

**U.G. Department of Computer Applications**

**N.G.M College**

**18UBC204 - Object Oriented Programming in C++**

**Unit –I**

1. **Data Hiding is also called as-----.**

- a. Data Abstraction   b. Data Encapsulation   c. Dynamic Binding   d. Static Binding.

2. **\_\_\_\_\_ are the run time entities.**

- a. Classes                      b. Objects                      c. Variables                      d. All

3. **A smallest individual unit in a program is called**

- a. Keyword                      b. Token                      c. Keyword                      d. Constant

4. **\_\_\_\_\_ is not a keyword?**

- a. auto                      b. enum                      c. true                      d. type\_name

5. **The wrapping up of data and functions into a single unit is called**

- a. Abstraction   b. Encapsulation   c. Polymorphism   d. Data Hiding.

6. **Select the concept that supports reusability.**

- a. Data Abstraction                      b. Inheritance                      c. Message Passing                      d. Dynamic Binding

7. **Which OOPS concept links procedure call to the code?**

- a. Polymorphism                      b. Encapsulation                      c. Message Passing                      d. Dynamic Binding

8. **Omit the odd data type.**

- a. Arrays                      b. Pointers                      c. Enum                      d. Functions

9. **A C++ code line ends with \_\_\_\_**

- a. A Semicolon (;)   b. A Fullstop(.)                      c. A Comma (,)                      d. A Slash (/)

10. **Which character is used to terminate the string?**

- a. \$                      b. Null                      c. Empty                      d. None of the mentioned

**Unit –II**

11. **----- is the member dereferencing operators.**

- a. ::\*                      b. .\*                      c. ::                      d. ==

12. **\_\_\_\_\_ is an entry-controlled loop.**

- a. do-while                      b. while                      c. for                      d. b & c

13. **Choose the operator that is used to format the data display.**

- a. sizeof                      b. new                      c. setw                      d. delete

14. **Which is not a derived data type?**

- a. Array   b. Function   c. Structure   d. Reference
15. ----- and ----- are the memory management operators in C++.
- a. malloc (), calloc ()   b. new, delete   c. malloc (), delete   d. None
16. Which one is not a correct variable type in C++?
- a. float                      b. real                      c. int                      d. double
17. Which operation is used as Logical 'AND'
- a. Operator-&              b. Operator-||              c. Operator-&&              d. Operator +
18. An expression A.B in C++ means \_\_\_\_
- a. A is member of object B                      b. B is member of Object A
- c. Product of A and B                      d. None of these
19. How many categories of iterators are there in c++?
- a. 2                      b. 4                      c. 5                      d. 3
20. Which of the following can serve as random-access iterator?
- a. Memory pointer      b. Object pointer      c. Class pointer      d. None of the mentioned
21. What kind of pattern is iterator pattern?
- a. Design pattern      b. Sequence pattern      c. Adapter pattern      d. All of the mentioned

### Unit –III

22. The classes that can be defined and used inside a function is a \_\_\_\_\_ class
- a. nested                      b. local                      c. void                      d. friend
23. The method of passing a copy of the entire object to the function is called \_\_\_\_\_
- a. pass by reference      b. pass by value      c. pass by variable      d. none
24. Which function makes the compiler to replace the function call with the corresponding Function code?
- a. Inline                      b. Default                      c. Virtual                      d. Friend
25. Which of the following is used to terminate the function declaration?
- a. :                      b. )                      c. ;                      d. none of the mentioned
26. Which is more effective while calling the functions?
- a. call by value              b. call by reference              c. call by pointer              d. none of the mentioned
27. What is the scope of the variable declared in the user defined function?
- a. whole program                      b. only inside the {} block

c. the main function                      d. none of the mentioned

**28. How many minimum number of functions should be present in a C++ program for its execution?**

a. 0                      b. 1                      c. 2                      d. 3

**29. Which of the following type of class allows only one object of it to be created?**

a. Virtual class              b. Abstract class              c. Singleton class              d. Friend class

**30. Can two functions declare variables(non static) with the same name.**

a. No                      b. Yes                      c. Yes, but not a very efficient way to write programs  
d. No, it gives a runtime error

#### **Unit –IV**

**31. Which of the following is not a valid access specifier?**

a. Public    b. Mutable    c. Private    d. Protected

**32. An overloaded unary operator defined as a member function requires how many values to be passed as function arguments-----**

a. 0    b. 1    c. 2    d. A unary operator cannot be overloaded.

**33. Allocation of memory to objects at the time of their construction is \_\_\_\_\_ constructor.**

a. parameterized    b. non-parameterized    c. copy                      d. dynamic

**34. When a protected member is inherited in public mode, it becomes \_\_\_\_\_ in the derived class.**

a. protected                      b. public                      c. private                      d. none

**35. Which of the following operators cannot be overloaded?**

a. ==                      b. !                      c. .                      d. ^

**36. Constructor is**

- a. A class automatically called whenever a new object of this class is created
- b. A class automatically called whenever a new object of this class is destroyed
- c. A function automatically called whenever a new object of this class is created
- d. A function automatically called whenever a new object of this class is destroyed

**37. If no constructor is there, then compiler assumes the class to have a default constructor with no arguments**

- a. True                      b. False

38. **How to define a destructor**

- a. `X~() {}`                      b. `X() {}~`                      c. `X() ~{}`                      d. `~X() {}`

39. **Can we overload constructors in C++**

- a. Yes                      b. No

40. **Every class has atleast one construtor**

- a. True                      b. False

41. **Delaration a pointer more than once may cause \_\_\_\_**

- a. Error                      b. Abort                      c. Trap                      d. Null

42. **Which of the following is not a type of constructor?**

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

## **Unit - V**

43. **ios::cur denotes -----**

- a. End of the file   b. Beginning of the file   c. Current position of the pointer   d. None

44. **\_\_\_\_\_ gives the current position of the get pointer.**

- a. `seekg( )`                      b. `seekp( )`                      c. `tellg( )`                      d. `tellp( )`

45. **Which is an instantiation of the basic string class template?**

- a. Character   b. String class   c. Memory   d. None of the mentioned

46. **How the string is stored in the memory?**

- a. Contiguous                      b. Non-contiguous                      c. Null                      d. All of the mentioned

47. **Which operator is used to insert the data into file?**

- a. `>>`                      b. `<<`                      c. `<`                      d. None of the mentioned

48. **Which function is used to position back from the end of file object?**

- a. `seekg`                      b. `seekp`                      c. both `seekg` & `seekp`                      d. none of the mentioned

49. **How many objects are used for input and output to a string?**

- a. 1                      b. 2                      c. 3                      d. 4

50. **Which header file is required for manipulation of math functions in c++?**

- a. `cmath`                      b. `maths`                      c. `math`                      d. none of the mentioned

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Answer Key:

|      |      |      |
|------|------|------|
| 1.B  | 18.B | 35.C |
| 2.B  | 19.C | 36.C |
| 3.B  | 20.B | 37.A |
| 4.D  | 21.A | 38.D |
| 5.B  | 22.B | 39.A |
| 6.B  | 23.A | 40.B |
| 7.D  | 24.A | 41.C |
| 8.C  | 25.C | 42.B |
| 9.A  | 26.B | 43.C |
| 10.D | 27.B | 44.C |
| 11.A | 28.B | 45.B |
| 12.B | 29.C | 46.A |
| 13.C | 30.C | 47.A |
| 14.C | 31.B | 48.A |
| 15.B | 32.A | 49.C |
| 16.B | 33.D | 50.C |
| 17.C | 34.A |      |