

Cs201 MCQs With Reference

For binary member operators, operands on the _____ drives (calls) the operation.

1. Left
2. Right
3. Both left and right
4. None of the given

We cannot increment _____.

1. pointers
2. arrays
3. references
4. variables

We can _____ pointer.

1. increment
2. decrement
3. reassign
4. all of the given

We can _____ references.

1. increment
2. decrement
3. reassign
4. None of the given

What will be the correct syntax for the following function call? float add (int &);

1. add(int x);
2. add(&x);
3. add(x);
4. add(*x);

An instance of a class is called _____.

1. structure 2. data type
3. object 4. member function

The _____ is called automatically when an object destroys

1. destructor 2. constructor
3. main program 4. default constructor

The destructor is used to _____.

1. allocate memory
2. deallocate memory
3. create objects 4. allocate static memory

_____ data isn't accessible by non-member functions or outside classes.

1. Public 2. private
3. Static 4. Globally declared

Member functions of the class _____ main program.

1. are not accessible 2. are accessible from
3. are defined within the 4. are private to

Overloading means :

1. Using the same name to perform multiple tasks or different tasks depending on the situation.
2. Using the different name to perform multiple tasks or different tasks depending on the situation
3. Using the same name to perform multiple tasks or same tasks depending on the situation
4. Using the same name to perform difficult tasks or complex tasks and it does not depend on the situation

The main advantage of function overloading is _____.

1. The program becomes portable
2. The program becomes complex
3. The function becomes inline
4. The program becomes more readable

You cannot overload the _____ operator

1. ?:
2. *
3. /
4. ++

Memory allocated from heap or free store _____.

1. can be returned back to the system automatically
2. can be allocated to classes only
3. cannot be returned back unless freed explicitly using malloc and realloc
4. cannot be returned back unless freed explicitly using free and delete operators

We cannot use _____ pointer for storing and reading data from it.

- 1.
2. integer
3. double
4. zero

The dynamic memory allocation uses _____ whereas static memory allocation uses _____.

1. heap , stack
2. stack , lists
3. array , stack
4. classes , array

What will be the output of the given code? #include #define MAX(A, B) ((A) > (B) ? (A) : (B))
void main() { int i, x, y; x = 23; y = 45; i = MAX(x++, y++); // Side-effect: // larger value incremented twice
cout << "x = " << x << " y = " << y << '\n'; }

1. x=23 y=45

2. x=24 y=46

3. x=24 y=47

4. x=22 y=47

getche() is a _____ function and defined in _____ header file.

1. user-define function , conio.h

2. built-in function , conio.h

3. built-in function, stlib.h

4. built -in function, iostream.h

Symbolic constant PI can be defined as:

1. #define PI 3.14 ;

2. #define PI 3.14

3. #define PI=3.14

4. # include pi=
3.14

The parameter passed to isdigit() function is _____ variable.

1. Character

2. Boolean

3. Integer

4. Float

char **argv can be read as _____.

1. pointer to pointer

2. pointer to char

3. pointer to pointer to char

4. None of the given

To read command-line arguments, the main() function itself must be given _____ arguments.

1. 1

2. 2

3. 3

4. 4

The increment of a pointer depends on its _____.

1. variable 2. value
3. data type 4. None of the given

How many bytes an integer type pointer
intPtr will jump in memory if the
statement below is executed? intPtr += 2
;

1. 2.
2. 4
3. 8
4. 12

Question

The statement cout << yptr will show the _____ the yptr points to.

1. Value 2. memory address
3. Variable 4. None of the given

Question

_____ is used as a dereferencing operator.

1. * 2. +
3. - 4. None of the above

Transpose of a matrix means that when we interchange rows and columns_____.

1. the first row becomes the Last column 2. the first row becomes the first column
3. the Last row becomes the first column 4. the first column becomes the first row

Individual characters in a string stored in an array can be accessed directly using array _____.

1. superscript 2. script

3. subscript

4. value

We can define a matrix as _____ array.

1. Sorted

2. Unsorted

3. Single dimensional

4. Multi dimensional

A _____ is an array of characters that can store number of character specified.

1. Char

2. String

3. Multidimensional array

4. Data type

Given a two dimensional array of integers, what would be the correct way of assigning the value 6 to the element at third row and fourth column?

1. array[3][4] = 6 ;

2. array[2][4] = 6 ;

3. array[4][3] = 6 ;

4. array[2][3] = 6 ;

_____ of a variable means the locations within a program from where it can be accessed.

1. Data type

2. Visibility

3. Value

4. Reference

Which of the following function call is "call by reference" for the following function prototype?
int add (int *);

1. add(&x);

2. add(int x);

3. add(x);

4. add(*x);

Which of the following function call is "call by reference" for the following function prototype?
float add (float *);

1. `add(&x);`

2. `add(float x);`

3. `add(x);`

4. `add(*x);`

Which of the function call is call by value for the following function prototype? `float add(float);`

1. `add(&x);`

2. `add(x);`

3. `add(float x);`

4. `add(*x);`

Which of the function call is "call by value" for the following function prototype? `float add(int);`

1. `add(&x);`

2. `add(x);`

3. `add(int x);`

4. `add(*x);`

Return type of a function that does not return any value must be _____.

1. `char`

2. `int`

3. `void`

4. `double`

_____ will be used for enclosing function statements into a block.

1. `" "`

2. `()`

3. `[]`

4. `{ }`

What is the output of the following code if the 2nd case is true switch (var) { case 'a':cout<<"apple"<<<"banana"<<<"mango"<<<"any=" fruit"<=<" p=" style="box-sizing: border-box;">

1. banana

2. banana
any fruit

3. banana
mango
any fruit

4. None of
the given

When the break statement is encountered in a loop's body, it transfers the control _____ from the current loop.

1. Inside

2. Outside

3. To break statement

4. To
continue
statement

What is the output of the following code, if the first case is true switch (var) { case 'a':cout<<"apple"<<endl; case 'b':cout<<"banana"<<endl; case 'm':cout<<"mango"<<endl; default: cout<<"any fruit"<<endl; }

1. apple

2. apple
any fruit

3. apple
banana
mango
any fruit

4. none of above

What will be the output of following code segment? for (int i = 2; i<10; i++){ if (i == 5) continue; cout << i << ", " ; }

1. 2,3,7,8,9

2. 2,3,4,6,7,8,9

3. 2,3,4

4. 4,6,7,8,9

_____statement is used to terminate the processing of a particular case and exit from switch structure.

1. if

2. goto

3. break

4. continue

What will be the result of the expression k = ++m; if initially k = 0 and m = 5?

1. 0

2. 5

3. 6

4. 4

What will be the result of the expression j = i++; if initially j = 0 and i = 5?

1. 0

2. 5

3. 6

4. 4

What will be the result of the expression $k = ++m$; if initially $k = 0$ and $m = 4$?

- 1. 0
- 2. 5
- 3. 6
- 4. 4

What will be the result of the expression $k = ++m$; if initially $k = 0$ and $m = 5$?

- 1. 0
- 2. 5
- 3. 6
- 4. 4

How many times the following do-while loop will execute? `int k = 10; do { cout << "Statements" << endl; k -= 2; } while(k > 0);`

- 1. 4
- 2. 5
- 3. 6
- 4. 7

Which of the following loops checks the test condition at the end of the loop?

- 1. While
- 2. Do-While
- 3. For
- 4. Nested Loop

The operators $++$ and $--$ are used to increment or decrement the value of a variable by _____.

- 1. 1
- 2. 2
- 3. 3
- 4. 4

How many times the following loop will execute? `int j = 3; while(j > 0) { cout << "Statements" << endl; j -= 2; }`

- 1. 0
- 2. 1

3. 2

4. 3

A _____ structure specifies that an action is to be repeated while some condition remains true.

1. Control

2. Logical

3. Repetition

4. Relational

!(x > 3) means in C++ that

1. x is greater than 3

2. x is less than or equal to 3

3. x is less than 3

4. x is equal to 3

When the logical operator && combines two expressions then the result will be true only when the both expressions are _____

1. Logical

2. Arithmetic

3. true

4. false

< and > both are _____ operators.

1. Arithmetic

2. Relational

3. Logical

4. Mathematical

What will be the value of variable "input" if the initial value of input is 67? if(input >= 50) input = input + 1; if(input <= 75) input = input + 2; else input = input - 1;

1. 68

2. 69

3. 70

4. 66

!(x < 3) means in C++ that

1. x is less than 3

2. x is greater

3. x is greater than 3

than
or
equal
to 3
4. x
is
equal
to 3

!= operator is used to check whether the operand on the left-hand-side is _____ to the operand on the right-hand-side.

1. Less than or equal

2. Greater than or equal

3. Not equal

4. Approximately equal to

When the if statement consists more than one statement then enclosing these statement in curly braces is,

1. Not required

2. Good programming

3. Relevant

4. Must

The most suitable data type for number 325.25 is _____.

1. char

2. int

3. short

4. float

What will be the result of arithmetic expression $6 + 48 / 4 * 3$?

1. 10

2. 40.5

3. 42

4. 41

Which of the following will be the most appropriate data type to store the value 63.547?

1. Integer

2. Character

3. Short

4. Float

In the given expression which operator will be evaluated first? $10 + (6 / 2) - 2 * 3$?

1. +

2. -

3. /

4. *

What will be the value of the variable output in the given piece of code? double output = 0; output = (2 + 2) * 4 + 2 / (4 - 2);

1. 15

2. 17

3. 12

4. 11

_____ operators are the ones that require two operands on both sides of the operator.

1. Double

2. Tow sided

3. Binary

4. None of the given

It is the job of _____ to transfer the executable code from hard disk to main memory.

1. Interpreter

2. Debugger

3. Linker

4. Loader

In computer systems there are mainly _____ type of softwares.

1. 1

2. 2

3. 3

4. 4

_____ will explain the function of a program.

1. Comments

2. Debugger

3. Compiler

4. Linker