

## MGT-301 Final Term Exams Preparation Virtual University

Sr	Questions	Answers Choice
1	When an object of a class is defined inside another class then,	A. Destructor of enclosing class will be called first <b>B. Destructor of inner object will be called first</b> C. Constructor and Destructor will be called simultaneously D. None of the given options
2	When a value is referred by a normal variable then it is known as,	<b>A. Direct Reference</b> B. Indirect Reference C. Partial Reference D. Proper Reference
3	Every class contains _____.	A. Constructor B. Destructor <b>C. Both a constructor and a destructor</b> D. None of the given options
4	&& is ----- operator.	A. An arithmetic <b>B. Logical</b> C. Relational D. Unary
5	For which values of the integer _value will the following code becomes an infinite loop? int number=1; while (true) { cout << number; if (number == 3) break; number += integer_value; }.	A. any number other than 1 or 2 <b>B. only 0</b> C. only 1 D. only 2
6	The return type of a function that do not return any value must be _____.	A. float B. int <b>C. void</b> D. double
7	Default mechanism of function calling in case of array is _____ and in case of variable is _____.	A. Call by value, call by reference B. Call by reference, call by reference <b>C. Call by reference, call by value</b> D. Call by value, call by value
8	Is used for _____.	A. calculation B. reading <b>C. assigning value to variables</b> D. None of the given options.
9	What purpose do classes serve?	A. Data encapsulation B. Providing a convenient way of modeling real-world objects C. Simplifying code reuse <b>D. All of the given options</b>
10	_____ is used to trace the logic of the program and correct the logical errors.	A. Compiler B. Editor C. Linker <b>D. Debugger</b>
11	Header file: fstream.h includes the definition of the stream classes _____.	A. ifstream, fstream, cout <b>B. ifstream, fstream, ofstream</b> C. fstream, cin, cout D. None of the above
12	What will be the value of 'a' and 'b' after executing the following statements? A = 3; b = a++;	A. 3, 4 B. 4, 4 C. 3, 3 <b>D. 4, 3</b>
13	"setprecision" manipulator will set.	<b>A. The number of digits after the decimal point.</b> B. The number of digits before the decimal point C. The number of digits in a number D. None of the given options
14	When ever dynamic memory allocation is made in C/C++, it is freed _____.	<b>A. Explicitly</b> B. Implicitly <b>C. Both explicitly and implicitly</b>

		D. None of the given options
15	All preprocessor directives are started with the symbol_____.	A. * B. + C. @ D. #
16	Which of the following is NOT a preprocessor directive?	A. #error B. #define C. #line D. #undef
17	What will be the correct syntax to assign an array named arr of 5 elements to a pointer ptr?	A. *ptr = arr ; B. ptr = arr ; C. *ptr = arr[5] ; D. ptr = arr[5] ;
18	UNIX has been developed in _____ language	A. JAVA B. B C. C D. FORTRAN
19	To include code from the library in the program, such as iostream, a directive would be called up using this command.	A. #include "iostream.h" B. include &lt;iostream.h&gt; C. include &lt;iostream.h&gt; D. #include &lt;iostream.h&gt;
20	The stream insertion and stream extraction operators are already overloaded for _____.	A. User-defined data types B. Built-in data types <a href="http://www.sstutor.com/cpp/stream1.htm">http://www.sstutor.com/cpp/stream1.htm</a> C. User-defined and built-in data types D. None of the given options
21	Array is a data structure which store	A. Memory addresses B. Variables C. Data Type D. Data
22	How many bytes will the pointer intPtr of type int move in the following statement? intPtr += 3 ;	A. 3 bytes B. 6 bytes C. 12 bytes D. 24 bytes
23	Which one of the following is the declaration of overloaded pre-increment operator implemented as member function?	A. Class-name operator +() B. Class-name operator +(int) C. Class-name operator ++() ; D. Class-name operator ++(int) ;
24	A Pointer is a special variable that contain.	A. Data values B. Memory Address C. Both data and values D. None of the given option
25	The stream objects cin and cout are included in which header file?	A. iostream.h B. fstream.h C. istream.h D. ostream.h
26	When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are	A. Zero B. One C. Two D. N arguments
27	A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this _____	A. Write a separate class to handle each B. Use templates C. Use strings to store all types D. None of the given options
28	The endl and flush are _____	A. Functions B. Operators C. Manipulators D. Objects
29	Consider the following code segment. What will be the output of following code? Int addValue (int *a){ int b = (*a) + 2; return b ; } main () { int x =6 ; cout << x << " , " ; cout << addValue(&x) << " , " ; cout << x ; }.	A. 6,8,6 B. 6,6,8 C. 6,8,8 D. 6,6,6
30	To access the data members of structure _____ is used.	A. dot operator B. * operator C. U operator D. None of given
31	What does (*this) represents?	A. The current function of the class B. The current pointer of the class C. The current object of the class D. A value of the data member

32	C is widely known as development language of _____ operating system.	A. Linux B. Windows C. Unix D. Mac OS
33	For cin, the source is normally a _____ and destination can be.	A. File, native data type B. Disk, user-define type C. Keyboard, variable D. File, user-define type
34	What is the sequence of event(s) when allocating memory using new operator?	A. Only block of memory is allocated for objects B. Only constructor is called for objects C. Memory is allocated first before calling constructor D. Constructor is called first before allocating memory
35	new and delete are _____ whereas malloc and free are _____.	A. Functions, operators B. Classes, operators C. Operators, functions D. Operators, classes
36	The operator used for casting, in C, is standard _____ operator.	A. none of the given options B. cast C. cost D. const
37	The programs, in which we allocate static memory, run essentially on _____	A. Heap B. System Cache C. None of the given options D. Stack
38	Friend function of a class is _____	A. Member function B. Non-member function C. Private function D. Public function
39	New operator is used to allocate memory from the free store during	A. Compile Time B. Run Time C. Link Time D. None of the given options
40	If there is a symbol (& sign) used with the variable name followed by data type then it refers to _____ and if & is being used with variable name then it refers to _____.	A. Address of variable, reference variable B. Reference variable, value of variable C. Reference variable, address of variable D. Address of variable, value of variable
41	Friend functions are _____ of a class	A. Member functions B. Public member functions C. Private member functions D. Non-member functions
42	For which array, the size of the array should be one more than the number of elements in an array?	A. int B. double C. float D. char
43	*.doc is _____ by type.	A. Sequential File B. Random Access File C. Data File D. Record File
44	Class is a user defined _____.	A. Data type B. Memory referee C. Value D. None of the given options
45	What will be the correct syntax to declare two-dimensional array of float data type?	A. float arr{2}{2} ; B. float arr[2][2] ; C. float arr[2,2] ; D. float[2][2] arr ;
46	Memory allocated at run time is a system resource and it is the responsibility of _____ to de-allocate the memory.	A. System B. Programmer C. User of program D. None of given options
47	In if structure the block of statements is executed only.	A. When the condition is false B. When it contain arithmetic operators C. When it contain logical operators D. When the condition is true
48	A template function must have	A. One or more than one arguments B. Only one argument C. Zero arguments D. None of the given options

		D. none of the given options
49	Friend function of a class is _____.	A. Member function B. Non-member function C. Private function D. Public function
50	If text is a pointer of class String then what is meant by the following statement? text = new String [5];	A. Creates an array of 5 string objects statically B. creates an array of 5 string objects dynamically C. Creates an array of pointers to string D. Creates a string Object
51	Consider the following code segment. What will be the output of the following program? int func(int) ; int num = 10 ; int main(){ int num ; num = 5 ; cout << num ; cout << func(num) ; } int func(int x){ return num ; }	A. 5, 5 B. 10, 5 C. 5, 10 D. 10, 10
52	Reference Value Type Data The code is written to _____ the program.	A. implement B. design C. analysis D. none of the given options
53	The statement cin.get (); is used to,	A. Read a string from keyboard B. Read a character from keyboard C. Read a string from file D. Read a character from file
54	What does STL stand for?	A. Source template library B. Standard template library C. Stream template library D. Standard temporary library
55	New operator allocates memory from free store and return.	A. A pointer B. A reference C. An integer D. A float
56	Like member functions, _____ can also access the private data members of a class.	A. Non-member functions B. Friend functions C. Any function outside class D. None of the given options
57	Which of the following is correct way to initialize a variable x of int type with value 10?	A. int x ; x = 10; B. int x = 10; C. int x, x = 10; D. x = 10;
58	Which of the following function call is correct for the function prototype? defaultParameters ( int a, int b = 7, char z = '*' );	A. defaultParameters (5); B. defaultParameters (5, '8'); C. defaultParameters (6, '#'); D. defaultParameters (0, 0, '*', 0);
59	While calling function, the arguments are assigned to the parameters from _____.	A. left to right B. right to left C. no specific order is followed D. none of the given options
60	Which of the following function calling mechanism is true for the function prototype given below?	A. Call by value B. Call by reference using pointer C. Call by reference using reference variable D. None of the given options
61	The prototype of friend functions must be written _____ the class and its definition must be written _____.	A. inside, inside the class B. inside, outside the class C. outside, inside the class D. outside, outside the class
62	What will be the correct syntax to access the value of fourth element of an array using pointer ptr?	A. ptr[3] B. (ptr+3) C. *(ptr+3) D. Both 1 and 3
63	When an object of a class is defined inside an other class then	A. Constructor of enclosing class will be called first B. Constructor of inner object will be called first C. Constructor and Destructor will be called simultaneously D. None of the given options
64	NULL value has been defined in _____ and _____ header files.	A. strings.h and iostream.h B. ctype.h and conio.c C. conio.c and conio.h D. stdlib.h and stddef.h

65	When an array is passed to a function then default way of passing this array is	A. By data B. By reference C. By value D. By data type
66	If we define an identifier with the statement #define PI 3.1415926 then during the execution of the program the value of PI _____.	A. can not be replaced B. None of the given options C. Remain constant D. can be changed by some operation
67	Assignment operator is -----associative.	A. right B. left C. binary D. unary
68	The normal source of cin object is	A. File B. Disk C. Keyboard D. RAM
69	Structured Query Language is used for _____	A. Databases Management B. Networks C. Writing Operating System D. none of the given options
70	Which value is returned by the destructor of a class?	A. A pointer to the class B. An object of the class C. A status code determining whether the class was destructed correctly D. Destructors do not return a value.
71	Operator overloading can be performed through_____.	A. Classes B. Function C. Operators D. Reference
72	The first parameter of operator function for << operator,	A. Must be passed by value B. Must be passed by reference C. Can be passed by value or reference D. Must be object of class
73	When we define an array of objects then	A. Destructor will call once for whole array B. Destructor will call for each object of the array C. Destructor will never call D. Depends on the size of array
74	width() is member function of _____.	A. cin object B. cout object C. Both cin and cout object D. None of the given option
75	Pointer is a variable which store	A. Data B. Memory Address C. Data Type D. Values
76	Which kind of functions can access private member variables of a class?	A. Friend functions of the class B. Private member functions of the class C. Public member functions of the class D. Friend, private and public functions
77	The code is written to _____ the program.	A. implement B. design C. analysis D. none of the given options
78	A pointer variable can be,	A. Decrementd B. Incremented C. Multiplied D. Both Icremented and Decrementd
79	Classes defined inside other classes are called _____ classes.	A. looped B. nested C. overloaded D. none of the given options
80	What is the sequence of event(s) when deallocating memory using delete operator?	A. Only block of memory is deallocated for objects B. Only destructor is called for objects C. Memory is deallocated first before calling destructor D. Destructor is called first before deallocating memory
	Consider the following code segment. What will be the output of following code?int	A. 6,8,6

81	Consider the following code segment. What will be the output of following code? int addValue (int *a){ int b = (*a) + 2; return b ; } main () { int x =6 ; cout << x << "," ; cout << addValue(&x) << "," ; cout << x ; }.	B. 6,6,8 C. 6,8,8 D. 6,6,6
82	If there is more than one statement in the block of a for loop, which of the following must be placed at the beginning and the ending of the loop block?	A. parentheses ( ) B. braces { } C. brackets [ ] D. arrows &lt; &gt;;
83	Which of the following statement is best regarding declaration of friend function?	A. Friend function must be declared after public keyword B. Friend function must be declared after private keyword C. Friend function must be declared at the top within class definition D. It can be declared anywhere in class as these are not affected by the public and private keywords
84	Skill(s) that is/are needed by programmer's _____.	A. Paying attention to detail B. Think about the reusability C. Think about user interface D. All of the given options
85	Disks are _____ devices having access time of _____ milliseconds	A. Electro-physical, 6 B. Electro-Mechanical, 4 C. Electro-physical, 5 D. Electro-Mechanical, 7
86	When we use manipulators in our program then which header file should be included?	A. iostream.h B. stdlib.h C. stdio.h D. iomanip.h
87	Unary operator implemented as member function takes _____ arguments whereas non-member function takes _____ arguments.	A. One, zero B. Zero, one C. One, two D. Two, one
88	Which of the following function(s) is/are included in ctype.h header file?	A. isdigit(int c) B. isxdigit(int c ) C. tolower(int c) D. All of the above
89	Which of the following is used with bit manipulation?	A. Signed integer B. Un-signed integer C. Signed double D. Un-signed double
90	Which of the following option will be true, if we overload "-" operator?	A. only - operator needs to be overloaded B. Minus (-) and = operators need to be overloaded C. the -= operator need to be overloaded explicitly D. the - and = operators need to be overloaded implicitly
91	The default value of a parameter can be provided inside the _____	A. function prototype B. function definition C. both function prototype or function definition D. none of the given options
92	Structure is a collection of _____ under a single name.	A. Only Functions B. Only Variables C. Both Functions and Variables D. None of the given options
93	Overloaded new operator function takes parameter of type size_t and returns	A. void (nothing) B. void pointer C. object pointer D. int pointer
94	If it is required to copy an array to another array then.	A. Both arrays must be of the same size and data type B. Both arrays may be of different size C. Both arrays may be of different data type D. Both arrays may be of different size and type
95	With user-defined data type variables (Objects), self assignment can produce.	A. Syntax error B. Logical error C. Link error D. Non of the given options
		A. Built-in- Function B. Operators

96	"new" and "delete" keywords are _____ in C++ language	B. Operators <b>C. Memory Allocation Function</b> D. None of the given options
97	In C/C++ if we define an array of size eight (8) i.e. int Arr [8]; then the last element of this array will be stored at	A. Arr[0] B. Arr[8] <b>C. Arr[7]</b> D. Arr[-1]
98	The function free() returns back the allocated memory got thorough calloc and malloc to _____.	A. stack <b>B. heap</b> C. stack and heap D. None of the given options
99	New and Delete are also used with _____ and data types as well.	<b>A. Class, Objects</b> B. Structures, Pointers C. Both Class and structures D. None of above
100	Overloaded delete operator function takes parameter of void pointer and returns.	<b>A. void</b> B. void pointer C. pointer to an object D. pointer of type int
101	A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this	A. Write a separate class to handle each <b>B. Use templates</b> C. Use strings to store all types D. None of the given options
102	Which situation would require the use of a non-member overloaded operator?	A. The overloaded operator is an Assignment operator <b>B. The left most operand is an object of a class</b> C. The left operand is built-in data type D. The operator returns a reference
103	While calling function, the arguments are assigned to the parameters from _____.	<b>A. left to right</b> B. right to left C. no specific order is followed D. none of the given options
104	The object _____ may be used both for file input and file output.	<b>A. fstream</b> B. ifstream C. ofstream D. none of the given options
105	A Matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this.	A. Write a separate class to handle each <b>B. Use templates</b> C. Use strings to store all types D. None of the given options
106	The first parameter of overloaded stream insertion operator is _____ where second parameter is _____.	A. input stream, object of class B. object of class, output stream <b>C. output stream, object of class</b> D. object of class, input stream
107	If overloaded plus operator is implemented as non-member function then which of the following statement will be true for the statement given below? obj3 = obj1 + obj2 ;	A. obj2 will be passed as an argument to + operator whereas obj2 will drive the + operator B. obj1 will drive the + operator whereas obj2 will be passed as an argument to + operator <b>C. Both objects (obj1, obj2) will be passed as arguments to the + operator (not sure)</b> D. Any of the objects (obj1, obj2) can drive the + operator
108	Which of the following is the correct C++ syntax to allocate space dynamically for an array of 10 int?	A. new int(10) <b>B. new int[10] ;</b> C. int new(10) ; D. int new[10];
109	Which of the following function is used to increase the size of already allocated memory chunk?	A. malloc B. calloc <b>C. realloc</b> D. free
110	The operator function overloaded for an Assignment operator (=) must be.	A. Non-member function of class <b>B. Member function of class</b> C. Friend function of class D. None of the given options
111	When an operator function is defined as member function for a binary Plus (+) operator then the number of argument it take is/are.	A. Zero B. One <b>C. Two</b> D. N arguments

112	The appropriate data type to store the number of rows and columns of the matrix is_____.	A. float B. int (Not sure) C. char D. none of the given options
113	Which character is inserted at the end of string to indicate the end of string?	A. new line B. tab C. null D. carriage return
114	The number 544.53 must be stored in _____ data type.	A. int B. short C. float (Sure) D. char
115	Which of the following function do NOT initialize the chunk of memory to all zero?	A. calloc() function B. Both malloc() and calloc() C. None of the above D. malloc() function
116	All A template function must have at least ----- generic data type.	A. Zero B. One C. Two D. Three
117	The return type of the operator function for << operator is _____.	A. class for which we overload operator B. reference of ostream class (ostream&) C. reference of istream class (istream&) D. void