

**Q.1** The address of a variable temp of type float is

- (A) \*temp (B) &temp  
(C) float& temp (D) float temp&

**Ans: B**

**Q.2** What is the output of the following code

```
char symbol[3]={'a','b','c'};  
for (int index=0; index<3; index++)  
cout << symbol [index];
```

- (A) a b c (B) "abc"  
(C) abc (D) 'abc'

**Ans: C**

**Q.3** The process of building new classes from existing one is called \_\_\_\_\_.

- (A) Polymorphism (B) Structure  
(C) Inheritance (D) Cascading

**Ans: C**

**Q.4** If a class C is derived from class B, which is derived from class A, all through public inheritance, then a class C member function can access

- (A) protected and public data only in C and B.  
(B) protected and public data only in C.  
(C) private data in A and B.  
(D) protected data in A and B.

**Ans: D**

**Q.5** If the variable count exceeds 100, a single statement that prints "Too many" is

- (A) if (count<100) cout << "Too many";  
(B) if (count>100) cout >> "Too many";  
(C) if (count>100) cout << "Too many";  
(D) None of these.

**Ans: C**

**Q.6** Usually a pure virtual function

- (A) has complete function body.  
(B) will never be called.  
(C) will be called only to delete an object.  
(D) is defined only in derived class.

**Ans: D**

**Q.7** To perform stream I/O with disk files in C++, you should  
(A) open and close files as in procedural languages.  
(B) use classes derived from ios.  
(C) use C language library functions to read and write data.  
(D) include the IOSTREAM.H header file.

**Ans: B**

**Q.8** Overloading the function operator  
(A) requires a class with an overloaded operator.  
(B) requires a class with an overloaded [ ] operator.  
(C) allows you to create objects that act syntactically like functions.  
(D) usually make use of a constructor that takes arguments.

**Ans: A**

**Q.9** In C++, the range of signed integer type variable is \_\_\_\_\_  
(A) 0 to  $2^{16}$  (B)  $2^{15}$  to  $2^{15}$  □ □  
(C)  $2^{17}$  to  $2^{17}$  □ □ (D) 0 to 2

**Ans: B**

**Q.10** If  $x = 5$ ,  $y = 2$  then  $x \wedge y$  equals \_\_\_\_\_.  
(where  $\wedge$  is a bitwise XOR operator)  
(A) 00000111 (B) 10000010  
(C) 10100000 (D) 11001000

**Ans: A**

**Q.11** If an array is declared as  
`int a[4] = {3, 0, 1, 2}`, then values assigned to `a[0]` & `a[4]` will be \_\_\_\_\_  
(A) 3, 2 (B) 0, 2  
(C) 3, 0 (D) 0, 4

**Ans: C**

**Q.12** Mechanism of deriving a class from another derived class is known as \_\_\_\_\_.  
(A) Polymorphism (B) Single Inheritance  
(C) Multilevel Inheritance (D) Message Passing

**Ans: C**

**Q.13** RunTime Polymorphism is achieved by \_\_\_\_\_.  
(A) friend function (B) virtual function  
(C) operator overloading (D) function overloading

**Ans: B**

**Q.14** A function call mechanism that passes arguments to a function by passing a copy of the values

of the arguments is \_\_\_\_\_

- (A) call by name (B) call by value  
(C) call by reference (D) call by value result

**Ans: B**

**Q.15** In C++, dynamic memory allocation is accomplished with the operator \_\_\_\_\_

- (A) new (B) this  
(C) malloc( ) (D) delete

**Ans: A**

**Q.16** If we create a file by 'ifstream', then the default mode of the file is \_\_\_\_\_

- (A) ios :: out (B) ios :: in  
(C) ios :: app (D) ios :: binary

**Ans: B**

**Q.17** A variable defined within a block is visible

- (A) from the point of definition onward in the program.  
(B) from the point of definition onward in the function.  
(C) from the point of definition onward in the block.  
(D) throughout the function.

**Ans: C**

**Q.18** 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: D**

**Q.19** Which of the following cannot be legitimately passed to a function

- (A) A constant. (B) A variable.  
(C) A structure. (D) A header file.

**Ans: D**

**Q.20** A property which is not true for classes is that they

- (A) are removed from memory when not in use.  
(B) permit data to be hidden from other classes.  
(C) bring together all aspects of an entity in one place.

(D) Can closely model objects in the real world.

**Ans: C**

**Q.21** You can read input that consists of multiple lines of text using

- (A) the normal `cout <<` combination.
- (B) the `cin.get( )` function with one argument.
- (C) the `cin.get( )` function with two arguments.
- (D) the `cin.get( )` function with three arguments.

**Ans: C**

**Q.22** The keyword *friend* does not appear in

- (A) the class allowing access to another class.
- (B) the class desiring access to another class.
- (C) the private section of a class.
- (D) the public section of a class.

**Ans: C**

**Q.23** The process of building new classes from existing one is called

- (A) Structure. (B) Inheritance.
- (C) Polymorphism. (D) Template.

**Ans: B**

**Q.24** If you wanted to sort many large objects or structures, it would be most efficient to

- (A) place them in an array & sort the array.
- (B) place pointers to them in an array & sort the array.
- (C) place them in a linked list and sort the linked list.
- (D) place references to them in an array and sort the array.

**Ans: C**

**Q.25** Which statement gets affected when `i++` is changed to `++i`?

- (A) `i = 20; i++;`
- (B) `for (i = 0; i < 20; i++) { }`

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- (C) `a = i++;`
- (D) `while (i++ = 20) cout <<i;`

**Ans: A**

**Q.26** A friend function to a class, C cannot access

- (A) private data members and member functions.

- (B) public data members and member functions.
- (C) protected data members and member functions.
- (D) the data members of the derived class of C.

**Ans: D**

**Q.27** The operator that cannot be overloaded is

- (A) ++ (B) ::
- (C) ( ) (D) ~

**Ans: B**

**Q.28** A struct is the same as a class except that

- (A) there are no member functions.
- (B) all members are *public*.
- (C) cannot be used in inheritance hierarchy.
- (D) it does have a *this* pointer.

**Ans: C**

**Q.29** Pure virtual functions

- (A) have to be redefined in the inherited class.
- (B) cannot have *public* access specification.
- (C) are mandatory for a virtual class.
- (D) None of the above.

**Ans: A**

**Q.30** Additional information sent when an exception is thrown may be placed in

- (A) the throw keyword.
- (B) the function that caused the error.
- (C) the catch block.
- (D) an object of the exception class.

**Ans: C**

**Q.31** Use of virtual functions implies

- (A) overloading. (B) overriding.
- (C) static binding. (D) dynamic binding.

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**Ans: D**

**Q.32** *this* pointer

- (A) implicitly points to an object.

- (B) can be explicitly used in a class.
- (C) can be used to return an object.
- (D) All of the above.

**Ans: D**

**Q.33** 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**

**Q.34** Data members which are *static*

- (A) cannot be assigned a value
- (B) can only be used in *static* functions
- (C) cannot be defined in a *Union*
- (D) can be accessed outside the class

**Ans:B**

**Q.35** Which of the following is false for *cin*?

- (A) It represents standard input.
- (B) It is an object of *istream* class.
- (C) It is a class of which *stream* is an object.
- (D) Using *cin* the data can be read from user's terminal.

**Ans:C**

**Q.36** It is possible to declare as a *friend*

- (A) a member function (B) a global function
- (C) a class (D) all of the above

**Ans:D**

**Q.37** In multiple inheritance

- (A) the base classes must have only default constructors
- (B) cannot have virtual functions
- (C) can include virtual classes
- (D) None of the above.

**Ans:C**

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**Q.38** Declaration of a pointer reserves memory space

- (A) for the object.
- (B) for the pointer.
- (C) both for the object and the pointer.
- (D) none of these.

**Ans:B**

**Q.39** for ( ; ; )

- (A) means the test which is done using some expression is always true
- (B) is not valid
- (C) will loop forever
- (D) should be written as for( )

**Ans:C**

**Q.40** The operator << when overloaded in a class

- (A) must be a member function (B) must be a non member function
- (C) can be both (A) & (B) above (D) cannot be overloaded

**Ans:C**

**Q.41** A *virtual* class is the same as

- (A) an abstract class (B) a class with a virtual function
- (C) a base class (D) none of the above.

**Ans:D**

**Q.42** Identify the operator that is NOT used with pointers

- (A) -> (B) &
- (C) \* (D) >>

**Ans:D**

**Q.43** Consider the following statements

```
char *ptr;  
ptr = "hello";  
cout << *ptr;
```

What will be printed?

- (A) first letter (B) entire string
- (C) it is a syntax error (D) last letter

**Ans:A**

**Q.44** In which case is it mandatory to provide a destructor in a class?

- (A) Almost in every class

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**(B)** Class for which two or more than two objects will be created

**(C)** Class for which copy constructor is defined

**(D)** Class whose objects will be created dynamically

**Ans:D**

**Q.45** The members of a class, by default, are

**(A)** public **(B)** protected

**(C)** private **(D)** mandatory to specify

**Ans:C**

**Q.46** Given a class named **Book**, which of the following is not a valid constructor?

**(A)** Book ( ) { } **(B)** Book ( Book b) { }

**(C)** Book ( Book &b) { } **(D)** Book (char\* author, char\* title) { }

**Ans:B**

**Q47** Which of the statements is true in a protected derivation of a derived class from a base class?

**(A)** Private members of the base class become protected members of the derived class

**(B)** Protected members of the base class become public members of the derived class

**(C)** Public members of the base class become protected members of the derived class

**(D)** Protected derivation does not affect private and protected members of the derived class.

**Ans:C**

**Q48** Which of the following statements is NOT valid about operator overloading?

**(A)** Only existing operators can be overloaded.

**(B)** Overloaded operator must have at least one operand of its class type.

**(C)** The overloaded operators follow the syntax rules of the original operator.

**(D)** none of the above.

**Ans:D**

**Q.49** Exception handling is targeted at

**(A)** Run-time error **(B)** Compile time error

**(C)** Logical error **(D)** All of the above.

**Ans:A**

**Q.50** A pointer to the base class can hold address of

**(A)** only base class object



- (B) only derived class object
- (C) base class object as well as derived class object
- (D) None of the above

Ans C