Online Examinations (Even Sem/Part-I/Part-II Examinations 2020 - 2021

Course Name - –OOP with C++
Course Code - DCSE401

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Answer all the questions. Each question carry one mark.

9. 1. How do structures and classes in C++ differ?

Mark only one oval.

- [ ] In Structures, members are public by default whereas, in Classes, they are private by default
- [ ] In Structures, members are private by default whereas, in Classes, they are public by default
- [ ] Structures by default hide every member whereas classes do not
- [ ] Structures cannot have private members whereas classes can have

10. 2. What is the other name used for functions inside a class?

Mark only one oval.

- ◯ Member variables
- ◯ Member functions
- ◯ Class functions
- ◯ Class variables

11. 3. Wrapping data and its related functionality into a single entity is known as

Mark only one oval.

- ◯ Abstraction
- ◯ Encapsulation
- ◯ Polymorphism
- ◯ Modularity

12. 4. How structures and classes in C++ differ?

Mark only one oval.

- ◯ In Structures, members are public by default whereas, in Classes, they are private by default
- ◯ In Structures, members are private by default whereas, in Classes, they are public by default
- ◯ Structures by default hide every member whereas classes do not
- ◯ Structures cannot have private members whereas classes can have

13. 5. What does polymorphism in OOPs mean?

Mark only one oval.

- Concept of allowing overriding of functions
- Concept of hiding data
- Concept of keeping things in different modules/files
- Concept of wrapping things into a single unit

14. 6. Which concept allows you to reuse the written code?

Mark only one oval.

- Encapsulation
- Abstraction
- Inheritance
- Polymorphism

15. 7. How access specifiers in Class helps in Abstraction?

Mark only one oval.

- They do not help in any way
- They allow us to show only required things to the outer world
- They help in keeping things together
- The abstraction concept is not used in classes.

16. 8. What does modularity mean?

Mark only one oval.

- ◯ Hiding part of the program
- ◯ Subdividing program into small independent parts
- ◯ Overriding parts of the program
- ◯ Wrapping things into a single unit

17. 9. Which of the following class allows to declare only one object of it?

Mark only one oval.

- ◯ Abstract class
- ◯ Virtual class
- ◯ Singleton class
- ◯ Friend class

18. 10. Which of the following is not a type of Constructor?

Mark only one oval.

- ◯ Copy constructor
- ◯ Default constructor
- ◯ Friend constructor
- ◯ Parameterized constructor

19. 11. Which of the following is correct?

Mark only one oval.

- Base class pointer object cannot point to a derived class object
- A derived class cannot have pointer objects
- Derived class pointer object cannot point to a base class object
- A base class cannot have pointer objects

20. 12. What is the other name used for functions inside a class?

Mark only one oval.

- Member variables
- Class functions
- Member functions
- Class variables

21. 13. Why references are different from pointers?

Mark only one oval.

- A reference cannot be made null
- A reference cannot be changed once initialized
- All of the mentioned
- No extra operator is needed for dereferencing of a reference

22. 14. How many types of polymorphism are there in C++?

Mark only one oval.

- 1
- 2
- 3
- 4

23. 15. How run-time polymorphisms are implemented in C++?

Mark only one oval.

- Using Inheritance
- Using Virtual functions
- Using Inheritance and Virtual function
- Using Templates

24. 16. How compile-time polymorphisms are implemented in C++?

Mark only one oval.

- Using Inheritance
- Using Virtual functions
- Using Templates
- Using Inheritance and Virtual functions

25. 17. Which of the following is an abstract data type?

Mark only one oval.

- int
- float
- class
- string

26. 18. Which data type is used to represent the absence of parameters?

Mark only one oval.

- int
- float
- void
- short

27. 19. Which of the following statements are true for the following declaration? int f(float)

Mark only one oval.

- f is a function taking an argument of type int and returning a floating-point number
- f is a function taking an argument of type float and returning an integer
- f is a function of type float
- f is a function of type int

28. 20. The value 132.54 can be represented using which data type?

Mark only one oval.

- void
- int
- double
- bool

29. 21. Which of the following accesses the seventh element stored in array?

Mark only one oval.

- array[7];
- array(6);
- array[6];
- array

30. 22. What are the references in C++?

Mark only one oval.

- A pointer to a variable
- A new type of variables
- An alternative name for already existing variables
- A new type of constant variable

31. 23. Which of the following operator is used while declaring references?

Mark only one oval.

- *
- ^
- &
- -->

32. 24. The data elements in the structure are also known as .....

Mark only one oval.

- members
- data
- objects
- objects & data

33. 25. Which operator is having the highest precedence?

Mark only one oval.

- unary
- shift
- postfix
- equality

34. 26. Which of the following is the default return value of functions in C++?

Mark only one oval.

- char
- float
- int
- void

35. 27. What happens to a function defined inside a class without any complex operations (like looping, a large number of lines, etc)?

Mark only one oval.

- It becomes a virtual function of the class
- It becomes a default calling function of the class
- It becomes an inline function of the class
- The program gives an error

36. 28. When we define the default values for a function?

Mark only one oval.

- When a function is defined
- When the scope of the function is over
- When a function is declared
- When a function is called

37. 29. Which of the following is a correct identifier in C++?

Mark only one oval.

- 7var_name
- 7VARNAME
- VAR_1234
- $var_name

38. 30. Which function is exclusively used to write a single character to console in C++?

Mark only one oval.

- cout.putline(ch)
- write(ch)
- cout.put(ch)
- printf(ch)

39. 31. By default, what a program does when it detects an exception?

Mark only one oval.

- Continue running
- Results in the termination of the program
- Calls other functions of the program
- Removes the exception and tells the programmer about an exception

40. 32. Which of the following is an exception in C++?

Mark only one oval.

- Divide by zero
- Semicolon not written
- Variable not declared
- An expression is wrongly written

41. 33. Which is the correct syntax of declaring a virtual function?

Mark only one oval.

- virtual int func(){};
- inline virtual func();
- virtual int func();
- inline virtual func(){};

42. 34. If the class name is X, what is the type of its “this” pointer (in a nonstatic, non-const member function)?

Mark only one oval.

- const X* const
- X* const
- X&
- X*

43. 35. When is std::bad_alloc exception thrown?

Mark only one oval.

- When new operator cannot allocate memory
- When alloc function fails
- When delete operator cannot delete the allocated (corrupted) object.
- When type requested for new operation is considered bad

44. 36. Which of the following correctly describes C++ language?

Mark only one oval.

- Statically typed language
- Dynamically typed language
- Type-less language
- Both Statically and dynamically typed language

45. 37. Which of the following is the most preferred way of throwing and handling exceptions?

Mark only one oval.

- Throw by value and catch by reference
- Throw by value and catch by value
- Throw by reference and catch by reference
- Throw the pointer value and provide catch for the pointer type

46. 38. What's wrong? while((i < 10) && (i > 24))

Mark only one oval.

- the logical operator && cannot be used in a test condition
- the while loop is an exit-condition loop
- the test condition is always false.
- the test condition is always true

47. 39. What's wrong? (x = 4 && y = 5) ? (a = 5) ; (b = 6);

Mark only one oval.

- the question mark should be an equal sign
- there are too many variables in the statement
- the first semicolon should be a colon
- the conditional operator is only used with strings

48. 40. What's wrong? for (int k = 2, k <=12, k++)

Mark only one oval.

- the increment should always be ++k
- the variable must always be the letter i when using a for loop
- the commas should be semicolons
- there should be a semicolon at the end of the statement

49. 41. Which of the following is not a standard exception built in C++

Mark only one oval.

- ◯ std::bad_alloc
- ◯ std::bad_cast
- ◯ std::bad_create
- ◯ std::bad_typeid

50. 42. What does STL stand for?

Mark only one oval.

- ◯ Simple Template Library
- ◯ Static Type Library
- ◯ Standard Template Library
- ◯ Single Type-based Library

51. 43. What is the difference between overloaded functions and overridden functions?

Mark only one oval.

- ◯ Overloading is a dynamic or run-time binding and Overriding is static or compile-time binding
- ◯ Redefining a function in a friend class is called function overriding while redefining a function in a derived class is called overloaded function.
- ◯ Overloading is a static or compile-time binding and Overriding is dynamic or run-time binding.
- ◯ Redefining a function in a friend class is called function overloading while Redefining a function in a derived class is called as overridden function.

52. 44. Each pass through a loop is called a/an

Mark only one oval.

- enumeration
- culmination
- iteration
- pass through

53. 45. Which of the following relationship is known as inheritance relationship?

Mark only one oval.

- ‘is-a’ relationship
- association relationship
- ‘has-a’ relationship
- none of the above

54. 46. Seek time is

Mark only one oval.

- time taken to retrieve a data
- Time taken by read/write head mechanism to position itself over appropriate cylinder
- None of these
- Time taken by appropriate sector to come under read/write

55. 47. In mulit-list organization

Mark only one oval.

- ◯ Records that have equivalent value for a given secondary index item are linked together to form a list.
- ◯ Records are directly accessed by record key field
- ◯ Records are loaded in ordered sequence defined by collating sequence by content of the key
- ◯ None of these

56. 48. The conditional compilation

Mark only one oval.

- ◯ It is taken care of by the compiler
- ◯ It is setting the compiler option conditionally
- ◯ None of these
- ◯ It is compiling a program based on a condition

57. 49. Originally 'C++' was developed as:

Mark only one oval.

- ◯ General purpose language
- ◯ Data processing language
- ◯ System programming language
- ◯ None of these

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

Mark only one oval.

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

59. 51. What will be the output of the following C++ code? int x[100]; int main() { cout << x[99] << endl; }

Mark only one oval.

- 100
- 99
- 0
- Error

60. 52. Which of the following is not supported by C++ language?

Mark only one oval.

- Exception Handling
- Operator Overloading
- Reflection
- Namespaces

61. 53. class derived: public base1, public base2 { } is an example of

Mark only one oval.

- Polymorphic inheritance
- Hierarchical inheritance
- Multilevel inheritance
- Multiple inheritance

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

Mark only one oval.

- Java Language
- C# language
- C language
- BASIC language

63. 55. How do we declare an abstract class?

Mark only one oval.

- By declaring at least one method abstract using the keyword ‘abstract’ in a class
- By declaring the class abstract with the keyword ‘abstract’
- By providing at least one pure virtual method (function signature followed by ==0;) in a class
- It is not possible to create abstract classes in C++

64. 56. What happens when a pointer is deleted twice?

Mark only one oval.

- It can abort the program
- It can cause a failure
- It can cause an error
- It can cause a trap

65. 57. Expression C=i++ causes

Mark only one oval.

- Value of i assigned to C and then i incremented by 1
- i to be incremented by 1 and then value of i assigned to C
- i to be incremented by 1
- Value of i assigned to C

66. 58. Which of the following library function below by default aborts the program?

Mark only one oval.

- terminate()
- end()
- exit()
- abort()

67. 59. Which of the following below can perform conversions between pointers to related classes?

Mark only one oval.

- cast_static
- dynamic_cast
- static_cast
- cast_dynamic

68. 60. How do we define a constructor?

Mark only one oval.

- x~() {}
- x() {}~
- x() ~{}
- ~x() {}

69. 61. In a C++ language '3' represents

Mark only one oval.

- A digit
- An integer
- A character
- A word

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

Mark only one oval.

- ‘self’ pointer
- std::auto_ptr pointer
- ‘myself’ pointer
- ‘this’ pointer

71. 63. Which of the following operators can be overloaded?

Mark only one oval.

- . (dot or member access operator)
- & (address-of operator)
- sizeof operator
- >> (right shift operator)

72. 64. Which of the following operator cannot be overloaded?

Mark only one oval.

- #NAME
- == (equality operator)
- -->(row operator)
- :: (scope resolution operator)

73. 65. If a member needs to have unique value for all the objects of that same class, declare the member as

Mark only one oval.

- Global variable outside class
- Local variable inside constructor
- Static variable inside class
- Dynamic variable inside class

74. 66. Under which of the following circumstances, synchronization takes place?

Mark only one oval.

- When the file is closed
- When the buffer is empty
- Explicitly, with manipulators
- None of these

75. 67. Which of the following is a valid pre-processor directive?

Mark only one oval.

- #define
- %define
- $define
- &define

76. 68. Value of a in a = (b = 5, b + 5); is

Mark only one oval.

- Junk value
- Syntax error
- 5
- 10

77. 69. The output of this program is int main () { cout << "Hello World!" return 0; }

Mark only one oval.

- Hello World
- Syntax error
- 0
- Hello World!

78. 70. The output of this program is int a = 10; int main() { int a = 20; cout << a << ::a; return 0; }

Mark only one oval.

- Syntax error
- 10 20
- 20 10
- 20 20