# <u>Unit-1</u>

- 1. Which feature of OOPS described the reusability of code?
  - A. Abstraction
  - B. Encapsulation
  - C. Polymorphism
  - D. Inheritance
- 2. Which of the following is not an OOP?
  - A. Java B. C C. C++ D. C#
- 3. OOP acronym for
  - A. Object of Programming
  - B. Object Original Programming
  - C. Object Oriented Programming
  - D. Operating Original Programming
- 4. Which feature of OOPS derives the class from another class?

#### A. Inheritance

- B. Data hiding
- C. Encapsulation
- D. Polymorphism
- 5. Which of the following is correct about class?
  - A. class can have member functions while structure cannot.
  - B. class data members are public by default while that of structure are private.
  - C. Pointer to structure or classes cannot be declared.
  - D. class data members are private by default while that of structure are public by default.
- 6. Which of the following is not an access specifier?
  - A. Public
  - <mark>B. Char</mark>
  - C. Private
  - D. Protected

7. Which of the following OOP concept is not true for the C++ programming language?

A. A class must have member functions

B. C++ Program can be easily written without the use of classes

C. At least one instance should be declared within the C++ program

D. C++ Program must contain at least one class

8. What is the extra feature in classes which was not in the structures?

A. Member functions

- B. Data members
- C. Public access specifier
- D. Static Data allowed
- 9. Which operator is used to define a member function outside the class?
  - A. \* B. ()
  - C. +
  - D. ::

10. Nested member function is

A. A function that calls itself again and again.

B. A member function may call another member function within itself.

- C. Same as Class in the program
- D. Accessed using \* operator

11. Which of the following is syntax of C++ class member function?

A. class\_name,function\_name

B. return\_type class\_name :: member\_function

- C. datatype\_class\_name,function\_name
- D. class\_name\_function\_name

12. Which among the following feature does not come under the concept of OOPS?

- A. Platform independent
- B. Data binding
- C. Data hiding
- D. Message passing

13. The combination of abstraction of the data and code is viewed in\_\_\_\_\_.

A. Inheritance <mark>B. Class</mark> <mark>C. Object</mark> D. Interfaces

14. Which is private member functions access scope?

- A. Member functions which can be used outside the class
- B. Member functions which can only be used within the class
- C. Member functions which are accessible in derived class
- D. Member functions which can't be accessed inside the class

15. Which syntax among the following shows that a member is private in a class?

- A. private::Name (parameters)
- B. private: functionName(parameters)
- C. private(functionName(parameters))
- D. private functionName(parameters)

## <u>Unit-2</u>

- 1. What is C++?
  - A. C++ is an object-oriented programming language
  - B. C++ is a procedural programming language
  - C. C++ supports both procedural and object-oriented programming language
  - D. C++ is a functional programming language
- 2. Which of the following approach is used by C++?
  - A. Left-right
  - B. Right-left
  - C. Top-down
  - D. Bottom-up
- 3. Which of the following is an extension of a C program?
  - A. .doc <mark>B. .c</mark>
  - C. .cc
  - D. .cprog
- 4. Which of the following type is provided by C++ but not C?
  - A. double
  - B. float
  - C. int
  - <mark>D. bool</mark>

5. C++ provides various types of ..... that include keywords, identifiers, constants, strings, and operators.

- A. expressions
- B. structures
- C. tokens
- D. None of the above

6. ..... refer to fixed values that do not change during the execution of a program.

- A. Identifiers
- <mark>B. Constants</mark>
- C. Strings
- D. Operators

7	used for function calls and parameters.
A. { } <mark>B. ( )</mark> C. @	
8	used to access a structure member.

- A. @ B. . C. // D. \$
- 9. What are the parts of the literal constants?
  - A. integer numerals B. floating-point numerals C. strings and boolean values D. all of the above
- 10. Which of the following is not a derived data type?
  - A. Function
  - <mark>B. Int</mark>
  - C. Array
  - D. Pointer
- 11. Pick the odd one out.
  - A. boolean type
  - B. integer type
  - <mark>C. array type</mark>
  - D. character type

## 12. What is the size of an int data type?

- A. 4 Bytes
- B. 2 Bytes
- C. 8 Bytes
- D. Depends on the system/compiler

13. \_\_\_\_\_ data type holds whole numbers? (4 bytes)

- A. Bool
- B. String
- C. Double
- <mark>D. Int</mark>

# <u>Unit-3</u>

- 1. Which of the following is known as an assignment operator?
  - A. + B. / C. %
  - <mark>D. =</mark>

2. Which is used to do the dereferencing?

- A. pointer without asterisk (\*)
- B. value without asterisk (\*)

C. pointer with asterisk (\*)

- D. value with asterisk (\*)
- 3. What is type casting?
  - A. Converting one function into another
  - B. Converting one data type into another
  - C. Converting operator type to another type
  - D. None of them
- 4. Choose the correct syntax for explicit conversion.
  - A. Explicit (type)
  - B. (type) expression:
  - C. Expression (explicit)
  - D. None of the above
- 5. What will be the data type of the result of the following operation?

(float)a \* (int)b / (long)c \* (double)d

- A. int
- B. long
- C. float
- <mark>D. double</mark>

6. Which of the following type conversion is not possible in C++?

- A. Basic to Class type
- B. Class to Basic type
- C. One Class to another class type
- D. Inheritance to inheritance

7. Which of the following is the correct statement for class to basic type conversion?

- A. Class type to basic type conversion never performed
- B. In this conversion, the source type is class type and the destination type is basic type.
- C. Class type to basic type conversion acts like a data type
- D. None of the above
- 8. Conversion function \_\_\_\_\_\_.
  - A. must be a class member
  - B. must not have any argument
  - C. All of the above
  - D. None of the above

9. How many ways to perform conversion from one class to another class can perform?

- A. 4
- <mark>B. 2</mark>
- C. 3
- D.1

10. \_\_\_\_\_ refers to the process of changing the data type of the value stored in a variable.

- A. Type char
- B. Type int
- C. Type float
- D. Type cast

11. Which of the following type-casting have chances for wrap around?

- A. From int to float
- B. From int to char
- C. From char to short
- D. From char to int

## Unit-4

1. Decision Control statements in C++ can be implemented using:

A. if

B. if-else

C. Conditional Operator

D. All of the above

2. \_\_\_\_\_ is a looping statement in C++.

A. If

B. Switch

C. For

D. None of the above

3. To make a decision based on multiple choices, \_\_\_\_\_\_ is best suited.

A. If

B. If-else

C. If-else-if

D. None of the above

4. How many case statements are allowed before a single break statement in the switch statement?

A. 1 B. 2 <mark>C. Multiple</mark> D. 100

5. After the case keyword, \_\_\_\_\_\_ symbol is used.

A.: B.; C.> D./

6. Which of the following is not a part of the for statement?

A. Initialization

B. Statement checker

C. Update

D. Continuation condition

7. How many types of Iterators are there?

- A. 1
- B. 2
- C. 3
- D. 5

8. How many types of loops are there in C++?

- <mark>A. 4</mark>
- B. 2
- C. 3
- D. 1
- 9. Which Loop is Faster in C++?
  - A. For
  - B. While
  - C. Do While
  - D. All work at the same speed
- 10. Do While Loop is also known as \_\_\_\_\_.
  - A. Entry Control
  - B. Virtual Control
  - C. Exit Control
  - D. All of the Above
- 11. What is true about a break?
  - A. Break stops the execution of the entire program
  - B. Break halts the execution and forces the control out of the loop
  - C. Break forces the control out of the loop and starts the execution of the next iteration
  - D. Break halts the execution of the loop for a certain time frame
- 12. Which of the following is used with the switch statement?
  - A. Continue
  - B. Exit
  - <mark>C. break</mark>
  - D. for
- 13. Which of the following is a decision-making statement?
  - A. main()
  - B. void

C. goto

D. None of the above

14. \_\_\_\_\_ loop is guaranteed to execute at least once?

A. for loop

B. while loop

C. do-while loop

D. None of the above

15. Which of the following is a looping statement?

A. If

B. If-else

- C. Switch
- D. None of the above

# <u>Unit-5</u>

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

<mark>A. int</mark>

B. double

C. float

D. nothing

- 2. There are \_\_\_\_\_ types of functions in C++.
  - A. Four

<mark>B. Two</mark>

C. Three

D. None of the above

- 3. Where does the execution of the program start?
  - A. user-defined function

B. main function

C. void function

D. library function

4. What are mandatory parts in the function declaration?

A. return type, function name, parameters

B. return type, function name

C. parameters, function name

D. parameters, variable

5. How many minimum numbers of functions are present in the C++ program?

- <mark>A. 1</mark>
- B. 2
- C. 3

D. 0

6. Which one of the following is not a possible state for a pointer?

A. hold the address of the specific object

B. point one past the end of an object

C. zero

D. point to a type

- 7. A pointer can be initialized with
  - A. Null
  - B. Zero
  - C. Address of an object of the same type
  - D. All of the above
- 8. Referencing a value through a pointer is called
  - A. Direct calling
  - **B. Indirection**
  - C. Pointer referencing
  - D. All of the above
- 9. Choose the right option. Int \* x, y;
  - <mark>A.</mark> x is a pointer to an int, y is an int
  - B. y is a pointer to a string, x is an int
  - C. both x and y are pointers to integer types
  - D. y is a pointer to a string
- 10. A structure is a \_\_\_\_
  - A. Collection of variables (different types) represented by a single name.
  - B. A structure is a user-defined data type in C.
  - C. Keyword 'struct' is used to define structure in C.
  - D. All of the above

11. Structure members are accessed using\_\_\_\_\_

- A. : <mark>B. .</mark>
- C. >
- D. <
- 12. Which keyword is used to define a structure in C?
  - A. structure
  - B. struct
  - C. structC
  - D. None of the above
- 13. Passing a structure in a function using\_\_\_\_\_
  - A. Function by value
  - B. Function by reference
  - C. Both function by reference and function by value

D. None of the above

#### 14. Which of the following operation is illegal in structures?

- A. Pointer to a variable of the same structure
- B. Dynamic allocation of memory for structure
- C. Typecasting of structure
- D. All of the mentioned

# <u>Unit-6</u>

- 1. Which of the following is correct about class?
  - A. Class can have member functions while structure cannot.
  - B. Class data members are public by default while that of structure are private.
  - C. Pointer to structure or classes cannot be declared.
  - D. Class data members are private by default while that of structure are public by default.
- 2. Which of the following is not an access specifier?
  - A. Public
  - <mark>B. Char</mark>
  - C. Private
  - D. Protected

3. Which of the following OOP concept is not true for the C++ programming language?

A. A class must have member functions

- B. C++ Program can be easily written without the use of classes
- C. At least one instance should be declared within the C++ program

D. C++ Program must contain at least one class

- 4. Which among the following best describes member functions?
  - A. Functions which are defined within the class
  - **B. Functions belonging to a class**
  - C. Functions in public access of a class
  - D. Functions which are private to class

5. How can a static member function be accessed directly in the main() function?

- A. Dot operator
- B. Colon

C. Scope resolution operator

D. Arrow operator

6. Which keyword is used to make a non-member function as a friend function of a class?

- A. Friendly
- B. New

C. Friend

D. Connect

7. Member functions \_\_\_\_\_

A. Must be defined inside class body

B. Can be defined inside class body or outside

C. Must be defined outside the class body

D. Can be defined in another class

8. What is the extra feature in classes which was not in the structures?

A. Member functions

B. Data members

C. Public access specifier

D. Static Data allowed

9. Which operator is used to define a member function outside the class?

A. \* B. ( ) C. + D. ::

10. Nested member function is

A. A function that calls itself again and again.

B. A member function may call another member function within itself.

C. Same as Class in the program

D. Accessed using \* operator

11. Which of the following is the syntax of a C++ class member function?

A. class\_name,function\_name

B. return\_type class\_name :: member\_function

C. datatype\_class\_name,function\_name

D. class\_name\_function\_name

12. Which among the following feature does not come under the concept of OOPS?

#### A. Platform independent

- B. Data binding
- C. Data hiding
- D. Message passing

13. The combination of abstraction of the data and code is viewed in .

- A. Inheritance
- B. Class
- C. Object
- D. Interfaces

14. Which is private member functions access scope?

- A. Member functions which can used outside the class
- B. Member functions which can only be used within the class
- C. Member functions which are accessible in derived class
- D. Member functions which can't be accessed inside the class

15. Which syntax among the following shows that a member is private in a class?

- A. private::Name(parameters)
- B. private: functionName(parameters)
- C. private(functionName(parameters))
- D. private functionName(parameters)

# <u>Unit-7</u>

- 1. What is the extra feature in classes which was not in the structures?
  - A. Member functions
  - B. Data members
  - C. Public access specifier
  - D. Static Data allowed
- 2. How many public members are allowed in a class?
  - A. 1 B. Maximum 7 C. Exactly 3 <mark>D. As many as required</mark>
- 3. Which operator is used to define a member function outside the class?
  - A. \* B. ( ) C. + D. ::
- 4. Nested member function is
  - A. A function that call itself again and again.
  - B. A member function may call another member function within itself.
  - C. Same as Class in the program
  - D. Accessed using \* operator
- 5. Which of the following is syntax of C++ class member function?
  - A. class\_name, function\_name
  - B. return\_type class\_name :: member\_function
  - C. datatype\_class\_name, function\_name
  - D. class\_name\_function\_name
- 6. Which among the following feature does not come under the concept of OOPS?
  - A. Platform independent
  - B. Data binding
  - C. Data hiding
  - D. Message passing

7. The combination of abstraction of the data and code is viewed

in\_\_\_

- A. Inheritance
- B. Class
- C. Object
- D. Interfaces

8. Which is private member functions access scope?

- A. Member functions which can used outside the class
- B. Member functions which can only be used within the class
- C. Member functions which are accessible in derived class
- D. Member functions which can't be accessed inside the class

9. Which syntax among the following shows that a member is private in a class?

- A. private::Name(parameters)
- B. private: functionName(parameters)

C. private(functionName(parameters))

- D. private functionName(parameters)
- 10. Where does the object is created?
  - <mark>A. Class</mark>
  - B. Constructor
  - C. Destructors
  - D. Attributes
- 11. Which is used to define the member of a class externally?
  - A. :
  - <mark>B. ::</mark>
  - C. !!

D. \$

### 12. Choose the correct class declaration from the followings?

- B. Class B { }
- C. Public class A { }
- D. Object A { int y; };

13. Choose the right observation from the following?

A. Base class pointer object cannot point to a derived class object

B. A derived class pointer object cannot point to a base class object

- C. A derived class cannot have pointer objects
- D. A base class cannot have pointer objects

14. A static member function can be called using the ..... instead of its objects.

- A. variable name
- B. function name
- C. Class name
- D. object name

15. 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

## <u>Unit-8</u>

- 1. Function call type is:
  - A. Call by value
  - B. Call by reference
  - C. Both call by value and call by reference
  - D. Neither call by value nor call by reference
- 2. Actual parameter is:
  - A. Parameters that appear in function calls.
  - B. Parameters that appear in function definition.
  - C. Local to the function definition
  - D. Above all
- 3. Call by value and call by reference is part of:
  - A. Pointers
  - B. Array
  - C. Functions
  - D. Loops
- 4. In a program, we can modify the original value in:
  - A. Call by value
  - B. Call by reference
  - C. Header file
  - D. Above all
- 5. OOP C++ programming using:
  - A. Library functions
  - B. User-defined functions
  - C. Both library functions and user-defined functions
  - D. None of the above
- 6. By default, how are values passed in C++?
  - A. Call by pointer
  - B. Call by value
  - C. Call by reference
  - D. None of the above
- 7. What will happen when we use "void" in argument passing?
  - A. It will not return value to its caller

- B. It will return value to its caller
- C. All of the above
- D. None of the above
- 8. Passing objects to a function:
  - A. Can be done in one way
  - B. Can be done in more than one way
  - C. Is not possible
  - D. Not possible in OOP C++
- 9. The object:
  - A. Can be passed by reference
  - B. Can be passed by value
  - C. Can be passed by reference or value
  - D. Can't be passed to a function
- 10. Pass by reference of an object to a function \_\_\_\_\_
  - A. Affects the object in the called function
  - B. Affects the object and its properties
  - C. Affects the object in the caller function
  - D. None of the above
- 11. The name of a function ends with:
  - A. Double quotes
  - B. Single quotes
  - C. Parenthesis

## <u>Unit-9</u>

1. What is an inline function?

A. A function that is expanded at each call during execution

B. A function that is called during compile time

C. A function that is not checked for syntax errors

D. A function that is not checked for semantic analysis

2. An inline function is expanded during \_\_\_\_\_

<mark>A. compile-time</mark>

- B. run-time
- C. never expanded
- D. end of the program

3. What are the two advantages of function objects than the function call?

- A. It contains a state
- B. It is a type
- C. It contains a state & It is a type
- D. It contains a prototype

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

A. Member function of class

<mark>B. Main()</mark>

- C. Member function of structure
- D. None of the above
- 5. Function call type is
  - A. Call by value
  - B. Call by reference

C. All of the above

D. None of the above

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

- <mark>A. int</mark>
- B. char
- C. float
- D. void

- 7. Choose the correct statement for call by value
  - A. Copy of the variable is passed.
  - B. Original value not modified.

C. Actual arguments remain safe as they cannot be modified accidentally.

- D. All of the above
- 8. 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
- 9. Where does the keyword 'friend' should be placed?
  - A. Function declaration
  - B. Function definition
  - C. Main function
  - D. Block function

### 10. Which keyword should be used to declare static variables?

- <mark>A. static</mark>
- B. stat
- C. common
- D. const
- 11. Which is the correct syntax for declaring a static data member?
  - A. static memberName dataType;
  - B. dataType static memberName;
  - C. memberName static dataType;
  - D. static dataType memberName;

## 12. Choose the correct statement from the following.

- 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

# <u>Unit-10</u>

- 1. The static member functions \_\_\_\_\_
  - A. Have access to all the members of a class
  - B. Have access to only constant members of a class

C. Have access to only the static members of a class

- D. Have direct access to all other class members also
- 2. The static member functions \_\_\_\_\_
  - A. Can be called using class name
  - B. Can be called using program name
  - C. Can be called directly
  - D. Can't be called outside the function
- 3. Choose the right observation from the followings.
  - A. Static member functions can't be virtual
  - B. Static member functions can be virtual
  - C. Static member functions can be declared virtual if it is pure virtual class
  - D. Static member functions can be used as virtual in Java
- 4. Which keyword should be used to declare the static member functions?
  - A. stat B. const C. common
  - D.static
- 5. Which is the correct syntax for declaring static data member?
  - A. static mamberNamedataType;
  - B. dataType static memberName;
  - C. memberName static dataType;
  - D. static dataTypememberName;
  - 6. A static member function can be called using the class as

A. Class\_name::Function\_name();

- B. Member ::Function\_name();
- C. Class\_name;
- D.Function\_name();
- 7. Overloaded functions in C++ oops are

A. Functions preceding with virtual keywords.

B. Functions inherited from base class to derived class.

- C. Two or more functions having same name but different number of parameters or type.
- D. None of above

8. Function overloading is \_\_\_\_\_ in C++.

- A. Class
- B. Object
- C. Compile Time Polymorphism
- D. None of above

9. Which of the following in Object-Oriented Programming is supported by Function overloading and default arguments features of C++?

- A. Inheritance
- B. Encapsulation
- C. Polymorphism
- D. None of the above
- 10. When will we use the function overloading?
  - A. same function name but same number of arguments
  - B. different function name but different number of arguments
  - C. same function name but different number of arguments
  - D. different function name but same number of arguments
- 11. Function overloading is also similar to which of the following?
  - A. function overloading
  - B. destructor overloading
  - C. operator overloading
  - D. constructor overloading
- 12. In which of the following we cannot overload the function?
  - A. Caller
  - **B. Return function**
  - C. Called function
  - D. All of above

13. Several functions of the same name can be defined, as long as they have different parameters, this is called

- A. Function overloading
- B. Functions reusing

C. Operators overloading D. None of them

# <u>Unit-11</u>

1. Which of the following is/are automatically added to every class, if we do not write our own?

- A. Copy Constructor
- B. Assignment Operator
- C. A constructor without any parameter
- D. All of the above

2. Which of the following gets called when an object is being created?

- A. Constructor
- **B. Virtual Function**
- C. Destructors
- D. Main
- 3. Can we define a class without creating constructors?
  - A. No

<mark>B. Yes</mark>

4. Which constructor function is designed to copy object of same class type?

A. Copy constructor

- B. Create constructor
- C. Object constructor
- D. Dynamic constructor

5. Allocation of memory to objects at the time of their construction is known as ...... of objects.

- A. Run time construction
- **B. Dynamic construction**
- C. Initial construction
- D. Memory allocator
- 6. If new operator is used, then the constructor function is
  - A. Parameterized constructor
  - B. Copy constructor
  - C. Dynamic constructor
  - D. Default constructor

7. Choose the correct syntax of copy constructor?

- B. classname (cont&obj){ /\*constructor definition\*/ }
- C. classname (classname&obj){ /\*constructor definition\*/ }
- D. classname (contclassnameobj){ /\*constructor definition\*/ }

8. When returning an object, we can use \_\_\_\_\_

- A. Default constructor
- B. Zero argument constructor
- C. Parameterized constructor
- D. Copy constructor

9. Which among the following best describes constructor overloading?

- A. Defining one constructor in each class of a program
- B. Defining more than one constructor in single class
- C. Defining more than one constructor in single class with different signature
- D. Defining destructor with each constructor

10. Does constructor overloading include different return types for constructors to be overloaded?

- A. Yes, if return types are different, signature becomes different
- B. Yes, because return types can differentiate two functions
- C. No, return type can't differentiate two functions
- D. No, constructors don't have any return type

### 11. Which among the following is a possible way to overload a constructor?

- A. Define default constructor, 1 parameter constructor and 2 parameter constructor
- B. Define default constructor, zero argument constructor and 1 parameter constructor
- C. Define default constructor and 2 other parameterized constructors with the same signature
- D. Define 2 default constructors
- 12. Choose the right observations from the following for a constructor.
  - A. The constructor initializes the class and allows the memory to an object.
  - B. It can be overloaded.
  - C. A constructor allows an object to initialize some of its value before it is used.
  - D. All of the above

# <u>Unit-12</u>

- 1. What are default arguments?
  - A. Arguments which are not mandatory to be passed
  - B. Arguments with default value that aren't mandatory to be passed
  - C. Arguments which are not passed to functions
  - D. Arguments which always take same data value

2. The Constructors with all the default arguments are similar as default constructors. State true or false.

- <mark>A. True</mark>
- B. False
- C. May be
- D. Can't say
- 3. Choose the right observation from the following?
  - A. The constructors overloading can be done by using different names
  - B. The constructors overloading can be done by using different return types
  - C. The constructors can be overloaded by using only one argument
  - D. The constructors must have the same name as that of the class.
- 4. How destructor overloading is done?
  - A. By changing the number of parameters
  - B. By changing the type of parameters
  - C. No chance for destructor overloading
  - D. None of the above

5. 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

6. Which is executed automatically when the control reaches the end of the class scope?

- A. Constructor
- **B. Destructor**
- C. Overloading

#### D. Copy constructor

7. The special character related to destructor is \_\_\_\_\_

- A. +
- B. !
- C. ?
- <mark>D. ~</mark>

8. A destructor is used to destroy the objects that have been created by a

A. Class

B. Object

C. Constructor

D. Destructor

9. ..... Provides the flexibility of using different formats of data at runtime depending upon the situation.

- A. Dynamic initialization
- B. Run-time initialization
- C. Static initialization
- D. Variable initialization

10. Destructors \_\_\_\_\_\_ for automatic objects if the program terminates with a call to function exit or function abort.

- A. Are inherited
- B. Are created
- C. Are called
- D. Are not called

11. Choose the right observation from the following for the destructors concept?

- A. Destructors can be overloaded
- B. Destructors can have only one parameter at maximum
- C. Destructors are always called after an object goes out of scope

D. There can be only one destructor in a class

12. What is the actual syntax of a destructor in C++?

- A. !Classname()
- B. @Classname()

C. \$Classname() D. ~Classname()

13. Can a class have a virtual destructor?

<mark>A. Yes</mark>

B. No

- C. Sometimes
- D. Can't say

# <u>Unit-13</u>

1. Members which are not intended to be inherited are declared as:

- A. Public members
- B. Protected members
- C. Private members
- D. Private or Protected members

2. While inheriting a class, if no access mode is specified, then which among the following is true in C++?

- A. It gets inherited publicly by default
- B. It gets inherited protected by default
- C. It gets inherited privately by default
- D. It is not possible
- 3. How can you make the private members inheritable?
  - A. By making their visibility mode as public only
  - B. By making their visibility mode as protected only
  - C. By making their visibility mode as private in derived class
  - D. It can be done both by making the visibility mode public or protected
- 4. Inheritance allows in C++ Program?
  - A. Class Re-usability
  - B. Creating a hierarchy of classes
  - C. Extendibility
  - <mark>D. All</mark>

5. Functions that can be inherited from the base class in a C++ program

- A. Constructor
- B. Destructor
- C. Static function
- <mark>D. None</mark>
- 6. A class can inherit properties from one class which is known as .....inheritance.
  - A. Single inheritance
  - B. Multiple inheritance
  - C. Multilevel inheritance
  - D. Hierarchical inheritance
- 7. What is the syntax of inheritance of class?

A. class name

- B. class name : access specifier
- C. class name : access specifier class name
- D. None of the mentioned
- 8. What is meant by multiple inheritance?
  - A. Deriving a base class from a derived class
  - B. Deriving a derived class from a base class
  - C. Deriving a derived class from more than one base class
  - D. None of the mentioned
- 9. Which symbol is used to create multiple inheritance?
  - A. Dot
  - <mark>B. Comma</mark>
  - C. Dollar
  - D. None of the above

10. Which among the following best defines multilevel inheritance?

- A. A class derived from another derived class
- B. Classes being derived from other derived classes
- C. Continuing single-level inheritance
- D. Class which has more than one parent

11. All the classes must have all the members declared private to implement multilevel inheritance.

- A. True
- <mark>B. False</mark>

12. Which among the following is best to define hierarchical inheritance?

- A. More than one class being derived from one class
- B. More than 2 classes being derived from a single base class
- C. At most 2 classes being derived from a single base class
- D. At most 1 class derived from another class
- 13. How many classes must be there to implement hierarchical inheritance?
  - A. Exactly 3
  - B. At least 3
  - C. At most 3
  - D. At least 1

14. Which type of inheritance must be used so that the resultant is hybrid?

A. Multiple B. Hierarchical C. Multilevel D. None

15. What is the minimum number of classes to be there in a program implementing hybrid inheritance?

A. 2

B. 3

C. 4

<mark>D. No limit</mark>

# <u>Unit-14</u>

- 1. iostream is a subclass of:
  - A. istream
  - B. instream
  - C. ostream
  - D. Both istream and ostream
- 2. The class fstream is used for:
  - A. High level stream processing
  - B. Low level stream processing
  - C. File stream Processing
  - D. All of the above
- 3. Which stream class is used to only write on a file?
  - <mark>A. ofstream</mark>
  - B. ifstream
  - C. fstream
  - D. iostream
- 4. Which is the correct syntax?
  - A. Myfile:open("example.bin", ios::out);
  - B. Myfile.open("example.bin", ios::out);
  - C. Myfile::open("example.bin", ios::out);
  - D. Myfile.open("example.bin", ios:out);
- 5. C++ uses <iostream.h> directive because:
  - A. C++ is an object-oriented language
  - B. C++ is a markup language
  - C. C++ does not have any input/output facility
  - D. All of the above

6. By default, all the files in C++ are opened in \_\_\_\_\_ mode.

- <mark>A. Text</mark>
- B. Binary
- C. ISCII
- D. VTC

7. Which among the following is used to open a file in binary mode?

A. ios:app

B. ios::out C. ios::in D. ios::binary

8. Which of the following is the correct syntax to read a single character from the console in the C++ language?

```
A. Read ch()
B. Getlinevh()
C. get(ch)
D. Scanf(ch)
```

9. Which of the following is the correct syntax to read a single character from the console in the C++ language?

A. Print ch() B. Printtlinevh() <mark>C. put(ch)</mark> D. Scanf(ch)

10. Which operator is used to insert data into a file?

A. @ B. > C. << D. None of the above

11. Which of the following is the default mode of opening using the ofstream class?

A. ios::in

B. ios::trunk

C. ios::out

D. ios::app

12. Which of the following is the default mode of opening using the fstream class?

### A. ios::in| ios::out

- B. ios::trunk
- C. ios::out
- D. ios::in

13. "ios::app" causes all output to that file to be appended to the end. This value can be used only with files capable of output.

<mark>A. True</mark>

B. False

14. The close() function is used to close a file, closed by disconnecting with its streaming.

<mark>A. True</mark>

B. False