast one virtual functions
B:) Class specifically used as a base class with atleast one pure virtual functions
C:) Class from which any class is derived
D:) Any Class in C++ is an abstract class
Correct: B

Q:38)   What is a pure virtual function in C++?
A:) A virtual function defined in a base class
B:) A virtual function declared in a base class
C:) Any function in a class
D:) A function without definition in a base class
Correct: B

Q:39)   Which is the correct syntax of defining a pure virtual function?
A:) pure virtual return_typefunc();
B:) virtual return_typefunc() pure;
C:) virtual return_typefunc() = 0;
D:) virtual return_typefunc();
Correct: C

Q:40)   Which is the correct statement about pure virtual functions?
A:) They should be defined inside a base class
B:) Pure keyword should be used to declare a pure virtual function
C:) Pure virtual function is implemented in derived classes
D:) Pure virtual function cannot implemented in derived classes
Correct: C

Q:41)   Pick the correct statement.
   A:) Pure virtual functions and virtual functions are the same
   B:) Both Pure virtual function and virtual function have an implementation in the base class
   C:) Pure virtual function has no implementation in the base class whereas virtual function may have an implementation in the base class
   D:) The base class has no pure virtual function
   Correct: C

Q:42)   Which interface determines how your class will be used by another program?
   A:) public
   B:) private
   C:) protected
   D:) void
   Correct: A

Q:43)   Pick out the correct statement about the override.
   A:) Overriding refers to a derived class function that has the same name and signature as a base class virtual function
   B:) Overriding has different names
   C:) Overriding refers to a derived class
   D:) Overriding has different names & it refers to a derived class
   Correct: A

Q:44)   How many ways of reusing are there in the class hierarchy?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: B

Q:45)   How many types of class are there in c++?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: C

Q:46)   Pick out the correct statement about multiple inheritances.
   A:) Deriving a class from one direct base class
   B:) Deriving a class from more than one direct base class
   C:) Deriving a class from more than one direct derived class
   D:) Deriving a class from more than one direct derivedbase class
   Correct: B

Q:47)   Which concepts does the Pre Increment use?
   A:) call by value
   B:) call by reference
   C:) queue
   D:) call by name
   Correct: B

Q:48)   How many types of representation are in the string?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: B

Q:49)   What is the header file for the string class?
   A:) #include<ios>
   B:) #include<str>
   C:) #include<string>
   D:) #include<stio>
   Correct: C

Q:50)   Which is used to return the number of characters in the string?
   A:) length
   B:) size
   C:) both size & length
   D:) name
   Correct: C

UNIT 4 : Constructor and Destructor

Q:1)   What does inheritance allow you to do?
   A:) create a class
   B:) create a hierarchy of classes
   C:) access methods
   D:) create a method
   Correct: B

Q:2)   What is the syntax of inheritance of class?
   A:) class name
   B:) class name: access specifier
   C:) class name: access specifier class name
   D:) access specifier class name
   Correct: C

Q:3)   How many kinds of classes are there in c++?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: D

Q:4)   What is meant by polymorphism?
   A:) class having many forms
   B:) class having only single form
   C:) class having two forms
   D:) class having four forms
   Correct: A

Q:5)   How many types of inheritance are there in c++?
   A:) 2
   B:) 3
   C:) 4
   D:) 5
   Correct: D

Q:6)   What is meant by container ship?
    A:) class contains objects of other class types as its members
    B:) class contains objects of other class types as its objects
    C:) class contains objects of other class types as its members 7 also objects
    D:) class contains objects of other class types as its members 9 also objects
    Correct: A

Q:7)   How many types of the constructor are there in C++?
    A:) 1
    B:) 2
    C:) 3
    D:) 4
    Correct: C

Q:8)   How many constructors can present in a class?
    A:) 1
    B:) 2
    C:) 3
    D:) multiple
    Correct: D

Q:9)   What should be the name of the constructor?
    A:) same as the object
    B:) same as the member
    C:) same as the class
    D:) same as the function
    Correct: C

Q:10)   What does derived class does not inherit from the base class?
    A:) constructor and destructor
    B:) friends
    C:) operator = () members
    D:) all of the mentioned
    Correct: D

Q:11)   What is a template?
A:) A template is a formula for creating a generic class
B:) A template is used to manipulate the class
C:) A template is used for creating the attributes
D:) A template is used to delete the class
Correct: A

Q:12)   Pick out the correct statement about string template.
A:) It is used to replace a string
B:) It is used to replace a string with another string at runtime
C:) It is used to delete a string
D:) It is used to create a string
Correct: D

Q:13)   How to declare a template?
A:) tem
B:) temp
C:) template<>
D:) temp()
Correct: C

Q:14)   How many types of templates are there in c++?
A:) 1
B:) 2
C:) 3
D:) 4
Correct: B

Q:15)   Which are done by compiler for templates?
A:) type-safe
B:) portability
C:) code elimination
D:) prototype
Correct: A

Q:16)   What may be the name of the parameter that the template should take?
    A:) same as template
    B:) same as class
    C:) same as function
    D:) same as member
    Correct: A

Q:17)   How many parameters are legal for non-type template?
    A:) 1
    B:) 2
    C:) 3
    D:) 4
    Correct: D

Q:18)   What is a function template?
    A:) creating a function without having to specify the exact type
    B:) creating a function with having an exact type
    C:) creating a function without having blank spaces
    D:) creating a function without class
    Correct: A

Q:19)   Which is used to describe the function using placeholder types?
    A:) template parameters
    B:) template type parameters
    C:) template type
    D:) type parameters
    Correct: B

Q:20)   Pick out the correct statement.
    A:) you only need to write one function, and it will work with many different types
    B:) it will take a long time to execute
    C:) duplicate code is increased
    D:) it will take a long time to execute & duplicate code is increased
    Correct: A

Q:21)   What can be passed by non-type template parameters during compile time?
   A:) int
   B:) float
   C:) constant expression
   D:) string
   Correct: C

Q:22)   From where does the template class derived?
   A:) regular non-templated C++ class
   B:) templated class
   C:) regular non-templated C++ class or templated class
   D:) main function
   Correct: C

Q:23)   What are Templates in C++?
   A:) A feature that allows the programmer to write generic programs
   B:) A feature that allows the programmer to write specific codes for a problem
   C:) A feature that allows the programmer to make program modular
   D:) A feature that does not add any power to the language
   Correct: A

Q:24)   In how many ways templates concept can be used?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: B

Q:25)   What is the difference between normal function and template function?
   A:) The normal function works with any data types whereas template function works with specific types only
   B:) Template function works with any data types whereas normal function works with specific types only
   C:) Unlike a normal function, the template function accepts a single parameter
   D:) Unlike the template function, the normal function accepts more than one parameters
   Correct: B

Q:26)   Templates simulate which of the following feature?
  A:) Polymorphism
  B:) Abstraction
  C:) Encapsulation
  D:) Inheritance
  Correct: A

Q:27)   Which keyword is used for the template?
  A:) Template
  B:) template
  C:) Temp
  D:) temp
  Correct: B

Q:28)   What is the correct syntax of defining function template/template functions?
  A:) template <class T> void(T A:){cout<<a;}
  B:) Template <class T> void(T A:){cout<<a;}
  C:) template <T> void(T A:){cout<<a;}
  D:) Template <T> void(T A:){cout<<a;}
  Correct: A

Q:29)   What is the syntax of class template?
  A:) template <paramaters> class declaration
  B:) Template <paramaters> class declaration
  C:) temp <paramaters> class declaration
  D:) Temp <paramaters> class declaration
  Correct: A

Q:30)   How the template class is different from the normal class?
  A:) Template class generate objects of classes based on the template type
  B:) Template class saves system memory
  C:) Template class helps in making genetic classes
  D:) All of the mentioned
  Correct: D

Q:31)   How many template parameters are allowed in template classes?
   A:) 1
   B:) 2
   C:) 3
   D:) one or more
   Correct: D

Q:32)   What is meant by the template parameter?
   A:) It can be used to pass a type as an argument
   B:) It can be used to evaluate a type
   C:) It can of no return type
   D:) It can be used to delete a type
   Correct: A

Q:33)   Which keyword can be used in template?
   A:) class
   B:) typename
   C:) both class &typename
   D:) function
   Correct: C

Q:34)   What is the validity of template parameters?
   A:) inside that block only
   B:) inside the class
   C:) whole program
   D:) inside the main class
   Correct: A

Q:35)   Why we use :: template-template parameter?
   A:) binding
   B:) rebinding
   C:) both binding & rebinding
   D:) reusing
   Correct: C

Q:36)   Which parameter is legal for non-type template?
    A:) pointer to member
    B:) object
    C:) class
    D:) baseclass
    Correct: A

Q:37)   Which of the things does not require instantiation?
    A:) functions
    B:) non virtual member function
    C:) member class
    D:) all of the mentioned
    Correct: D

Q:38)   What is meant by template specialization?
    A:) It will have certain data types to be fixed
    B:) It will make certain data types to be dynamic
    C:) Certain data types are invalid
    D:) It will make all data types to be dynamic
    Correct: A

Q:39)   Which is similar to template specialization?
    A:) template
    B:) function overloading
    C:) function template overloading
    D:) overloading
    Correct: C

Q:40)   Which is called on allocating the memory for the array of objects?
    A:) destructor
    B:) constructor
    C:) method
    D:) class
    Correct: D

Q:41)   How many types of specialization are there in c++?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: B

Q:42)   What is another name of full specialization?
   A:) explicit specialization
   B:) implicit specialization
   C:) function overloading template
   D:) overloading template
   Correct: C

Q:43)   Which is dependant on template parameter?
   A:) base class
   B:) abstract class
   C:) method
   D:) static class
   Correct: A

Q:44)   Which value is placed in the base class?
   A:) derived values
   B:) default type values
   C:) both default type & derived values
   D:) null value
   Correct: B

Q:45)   How many bits of memory needed for internal representation of class?
   A:) 1
   B:) 2
   C:) 4
   D:) no memory needed
   Correct: D

Q:46)   How many kinds of entities are directly parameterized in c++?

A:) 1

B:) 2

C:) 3

D:) 4

Correct: C

Q:47)   How many kinds of parameters are there in C++?

A:) 1

B:) 2

C:) 3

D:) 5

Correct: C

Q:48)   What is the Standard Template Library?

A:) Set of C++ template classes to provide common programming data structures and functions

B:) Set of C++ classes

C:) Set of Template functions used for easy data structures implementation

D:) Set of Template data structures only

Correct: A

Q:49)   What are the containers?

A:) Containers store objects and data

B:) Containers stores all the algorithms

C:) Containers contain overloaded functions

D:) Containers contain set of Iterators

Correct: A

Q:50)   How many Sequence Containers are provided by C++?

A:) 2

B:) 3

C:) 4

D:) 5

Correct: D

UNIT 5: Inheritance

Q:1)   What is Inheritance in C++?
   A:) Wrapping of data into a single class
   B:) Deriving new classes from existing classes
   C:) Overloading of classes
   D:) Classes with same names
   Correct: B

Q:2)   How many specifiers are used to derive a class?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: C

Q:3)   Which specifier makes all the data members and functions of base class inaccessible by the derived class?
   A:) private
   B:) protected
   C:) public
   Correct: A

Q:4)   4. If a class is derived privately from a base class then _____
   A:) no members of the base class is inherited
   B:) all members are accessible by the derived class
   C:) all the members are inherited by the class but are hidden and cannot be accessible
   D:) no derivation of the class gives an error
   Correct: C

Q:5)   What is a virtual function in C++?
   A:) Any member function of a class
   B:) All functions that are derived from the base class
   C:) All the members that are accessing base class data members
   D:) All the functions which are declared in the base class and is re-defined/overridden by the derived class
   Correct: D

Q:6)   Which is the correct syntax of declaring a virtual function?
   A:) virtual intfunc();
   B:) virtual intfunc(){};
   C:) inline virtual func();
   D:) inline virtual func(){};

Correct: A

Q:7)   Which statement is incorrect about virtual function.
   A:) They are used to achieve runtime polymorphism
   B:) They are used to hide objects
   C:) Each virtual function declaration starts with the virtual keyword
   D:) All of the mentioned
   Correct: B

Q:8)   The concept of deciding which function to invoke during runtime is called
_____
   A:) late binding
   B:) dynamic linkage
   C:) static binding
   D:) both late binding and dynamic linkage
   Correct: D

Q:9)   What is a pure virtual function?
   A:) A virtual function defined inside the base class
   B:) A virtual function that has no definition relative to the base class
   C:) A virtual function that is defined inside the derived class
   D:) Any function that is made virtual
   Correct: B

Q:10)   How many groups of output of operation are there in c++?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: B

Q:11)   Pick out the correct objects about the instantiation of output stream.
   A:) cout
   B:) cerr
   C:) clog
   D:) all of the mentioned
   Correct: D

Q:12)   What is meant by ofstream in c++?
   A:) Writes to a file
   B:) Reads from a file
   C:) Writes to a file & Reads from a file
   D:) delete a file
   Correct: A

Q:13)   How many types of output stream classes are there in c++?
   A:) 1
   B:) 2
   C:) 3
   D:) 4
   Correct: C

Q:14)   What must be specified when we construct an object of class ostream?
   A:) stream
   B:) streambuf
   C:) memory
   D:) steamostream
   Correct: B

Q:15)   Which operator is used for input stream?
   A:) >
   B:) >>
   C:) <
   D:) <<
   Correct: B

Q:16)   Where does a cin stops it extraction of data?
   A:) By seeing a blank space
   B:) By seeing (
   C:) By seeing a blank space & (
   D:) By seeing <
   Correct: A

Q:17)   Which is used to get the input during runtime?
   A:) cout
   B:) cin
   C:) coi
   D:) cinout
   Correct: B

Q:18)   How many parameters are there in getline function?
   A:) 1
   B:) 2
   C:) 2 or 3
   D:) 3
   Correct: C

Q:19)   What can be used to input a string with blank space?
   A:) inline
   B:) getline
   C:) putline
   D:) setline
   Correct: B

Q:20)   When will the cin can start processing of input?
   A:) After pressing return key
   B:) BY pressing blank space
   C:) After pressing return key & BY pressing blank space
   D:) BY pressing delete space
   Correct: A

Q:21)   Which header file is required to use file I/O operations?
   A:) <ifstream>
   B:) <ostream>
   C:) <fstream>
   D:) <iostream>
   Correct: C

Q:22)   Which of the following is used to create an output stream?
   A:) ofstream
   B:) ifstream
   C:) iostream
   D:) fsstream
   Correct: A

Q:23)   Which of the following is used to create a stream that performs both input and output operations?
   A:) ofstream
   B:) ifstream
   C:) iostream
   D:) fstream
   Correct: D

Q:24)   Which of the following is not used as a file opening mode?
   A:) ios::trunc
   B:) ios::binary
   C:) ios::in
   D:) ios::ate
   Correct: A

Q:25)   Which of the following statements are correct?
      a.   It is not possible to combine two or more file opening mode in open() method.
      b.   It is possible to combine two or more file opening mode in open() method.
      c.   ios::in and ios::out are input and output file opening mode respectively.
   A:) 1, 3
   B:) 2, 3
   C:) 3 only
   D:) 1, 2
   Correct: A

Q:26)   By default, all the files in C++ are opened in _____ mode.
   A:) Text
   B:) Binary
   C:) ISCII
   D:) VTC
   Correct: B

Q:27)   What is the use of ios::trunc mode?
   A:) To open a file in input mode
   B:) To open a file in output mode
   C:) To truncate an existing file to half
   D:) To truncate an existing file to zero
   Correct: A

Q:28)   Which of the following is the default mode of the opening using the ofstream class?
   A:) ios::in
   B:) ios::out
   C:) ios::app
   D:) ios::trunk
   Correct: D

Q:29)　　　What is the return type open() method?
　　A:) int
　　B:) char
　　C:) bool
　　D:) float
　　Correct: B

Q:30)　　　Which of the following is not used to seek file pointer?
　　A:) ios::set
　　B:) ios::end
　　C:) ios::cur
　　D:) ios::beg
　　Correct: C

Q:31)　　　Which of the following is the default mode of the opening using the ifstream class?
　　A:) ios::in
　　B:) ios::out
　　C:) ios::app
　　D:) ios::trunk
　　Correct: A

Q:32)　　　Which of the following is the default mode of the opening using the fstream class?
　　A:) ios::in
　　B:) ios::out
　　C:) ios::in|ios::out
　　D:) ios::trunk
　　Correct: A

Q:33)　　　Which function is used in C++ to get the current position of file pointer in a file?
　　A:) tell_p()
　　B:) get_pos()
　　C:) get_p()
　　D:) tell_pos()
　　Correct: C

Q:34)　　　Which function is used to reposition the file pointer?
　　A:) moveg()
　　B:) seekg()
　　C:) changep()
　　D:) go_p()
　　Correct: A

Q:35)   Which of the following is used to move the file pointer to start of a file?
A:) ios::beg
B:) ios::start
C:) ios::cur
D:) ios::first
Correct: B

Q:36)   What is the use of function call operator?
A:) overloading the methods
B:) overloading the objects
C:) overloading the parameters
D:) overloading the string
Correct: B

Q:37)   Pick out the correct statement.
A:) virtual functions does not give the ability to write a templated function
B:) virtual functions does not give the ability to rewrite a templated function
C:) virtual functions does give the ability to write a templated function
D:) virtual functions does not give the ability to rewrite a simple function
Correct: A

Q:38)   What will happen when the function call operator is overloaded?
A:) It will not modify the functions
B:) It will modify the functions
C:) It will modify the object
D:) It will modify the operator to be interpreted
Correct: D

Q:39)   In which form does the function call operator can be overloaded?
A:) static member function
B:) non-static member function
C:) dynamis_cast
D:) static_cast
Correct: B

Q:40)   What is the use of functor?
A:) It makes the object "callable" like a function
B:) It makes the class "callable" like a function
C:) It makes the attribute "callable" like a function
D:) It makes the argument "callable" like a function
Correct: A

Q:41)   Which is used to tell the computer that where a pointer is pointing to?
   A:) dereference
   B:) reference
   C:) heap operations
   D:) binary operations
   Correct: A

Q:42)   Which is used to do the dereferencing?
   A:) pointer without asterix
   B:) value without asterix
   C:) pointer with asterix
   D:) value with asterix
   Correct: C

Q:43)   Pick out the correct option.
   A:) References automatically dereference without needing an extra character
   B:) References automatically dereference with an extra character
   C:) Reference will not dereference
   D:) Reference automatically dereference with extra space and character
   Correct: A

Q:44)   What does the dereference operator will return?
   A:) rvalue equivalent to the value at the pointer address
   B:) lvalue equivalent to the value at the pointer address
   C:) it will return nothing
   D:) it will return boolean values
   Correct: B

Q:45)   Pick out the correct statement.
   A:) the null pointe r dereference occurs where a pointer that is expected to be a valid address but instead is equal to null
   B:) the null pointer dereference occurs where a pointer that is expected to be a valid address but instead is equal to the memory address
   C:) rvalue equivalent to the value at the pointer address
   D:) null pointer will not return anything
   Correct: A

Q:46)   Which operator works only with integer variables?
   A:) increment
   B:) decrement
   C:) both increment & decrement
   D:) binary operator

Correct: C

Q:47)   How many types are there in increment/decrement operator?
A:) 1
B:) 2
C:) 3
D:) 4
Correct: B

Q:48)   Pick out the correct statement.
A:) Increment operator ++ adds 1 to its operand
B:) Increment operator ++ adds 2 to its operand
C:) Decrement operator ++ subtracts 1 to its operand
D:) Decrement operator ++ subtracts 3 to its operand
Correct: A

Q:49)   Pick out the correct statement.
A:) Pre Increment is faster than post-increment
B:) post-increment is faster than Pre Increment
C:) pre increment is slower than post-increment
D:) pre decrement is slower than post-increment
Correct: A

Q:50)   What does the dereference operator will return?
A:) rvalue equivalent to the value at the pointer address
B:) lvalue equivalent to the value at the pointer address
C:) it will return nothing
D:) it will return boolean values
Correct: B