

# Mid Semester Internal Exam : C++

Duration: 1 Hour

Total Marks: 20

## READ THIS BEFORE YOU START

- Write your name, class roll number and session in the designated section at the top of the answer form.
- Each question is a multiple-choice question with four answer choices. Read each question and answer choice carefully and choose the ONE best answer. Try to answer all questions.
- Attempt all 20 questions, each question carries 01 mark.

**\*Required**

1. Enter your Name \*

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2. Enter Your Class Roll No \*

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3. Enter Your Session \*

*Mark only one oval.*

☐ 2017-20

☐ 2018-21

☐ 2019-22

C++

4. 1. Which of the following is a correct identifier in C++?

*Mark only one oval.*

- ☐ 7var\_name
- ☐ 7VARNAME
- ☐ VAR\_1234
- ☐ \$var\_name

C++

5. 2. Wrapping data and its related functionality into a single entity is known as \_\_\_\_\_

*Mark only one oval.*

- ☐ Abstraction
- ☐ Encapsulation
- ☐ Polymorphism
- ☐ Modularity

C++

6. 3. Which of the following is correct about this pointer in C++?

*Mark only one oval.*

- ☐ this pointer is passed as a hidden argument in all the functions of a class
- ☐ this pointer is passed as a hidden argument in all non-static functions of a class
- ☐ this pointer is passed as a hidden argument in all static functions of a class
- ☐ this pointer is passed as a hidden argument in all static variables of a class

C++

7. 4. What is the other name of run-time polymorphism?

*Mark only one oval.*

- ☐ Static polymorphism
- ☐ Dynamic polymorphism
- ☐ Executing polymorphism
- ☐ Non-executing polymorphism

C++

8. 5. In which type do the enumerators are stored by the compiler?

*Mark only one oval.*

- ☐ string
- ☐ integer
- ☐ float
- ☐ string & float

C++

9. 6. What should be passed in parameters when function does not require any parameters?

*Mark only one oval.*

- ☐ void
- ☐ blank space
- ☐ both void & blank space
- ☐ tab space

C++

10. 7. Which operator is used to signify the namespace?

*Mark only one oval.*

- ☐ conditional operator
- ☐ ternary operator
- ☐ scope operator
- ☐ bitwise operator

C++

11. 8. What will happen when the handler is not found for an exception?

*Mark only one oval.*

- ☐ calls the standard library function terminate()
- ☐ raise an error
- ☐ executes the remaining block
- ☐ raise an error and executes the remaining block

C++

12. 9. Which is used to define the member of a class externally?

*Mark only one oval.*

- ☐ :
- ☐ ::
- ☐ #
- ☐ !\$

C++

13. 10. The data members and functions of a class in C++ are by default \_\_\_\_\_

*Mark only one oval.*

- ☐ protected
- ☐ private
- ☐ public
- ☐ public & protected

C++

14. 11. What is operator overloading in C++?

*Mark only one oval.*

- ☐ Overriding the operator meaning by the user defined meaning for user defined data type
- ☐ Redefining the way operator works for user defined types
- ☐ Ability to provide the operators with some special meaning for user defined data type
- ☐ All of the mentioned

C++

15. 12. Which of the following operator cannot be overloaded?

*Mark only one oval.*

- ☐ +
- ☐ ?:
- ☐ -
- ☐ %

C++

16. 13. What is a friend function in C++?

*Mark only one oval.*

- ☐ A function which can access all the private, protected and public members of a class
- ☐ A function which is not allowed to access any member of any class
- ☐ A function which is allowed to access public and protected members of a class
- ☐ A function which is allowed to access only public members of a class

C++

17. 14. What is string objects in C++?

*Mark only one oval.*

- ☐ Stream of alphabets
- ☐ A stream of well-defined characters
- ☐ Stream of characters
- ☐ A stream of characters terminated by \0

C++

18. 15. Which is used to create a pure virtual function?

*Mark only one oval.*

- ☐ \$
- ☐ =0
- ☐ &
- ☐ !

C++

19. 16. Pick out the correct option.

*Mark only one oval.*

- ☐ We cannot make an instance of an abstract base class
- ☐ We can make an instance of an abstract base class
- ☐ We can make an instance of an abstract super class
- ☐ We can make an instance of an abstract derived class

C++

20. 17. Which of the following is used for generic programming?

*Mark only one oval.*

- ☐ Virtual functions
- ☐ Modules
- ☐ Templates
- ☐ Abstract Classes

C++

21. 18. Which of the following can derived class inherit?

*Mark only one oval.*

- ☐ members
- ☐ functions
- ☐ both members & functions
- ☐ classes

C++

22.

What will be the output of this program?

```
#include <iostream>
using namespace std;
class Test
{
    int x;
    Test() { x = 5;}
};
int main()
{
    Test *t = new Test;
    cout << t->x;
}
```

Mark only one oval.

- ☐ Compiler Error
- ☐ 5
- ☐ Garbage Value
- ☐ 0

C++

23.

20. What will be the output of the following C++ code?

```
#include <iostream.h>
enum test
{
    A = 32, B, C
};
int main()
{
    cout << A << B << C;
    return 0;
}
```

Mark only one oval.

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