

# 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 multi-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() {}

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