Multiple Choice Questions
BCA-305
III Sem

OBJECT ORIENTED PROGRAMMING WITH C++

OOPS

1. In object oriented Programming the program is divided into ----------.
   a) class b)object c)function d)none of these
   Ans [b]
2. Which one is the Object Oriented Programming language?
   a) Cobol b)C c) C++ d) both C & C++
   Ans [c]
3. The wrapping up of data and functions into a single unit is called ----------.
   a) inheritance b)encapsulation c)data hiding d)polymorphism
   Ans: - b
4. The process by which objects of one class acquire the properties of objects of another class is called ---------- .
   a) abstraction b) inheritance c) encapsulation d)polymorphism
   Ans: – b
5. In OOP which cocept provides the idea of reusability.
   a) inheritance b)encapsulation c)data hiding d)polymorphism
   Ans: –a
6. The process of making an operator to exhibit different behaviors in different instances is called ----.
   a)function overloading b)operator overloading
   c)inheritance d)none of these
   Ans: - b
7. The process of making a function to exhibit different behaviors in different instances is called -----.
   a)function overloading b)operator overloading
   c)inheritance d)none of these
   Ans: - a
8. Objects communicate with one another by using ----------.
   a)message passing b)operator overloading c)inheritance d)both a & b
   Ans: - a
9. Through -------- we can eliminate redundant code and extend the use of existing class.
   a)inheritance b)operator overloading
   c)encapsulation d)both a & b
   Ans: - a
10. The --------- principle helps the programmer to build secure programs.
    a) operator overloading b)encapsulation
    c)data hiding d)polymorphism
    Ans: - c
11. What are the basic run time entities in an object oriented program?
    a) objects b)functions c)datas d)none of these
    Ans: -a
12. OOPs follows ---------- approach during program design.

a) top down b)bottom -up c)both a & b d)none of these
Ans: –b

13. The technique of Hiding internal details in an object is called-----
    a) encapsulation b)functions c)Abstraction d)inheritance
    Ans: –c
14. classes are -------- datatype.
    a)derived b)user-defined c)built-in d)both a & c
    Ans: –b
15. ---------- provides interface between the object's data and program.
    a) object b)functions c)class d)polymorphism
    Ans: –b
16. ---------- refers to the linking of procedure call to the code to be executed in response to the call.
    a) polymorphism b)functions c)dynamic binding d) object
    Ans: -c
17. A -------- for an object is a request for execution of a procedure.
    a)object b)functions c)dynamic binding d) message
    Ans: - d
18. The << operator is known as----------.
    a)put tob)get from c)insertion d)both a & c
    Ans: –d
19. The >> operator is known as----------.
    a)put tob)get from c)extraction d)both b & c
    Ans: – d
20. -------- contains function prototype for the standard input and output functions.
    a)iomanip.h b)iostream.h c)stdlib.h d)both a & b
    Ans: –b
21. In C++ default return type for all the functions is ---------.
    a)int b)void c)float d)none of these
    Ans: –a
22. Tne multiple use of input and output operator is called ……
    a)polymorphism b)inheritance c)cascading d)none of these.
    Ans:- c
23. Which of the following is not a feature of OOPs.
    a)polymorphism b)inheritance c)dynamic binding d)none of these.
    Ans:-d
24. ---------- model is also known as linear sequential model.
    a)prototype model b)waterfall model c)spiral model d)none of these
    Ans: –b
25. In UML ---------- is a collection of things tied together through relationships.
    a)things b)relationships c)diagrams d)none of these
    Ans: –c
26. A -------- is a physical device that exists at run time.
    a)node b)package c)both a and b d)none of these
    Ans: -a
27. Which of the following is a UML relationship.
    a)dependency b)association c)generalization d)all of the above
    Ans: –d

28. Which of the following is a UML constituents
    a)things b)relationships c)diagrams d)all of the above
    Ans: –d
29. ---------- are conceptual things which exists only during the development process.
    a)Package b)node c)class d)none of the above
    Ans: –a
30. ---------- relationship indicates that the change to an independent thing will affect the dependent thing.
    a)inheritance b)dependency c)association d)aggregation
    Ans: –b

Datatypes

31. ------- can represent items of varying data types to an item.
    a) Class
    b) Array
    c) Structures
    d) Object
    Ans [C]
32. ------ are the smallest or the atomic elements of a language.
    a) Identifiers
    b) Literals
    c) Keywords
    d) Tokens
    Ans [D]
33. Blanks, tabs, newlines, form feeds and comments are collectively called -------
    a) Blank fields
    b) White space
    c) Null values
    d) Literals
    Ans [B]
34. Find the false statement from the following
    a) An identifier in C++ is defined as an unlimited sequence of characters.
    b) The first character must be an alphabet followed by digits or underscore or alphabets.
    c) Identifiers are not case sensitive.
    d) You can use both uppercase and lower case alphabets in the same identifier.
    Ans: c
35. The instructions, which are used in programming, are called --------
    a) Data type
    b) Keywords
    c) Objects
    d) Identifiers
    Ans: b
36. ----- are the reserved words of the programming language.
    a) Tokens
    b) Literals
    c) Separators
    d) Keywords
    Ans:d
37. ----- refer to the names of variables, functions, arrays, classes, etc.

a) Identifiers
b) Operators
c) Punctuators
d) Manipulators

Ans: a

38. Write the range of value of the data type ‘char’
    a) 0 to 128
    b) 0 to 255
    c) -255 to 255
    d) -128 to 127

    Ans: d
39. Write the range of value of the data type ‘int’
    a) -32,768 to 32,767
    b) 0 to 65535
    c) 0 to 65536
    d) 0 to 32768

    Ans: -a
40. The standard ASCII characters have numeric values from --- to ----
    a) 0 to 128
    b) 0 to 127
    c) 0 to 255
    d) 0 to 256

    Ans: b
41. Identify the data type of the value -2567113254L
    a) Long integer
    b) Integer
    c) Short integer
    d) Big integer

    Ans: a
42. Identify the valid integer from the following:
    a) 325.6
    b) 255 356UL
    c) -3658 9586L
    d) +324454ul

    Ans: d
43. A ----- is the name of the storage location
    a) Identifier
    b) Variable
    c) Keyword
    d) Token

    Ans: b

44. The operator “>>” is called -----
    a) Extraction operator
    b) Insertion operator
    c) Put to operator
    d) Printing operator

Ans: a

45. Array indexing always starts with the number
    a) 0
    b) 1
    c) 2
    d) \0
    Ans: a
46. We declare a function with _____ if it does not have any return type
    A. long
    B. double
    C. void
    D. int
    Ans : [C]
47. Which of the following is selection statement in C++?
    A. Break
    B. goto
    C. exit
    D. switch

    Ans : [D]

48. There is a unique function in C++ program by where all C++ programs start their execution
    A. start()
    B. begin()
    C. main()
    D. output()

    Ans : [C]

49. A block comment can be written by
    A. Starting every line with double slashes (//)
    B. Starting with /* and ending with */
    C. Starting with //* and ending with *//
    D. Starting with <!- and ending with -!>
    Ans : [B

50. Which of the following is a correct comment?
    a) */ Comments */
    b) ** Comment **
    c) /* Comment */
    d) { Comment }
    Ans : a

51. Which of the following is not a correct variable type?
    a) Float
    b) Real
    c) Int
    d) double
    Ans: b

52. A variable is/are
    a) String that varies during program execution
    b) A portion of memory to store a determined value
    c) Those numbers that are frequently required in programs
    d) None of these
    Ans: b
53. By default, the members of a C++ class are:
    a) Private
    b) Public
    c) Protected
    d) None of these
    Ans: a
54. Which of the following function that must contain in all C++ Programs
    a) start()
    b) system()
    c) main()
    d) program()
    Ans: c
55. Which one of the following is the correct operator to compare two values
    a) :=
    b) =
    c) Equal
    d) = =
    Ans: d
56. C++ is originally developed by
    a) Nicolas Wirth
    b) Dennis Ritchi
    c) Bjarne Stroustrup
    d) Ken Thompson
    Ans: c
57. The operator '<< 'is called
    a) Get from operator
    b) Put to operator
    c) Extraction operator
    d) None of these
    Ans: b

58. Identify the unary operator.
    a) ? , :
    b) ++
    c) +
    d) %
    Ans: b

59. The ------- are used to check the relationship between two numeric operands or expressions.
    a) Logical operators
    b) Relational operators
    c) Arithmetic operators

d) Bitwise operators

Ans: b

60. To increase the value of c by one which of the following statement is wrong?
    A. c++;
    B. c = c + 1;
    C. c + 1 => c;
    D. c += 1

    Ans: [C]

61. In an assignment statement a=b Which of the following statement is true?
    A. The variable a and the variable b are equal.
    B. The value of b is assigned to variable a but the later changes on variable b will not affect the value of variable a
    C. The value of b is assigned to variable a and the later changes on variable b will affect the value of variable a
    D. The value of variable a is assigned to variable b and the value of variable b is assigned to variable a.

    Ans : [B]

62. The continue statement
    A. resumes the program if it is hanged
    B. resumes the program if it was break was applied
    C. skips the rest of the loop in current iteration
    D. all of above

Ans : [C]

63. Find out the error in following block of code.

```
If (x = 100)
Cout << "x is 100";
```

A. 100 should be enclosed in quotations
B. There is no semicolon at the end of first line
C. Equals to operator mistake
D. Variable x should not be inside quotation

Ans : [C]

64. What is the final value of x when the code int x; for(x=0; x<10; x++) {} is run?

    A. 10
    B. 9
    C. 0
    D. 1

Ans : [A]

65. When following piece of code is executed, what happens?

```
b = 3;
a = b++;
```

A. a contains 3 and b contains 4
B. a contains 4 and b contains 4

C. a contains 4 and b contains 3
D. a contains 3 and b contains 3

Ans : [A]

66. In case of arguments passed by values when calling a function such as z=addidion(x,y),
    A. Any modifications to the variables x & y from inside the function will not have any effect outside the function.
    B. The variables x and y will be updated when any modification is done in the function
    C. The variables x and y are passed to the function addition
    D. None of above are valid.

Ans : [A]

67. How many times is a do while loop guaranteed to loop?
    A. 0
    B. Infinitely
    C. 1
    D. variable

Ans: [C]

68. Which of the following is not a valid relational operator?
    A. ==
    B. =>
    C. >=
    D. >=

Ans: [B]

69. The result of a Relational operation is always
    A. either True or False
    B. is less than or is more than
    C. is equal or less or more
    D. All of these

    Ans: [A]

70. A -------- is a memory portion of memory to store a determined value.
    a) Constant
    b) Variable
    c) Keyword
    d) Separators

    Ans: b

71. An identifier may --------
    a) Strings, that varies at program execution.
    b) Those numbers, that is frequently required in programs.
    c) The name of a variable.
    d) None of these

Ans: c.

72. The visibility of variables inside a structure is
    a) Private
    b) Public

c) Protected
d) None of these
Ans: b
73.------- are used for comparing two conditions or to write a compound condition.
a) Relational operators
b) Ternary operator
c) Conditional operator
d) Logical operator
Ans: d
74.----- statement is used to print a blank line in CPP program
a) "\n"
b) endl
c) Both 'a' and 'b'
d) None of these
Ans: c
75.int d=int (a) + int (b);This statement is an example of -------
a) Implicit conversion
b) Explicit conversion
c) Internal conversion
d) External conversion
Ans: b
76. Within a switch statement
A. Continue can be used but Break cannot be used
B. Continue cannot be used but Break can be used
C. Both Continue and Break can be used
D. Neither Continue nor Break can be used
Ans : [B]
77. Strings are character arrays. The last index of it contains the null-terminated character
A. \n
B. \t
C. \0
D. \1
Ans : [C]
78. Observe following function declaration and choose the best Ans::
int divide (int a, int b = 2)
A. Variable b is of integer type and will always have value 2
B. Variable a and b are of int type and the initial value of both variables is 2
C. Variable b is international scope and will have value 2
D. Variable b will have value 2 if not specified when calling function
Ans : [D]
79. Arguments of a functions are separated with
A. comma (,)
B. semicolon (;)
C. colon (:)
D. None of these
Ans : [A]
80. Variables inside parenthesis of functions declarations have _____ level access.
A. Local

B. Global
C. Module
D. Universal

Ans : [A]

81. ---------- Statement used to branch unconditionally from one point to another in the program.

a) Jump
b) goto
c) break
d) exit(0)

Ans: goto

82. What will be the output of the following program?

```
#include<iostream.h>
void main()
{
float x=5,y=2;
int result;
result=x % y;
cout<<result;
}
```

A. 1
B. 1.0
C. Error message
D. 2.5

Ans : [C]

83. A white space is :
    A. blank space
    B. new line
    C. tab
    D. all of the above

Ans : [D]

84. Which of the following statements are true in c++?
    A. Classes cannot have data as public members.
    B. Structures cannot have functions as members.
    C. Structures cannot have functions as members.
    D. None of these.

Ans : [B]

85. What will be the values of x, m and n after the execution of the following statements?

```
int x, m, n;
m = 10;
n = 15;
x = ++m + n++;
```

A. x=25, m=10, n=15
B. x=26, m=11, n=16
C. x=27, m=11, n=16
D. x=27, m=10, n=15

Ans : [B]

86. Consider the following statements:

```
int x = 22,y=15;
x = (x>y) ? (x+y) : (x-y);
```

What will be the value of x after executing these statements?

A. 22
B. 37
C. 7
D. Error. Cannot be executed

Ans : [B]

87. ------- is the actual body of the function
    a) Library function
    b) Function call
    c) Function definition
    d) Function declaration

Ans: c

88. Which of the following is an exit controlled loop?
    a) While
    b) For
    c) Switch
    d) do…. While

Ans:- d

89. ----- is a function that is expanded in line when it is invoked.

a) Library function
b) User defined function
c) Inline function
d) None of these

Ans: c

90. The qualifier ------ tells the compiler that the function should not modify the argument.

a) Const
b) Static
c) Constant
d) Inline

Ans: a

91. ------ refers to the use of the same thing for different purpose.

a) Function declaration
b) Overloading
c) Function calling
d) Prototyping

Ans: b

92. The functions declared inside the class is known as --------

a) Data members
b) Library functions
c) Member functions
d) User defined functions

Ans: c

93. The binding of data and functions together into a single class-type is referred to as --------

a) Abstraction

b) Encapsulation
c) Inheritance
d) Polymorphism
Ans: b
94. When a function is defined inside a class,it is treated as -------
a) Inline function
b) Inside definition
c) Inline definition
d) Data function
Ans: a
95. Calling a member function by using its name from another member function of the same class is known as ------
a) Grouping of member function
b) Member function group
c) Nesting of member function
d) Nested group of member function
Ans: c
96. ----- function can only be called by another function that is a member of its class.
a) Member function
b) Private member function
c) Nested member function
d) Public member function
Ans: b
97. -------- are normally used to maintain values common to the entire class.
a) Dynamic variables
b) Static variables
c) Private variables
d) Public variables
Ans: b
98. A static variable is initialized to -----when the first object of its class is created.
a) 1
b) Null
c) 0
d) None of these
Ans: c
99. The same function name having different tasks
A. Function overloading
B. Constructor overloading
C. Polymorphism
D. Operator overloading
Ans:a
100. The main function having argument
A. Default Argument
B. Command line argument
C. Const argument
D. Constructor overloading
Ans [B]
101. A function calling itself

A. Inline function
B. Static function
C. Friend function
D. Recursion

Ans [D]

102.A private member function can be called by another function that is a member of a class is called

A. Friend function
B. Nesting of member function
C. Inline function
D. Static function

Ans [B]

103. The function that is a bridge between two classes

A. Friend function
B. Nesting of member function
C. Inline function
D. Static function

Ans [A]

104. The break statement causes an exit

A. from the innermost loop only.
B. only from the innermost switch.
C. from all loops & switches.
D. from the innermost loop or switch.

Ans: c

105. The arrays of variable that are of the type class

A. Array of object
B. pointer
C. Object
D. Structure

Ans [A]

Objects & Classes

106. Which of the following is not a type of constructor?

a. Copy constructor
b. Friend constructor
c. Default constructor
d. Parameterized construct

Ans [B]

107. Which of the following statements is incorrect?

a. Friend keyword can be used in the class to allow access to another class.

b. Friend keyword can be used for a function in the public section of a class.

c. Friend keyword can be used for a function in the private section of a class.

d. Friend keyword can be used on main().

Ans [D]

108. Which of the following statement is correct regarding destructor of base class?

A. Destructor of base class should always be static.

B. Destructor of base class should always be virtual.

C. Destructor of base class should not be virtual.

D. Destructor of base class should always be private.

Ans [B]

109. How can we make a class abstract?

A. By making all member functions constant.

B. By making at least one member function as pure virtual function.

C. By declaring it abstract using the static keyword.

D. By declaring it abstract using the virtual keyword.

Ans [B]

110. Which of the following statements is correct when a class is inherited publicly?

A. Public members of the base class become protected members of derived class.

B. Public members of the base class become private members of derived class.

C. Private members of the base class become protected members of derived class.

D. Public members of the base class become public members of derived class.

Ans [D]

111. Which of the following access specifies is used in a class definition by default?

A. Protected **B.** Public

C. Private **D.** Friend

Ans [c]

112. Which of the following statement is correct with respect to the use of friend keyword inside a class?

A. A private data member can be declared as a friend.

B. A class may be declared as a friend.

C. An object may be declared as a friend.

D. We can use friend keyword as a class name.

Ans [B]

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

A. Default **B.** Break

C. Protected **D.** Asm

Ans [C]

114. Which of the following type of data member can be shared by all instances of its class?

A. Public **B.** Inherited

C. Static **D.** Friend

Ans [C]

115. Constructor is executed when _____.

A. an object is created

B. an object is used

C. a class is declared

D. an object goes out of scope.

Ans [A]

116. Which of the following also known as an instance of a class?

A. Friend Functions

B. Object

C. Member Functions

D. Member Variables

Ans [B]

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

A. Zero

B. One

C. Two

D. As many as we want

Ans [A]

118. Which of the following statements is correct?

A. Data items in a class must be private.

B. Both data and functions can be either private or public.

C. Member functions of a class must be private.

D. Constructor of a class cannot be private.

Ans [B]

119. Which of the following can be overloaded?

A. Object

B. Functions

C. Operators

D. Both B and C

Ans [D]

120. Which of the following is the only technical difference between structures and classes in C++?

A. Member function and data are by default protected in structures but private in classes.

B. Member function and data are by default private in structures but public in classes.

C. Member function and data are by default public in structures but private in classes.

D. Member function and data are by default public in structures but protected in classes.

Ans [C]

121. Which of the following statements are correct for a static member function?

1. It can access only other static members of its class.
2. It can be called using the class name, instead of objects.

A. Only 1 is correct.

B. Only 2 is correct.

C. Both 1 and 2 are correct.

D. Both 1 and 2 are incorrect.

Ans [C]

122. Which of the following means "The use of an object of one class in definition of another class"?

A. Encapsulation **B.** Inheritance

C. Composition **D.** Abstraction

Ans [C]

123. Which of the following statement is correct regarding destructor of base class?

A. Destructor of base class should always be static.

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C. Destructor of base class should not be virtual.

D. Destructor of base class should always be private.

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A. By making all member functions constant.

B. By making at least one member function as pure virtual function.

C. By declaring it abstract using the static keyword.

D. By declaring it abstract using the virtual keyword.

Ans [B]

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A. Public members of the base class become protected members of derived class.

B. Public members of the base class become private members of derived class.

C. Private members of the base class become protected members of derived class.

D. Public members of the base class become public members of derived class

Ans [D]

126. Which of the following statements is correct about the constructors and destructors?

A. Destructors can take arguments but constructors cannot.

B. Constructors can take arguments but destructors cannot.

C. Destructors can be overloaded but constructors cannot be overloaded.

D. Constructors and destructors can both return a value.

Ans [B]

127. Which of the following statement is correct?

A. C++ enables to define functions that take constants as an argument.

B. We cannot change the argument of the function that that are declared as constant.

C. Both A and B.

D. We cannot use the constant while defining the function.

Ans [C]

128. Which of the following statement is correct?

A. Two functions having same number of argument, order and type of argument can be overloaded if both functions do not have any default argument.

B. Overloaded function must have default arguments.

C. Overloaded function must have default arguments starting from the left of argument list.

D. A function can be overloaded more than once.

Ans [D]

129. Which of the following statement will be correct if the function has three arguments passed to it?

A. The trailing argument will be the default argument.

B. The first argument will be the default argument.

C. The middle argument will be the default argument.

D. All the argument will be the default argument.

Ans [A]

130. Which of the following statement is incorrect?

A. Default arguments can be provided for pointers to functions.

B. A function can have all its arguments as default.

C. Default argument cannot be provided for pointers to functions.

D. A default argument cannot be redefined in later declaration.

Ans [C]

131. Which of the following statement is correct?

A. Constructors can have default parameters.

B. Constructors cannot have default parameters.

C. Constructors cannot have more than one default parameter.

D. Constructors can have at most five default parameters.

Ans [A]

132. Which of the following function / type of function cannot be overloaded?

A. Member function

B. Static function

C. Virtual function

D. Both B and C

Ans [C]

133. Which of the following statement is incorrect?

A. The default value for an argument can be a global constant.

B. The default arguments are given in the function prototype.

C. Compiler uses the prototype information to build a call, not the function definition.

D. The default arguments are given in the function prototype and should be repeated in the function definition.

Ans [D]

134. Where the default value of parameter have to be specified?

A. Function call

B. Function definition

C. Function prototype

D. Both B or C

Ans [C]

135. Which of the following statement is correct?

A. The default value for an argument cannot be function call.

B. C++ allows the redefinition of a default parameter.

C. Both A and B.

D. C++ does not allow the redefinition of a default parameter.

Ans [D]

136. Which of the following statement is correct?

A. Only one parameter of a function can be a default parameter.

B. Minimum one parameter of a function must be a default parameter.

C. All the parameters of a function can be default parameters.

D. No parameter of a function can be default.

Ans [C]

137. Which of the following function / types of function cannot have default parameters?

A. Member function of class

B. main()

C. Member function of structure

D. Both B and C

Ans [B]

Constructors & Destructors

138. A constructor that accepts _____ parameters is called the default constructor.

A. one **B.** two

C. no **D.** three

Ans [C]

139. What happens when a class with parameterized constructors and having no default constructor is used in a program and we create an object that needs a zero-argument constructor?

A. Compile-time error.

B. Preprocessing error.

C. Runtime error.

D. Runtime exception.

Ans [A]

140. Destructor has the same name as the constructor and it is preceded by _____ .

A. ! **B.** ?

C. ~ **D.** $

Ans [C]

141. For automatic objects, constructors and destructors are called each time the objects

A. enter and leave scope

B. inherit parent class

C. are constructed

D. are destroyed

Ans [A]

142. Which constructor function is designed to copy objects of the same class type?

A. Create constructor

B. Object constructor

C. Dynamic constructor

D. Copy constructor

Ans [D]

143. Which of the following statement is correct?

A. Constructor has the same name as that of the class.

B. Destructor has the same name as that of the class with a tilde symbol at the beginning.

C. Both A and B.

D. Destructor has the same name as the first member function of the class.

Ans [C]

144. When are the Global objects destroyed?

A. When the control comes out of the block in which they are being used.

B. When the program terminates.

C. When the control comes out of the function in which they are being used.

D. As soon as local objects die.

Ans [B]

145. Copy constructor must receive its arguments by _____ .

A. either pass-by-value or pass-by-reference

B. only pass-by-value

C. only pass-by-reference

D. only pass by address

Ans [C]

146. A function with the same name as the class, but preceded with a tilde character (~) is called _____ of that class.

A. constructor **B.** destructor

C. function **D.** object

Ans [B]

147. Which of the following gets called when an object goes out of scope?

A. constructor

B. destructor

C. main

D. virtual function

Ans [B]

148. _____ used to make a copy of one class object from another class object of the same class type.

A. constructor

B. copy constructor

C. destructor

D. default constructor

Ans [B]

149. Constructors _____ to allow different approaches of object construction.

A. cannot overloaded

B. can be overloaded

C. can be called

D. can be nested

Ans [B]

150. Which of the following cannot be declared as virtual?

A. Constructor

B. Destructor

C. Data Members

D. Both A and C

Ans [A]

151. If the copy constructor receives its arguments by value, the copy constructor would

A. call one-argument constructor of the class

B. work without any problem

C. call itself recursively

D. call zero-argument constructor

Ans [c]

152. Which of the following are NOT provided by the compiler by default?

A. Zero-argument Constructor

B. Destructor

C. Copy Constructor

D. Copy Destructor

Ans [D]

153. It is a _____ error to pass arguments to a destructor.

A. logical **B.** virtual

C. syntax **D.** linker

Ans [C]

154. A _____ is a constructor that either has no parameters, or if it has parameters, all the parameters have default values.

A. default constructor

B. copy constructor

C. Both A and B

D. None of these

Ans [A]

155. How many default constructors per class are possible?

A. Only one

B. Two

C. Three

D. Unlimited

Ans [A]

156. Which of the following statement is correct?

A. A constructor has the same name as the class in which it is present.

B. A constructor has a different name than the class in which it is present.

C. A constructor always returns an integer.

D. A constructor cannot be overloaded.

Ans [A]

157. A destructor takes _____ arguments.

A. one **B.** two

C. three **D.** no

Ans [D]

158. Destructor calls are made in which order of the corresponding constructor calls?

A. Reverse order

B. Forward order

C. Depends on how the object is constructed

D. Depends on how many objects are constructed

Ans [A]

159. Which of the following never requires any arguments?

A. Member function

B. Friend function

C. Default constructor

D. const function

Ans [C]

160. A class's _____ is called when an object is destroyed.

A. constructor

B. destructor

C. assignment function

D. copy constructor

Ans [B]

161. How many times a constructor is called in the life-time of an object?

A. Only once

B. Twice

C. Thrice

D. Depends on the way of creation of object

Ans [A]

162. To ensure that every object in the array receives a destructor call, always delete memory allocated as an array with operator _____ .

A. destructor **B.** New[]

C. delete[] **D.** Free()

Ans [c]

163. Which of the following statement is correct whenever an object goes out of scope?

a) The default constructor of the object is called.
b) The parameterized destructor is called.
c) The default destructor of the object is called.
d) None of the above.

Ans [c]

Inheritance

164. Which allows you to create a derived class that inherits properties from more than one base class?

A. Multilevel inheritance
B. Multiple inheritance
C. Hybrid Inheritance
D. Hierarchical Inheritanc

Ans [B]

165. Which feature in OOP allows reusing code?

A) Polymorphism
B) Inheritance
C) Encapsulation
D) Data hiding

Ans [B]

166. The mechanism of deriving a new class from another class

A) Polymorphism
B) Inheritance

C) Encapsulation
D) Data hiding
Ans [B]

167. A derived class with only one base class
A. Multilevel inheritance
B. Multiple inheritance
C. Single inheritance
D. Hierarchical Inheritance

Ans [C]

168. The mechanism of deriving one base class with more than one derived classes
A. Multilevel inheritance
B. Multiple inheritance
C. Hybrid Inheritance
D. Hierarchical Inheritance
Ans [D]

169. The duplication of inherited members due to the multiple paths can be avoided by making a common base class is called
A. Abstract class
B. Virtual base class
C. Multiple inheritance
D. Nesting of classes
Ans [B]

170. The class that is not used to create object
A. Abstract class
B. Virtual base class
C. Multiple inheritance
D. Nesting of classes

Ans [A]

Operator overloading

171. The mechanism of giving special meaning to an operator
A. Operator overloading
B. Function overloading
C. Constructor overloading
D. Virtual function

Ans [A]

172. The operators can't be overloaded
A. Binary operators
B. Unary operators
C. Ternary operator
D. None

Ans [C]

173. Which of the following is not correct
A. Only existing operator can be overloaded
B. The overloaded operator must have at least one operand
C. We can change the basic meaning of the operator
D. Overloaded operators follow the syntax rule of original operator
Ans [C]

174. The operator we cannot use friend function

A. ?
B. Sizeof
C. ::
D. []

Ans [D]

175. A friend function for unary operator overloading takes ---- -arguments.
a) Zero
b) One
c) Two
d) None
Ans:-b

176. A member function for unary operator overloading takes---- -arguments.
a) Zero
b) One
c) Two
d) None
Ans:- a

177. A friend function for binary operator overloading takes---- -arguments.
a) Zero
b) One
c) Two
d) None
Ans:-c

Pointers & stream classes

178. The variable that contains the address of constant or variable
a) Function
b) Array
c) pointer
d) structure

Ans [c]

179. The indirect operator is
a) &
b) *
c) ::
d) :?
Ans [b]

180. The memory management operator in c++
a) new &delete
b) malloc
c)calloc
d)free
Ans [a]

181. The pointer refers to an object that has called the member function currently
a) this
b) address
c) virtual function
d) none
Ans [a]

182. Conversion of data type is called
a)self referencing
b)type casting
c)virtual function
d) abstract class
Ans [b]
183. The function that act as an interface to base & derived class
a)function overloading
b) virtual function
c)constructor
d) friend
Ans [b]
184. The keyword to convert constant into variable
a)Const_cast
b) reinterpret_cast
c) static_cast
d) implicit
Ans [a]
185. The keyword to convert pointer into non pointer & non pointer into pointer
a)Const_cast
b) reinterpret_cast
c) static_cast
d) implicit
Ans [b]
186. Treating the address of the object of the derived class as the address of the base class means
a) Up casting
b) down casting
c) early binding
d) late binding
Ans [a]
187. The empty virtual function are called
a)pure /donothing
b)virtual table
c)polymorphism
d) virtual base class
Ans [a]
188. A stream of byte that is the interface between IO and IO devices
a) Streams
b) class
c) object
d) file
Ans [a]
189. The class that derived from standard library **ios** contain input functions
a) Ios
b) iostream
c) istream
d) ostream
Ans [c]

190. The class that derived from standard library **ios** contain output functions
    a) Ios
    b) iostream
    c) istream
    d) ostream
    Ans [d]
191. Which function is in the ostream class
    a) get()
    b) read()
    c) write
    d) cin
    Ans [c]
192. Which function is in the istream class
    a)get()
    b) put()
    c) write
    d)cout
    Ans [a]
193. The standard library inherited from istream & ostream
    a) Ios
    b) iostream
    c) ifstream
    d) ofstream
    Ans [b]
194. The function used to receive one character at a time
    a) get()
    b) put()
    c) getline()
    d) write()
    Ans [a]
195. The function used to disply one character at a time
    a) get()
    b) put()
    c) getline()
    d) write()
    Ans [b]
196. The function used to receive one line at a time
    a) get()
    b) put()
    c) getline()
    d) write()
    Ans [c]
197. The function used to display one line at a time
    a) get()
    b) put()
    c) getline()
    d) write()
    Ans [d]

198. The function contain in the ios class to set width
    a)width()
    b) precision()
    c) fill()
    d) setf()
    Ans [a]
199. The function contain in the class iomanip to set width
    a)setw()
    b) set precision()
    c)set fill()
    d) setiosflags()
    Ans [a]
200. The function contain in the class iomanip to fill characters in the un used space
    a)setw()
    b) set precision()
    c)set fill()
    d) setiosflags()
    Ans [c]
201. The function contain in the ios class to fill characters in the blank space
    a)width()
    b) precision()
    c) fill()
    d) setf()
    Ans [C]
202. The function contain in the ios class to specify number of decimal places
    a)width()
    b) precision()
    c) fill()
    d) setf()
    Ans [b]
203. The function contain in the ios class to set flags
    a)width()
    b) precision()
    c) fill()
    d) setf()
    Ans [d]