



PUNE VIDYARTHI GRIHA'S
COLLEGE OF SCIENCE AND TECHNOLOGY
Affiliated to University of Mumbai

Question Bank

Class: F.Y.B. Sc.IT

Semester: II

Subject: Object Oriented Programming

Unit 1 MCQ

1. OOP stands for
 - A. Object Open Programming
 - B. Open Object Programming
 - C. Object Oriented Programming
 - D. Open Oval Programming
2. POP stands for
 - A. Procedure Oriented Programming
 - B. Procedure Open Programming
 - C. Procedure Over Programming
 - D. Program Over Programming
3. To create an object of class "Animal" syntax is
 - A. Class Animal
 - B. Animal Class
 - C. Animal obj1
 - D. Class obj1
4. The blueprint of data members and member functions is known as
 - A. Data
 - B. Information
 - C. Class
 - D. List
5. The process of hiding irrelevant details from user is known as
 - A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Polymorphism
6. _____ will combine data and function together in single unit

- A. Inheritance
 - B. Encapsulation
 - C. Message Passing
 - D. Polymorphism
7. The feature in which child acquires the properties of parent class
- A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Polymorphism
8. The idea to use same function name with different arguments
- A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Function Overloading
9. To declare a variable of integer type the syntax is
- A. Integer var
 - B. Var integer
 - C. int var
 - D. var int
10. The access specifier by which data cannot be used by other classes is
- A. Protected
 - B. Public
 - C. Private
 - D. Static
11. The access specifier by which data can be used by other classes is
- A. Protected
 - B. Public
 - C. Private
 - D. Static
12. The code reusability is provided by
- A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Polymorphism
13. The feature which is not supported by OOP
- A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Platform Independence
14. Which of the following pairs are similar?
- A. Class and Enum
 - B. Class and Structures
 - C. Class and Loop

- D. Class and condition
- 15. Who invented OOP
 - A. Alan Turing
 - B. Dennis Talk
 - C. Dennis Richie
 - D. Kate Turing
- 16. The process in which user is not aware about the background processing
 - A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Polymorphism
- 17. The feature in which objects pass information to each other
 - A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Polymorphism
- 18. The feature in which same name and identity can work for different scenarios
 - A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Polymorphism
- 19. Class is a _____ abstraction
 - A. Logical
 - B. Physical
 - C. Similar
 - D. Real
- 20. To declare a variable of decimal type the syntax is
 - A. Decimal var
 - B. Var decimal
 - C. float var
 - D. var FLOAT
- 21. _____ will combine data and function together in single unit
 - A. Inheritance
 - B. Encapsulation
 - C. Message Passing
 - D. Polymorphism
- 22. The idea to use same function name with different arguments
 - A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Function Overloading
- 23. ?: is known as _____ operator in C++.
 - A. conditional

- B. logical
 - C. bit wise
 - D. null
24. The access specifier by which data cannot be used by other classes is
- A. Protected
 - B. Public
 - C. Private
 - D. Static
25. The code reusability is provided by
- A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Polymorphism
26. The feature which is supported by OOP
- A. Indentation
 - B. Pass value
 - C. Message Passing
 - D. Platform Independence
27. Which of the following is not a conditional statement.
- A. if
 - B. if else
 - C. elif
 - D. jump
28. The process in which user is not aware about the background processing
- A. Inheritance
 - B. Abstraction
 - C. Message Passing
 - D. Polymorphism
29. To declare a variable of decimal type the syntax is
- A. Decimal var
 - B. Var decimal
 - C. float var
 - D. var FLOAT
30. The function call transfers the control from the calling program to the called _____.
- A. Program
 - B. Function
 - C. Member
 - D. Variable
31. Procedural Programming contains systematic order of _____
- A. Statements
 - B. Objects
 - C. Classes

- D. Exceptions
32. In procedural language , programmer created the list of _____
- A. Data
 - B. Instructions
 - C. Paradigm
 - D. Operations
33. A type of programming language that specifies a series of well – structured steps and procedures within its context is known as _____
- A. Procedural language
 - B. Structural language
 - C. Assembly language
 - D. Machine language
34. Programming in which programs are made up of modules , which are parts of a program that can be coded and tested separately is known as _____
- A. Procedural language
 - B. Structural language
 - C. Assembly language
 - D. Machine language
35. Each module in procedural language is composed of one or more _____
- A. Modules
 - B. Sub programs
 - C. Paradigm
 - D. Operations
36. Which of the following is not an OOP concept
- A. Encapsulation
 - B. Polymorphism
 - C. Exception
 - D. Abstraction
37. Which feature of OOPs describes the reusability of code
- A. Abstraction
 - B. Encapsulation
 - C. Polymorphism
 - D. Inheritance
38. Which among the following feature is not the general definition of OOPs?
- A. Modularity
 - B. Efficient code
 - C. Code reusability
 - D. Duplicate or redundant code
39. Which feature of OOPS derives the class from the another class
- A. Inheritance
 - B. Data hiding
 - C. Encapsulation
 - D. Polymorphism

40. A single program of OOPs contains ____ classes
- A. 1
 - B. 999
 - C. 100
 - D. Any number
41. What is the extra feature in classes which was not in structures?
- A. Member functions
 - B. Data
 - C. Static data
 - D. Public access
42. How many types of polymorphism is there
- A. 1
 - B. 2
 - C. 3
 - D. 4
43. Which feature is known as runtime binding or late binding
- A. Dynamic typing
 - B. Dynamic loading
 - C. Dynamic binding
 - D. Data hiding
44. Which feature of OOP keeps the code and data together and keeps secured from outside world
- A. Polymorphism
 - B. Inheritance
 - C. Abstraction
 - D. Encapsulation
45. Which among the following feature doesn't come under the OOP concept
- A. Data binding
 - B. Data hiding
 - C. Platform independence
 - D. Message passing
46. Which of the following interacts one object with another object
- A. Message reading
 - B. Message passing
 - C. Data transfer
 - D. Data binding
47. The combination of abstraction of data and code is viewed in ____
- A. Inheritance
 - B. Object
 - C. Polymorphism
 - D. Interfaces
48. Which header file is used for input output functions
- A. iostream

- B. math
 - C. string
 - D. graphics
49. which header file is used for string functions
- A. stringio
 - B. math
 - C. string
 - D. graphics
50. To display the student name stored in variable sname , the correct syntax is _____
- A. cout>>sname
 - B. cout<<sname
 - C. cout::sname
 - D. cout.same

Unit 2 MCQ:

51. Which among the following is called first, automatically, whenever an object is created?
- a. Class
 - b. Constructor
 - c. New
 - d. Trigger
52. The type of constructor which is called implicitly
- a. New
 - b. Default
 - c. Copy
 - d. Custom
53. The type of constructor with arguments
- a. New
 - b. Default
 - c. Copy
 - d. Parameterized
54. The type of constructor used to clone objects
- a. New
 - b. Default
 - c. Copy
 - d. Parameterized
55. The pointer which is used to refer current object is
- a. New
 - b. Current
 - c. Thread
 - d. this
56. Which of the following is known as the scope resolution operator?
- a. **

- b. ::
 - c. ^
 - d. ()
57. Which operator is used to access the member functions of class using object?
- a. >
 - b. .
 - c. <
 - d.)
58. The syntax used to declare a friend class
- a. Friend Friend
 - b. Classname Friend
 - c. friend classname
 - d. Objectname friend
59. The operator used for destructor is
- a. %
 - b. &
 - c. !
 - d. ~
60. The destructor of class A will be _____ -
- a. #A()
 - b. &A()
 - c. ~A()
 - d. %A()
61. To take the input in C++ which object is used
- a. Input
 - b. cin
 - c. cout
 - d. scand
62. To show output in C++ which object is used
- a. output
 - b. cin
 - c. cout
 - d. printf
63. The datatype of elements for array of objects is
- a. Int
 - b. Null
 - c. Void
 - d. Class
64. The syntax to create array of objects is
- a. Classname object array
 - b. Classname objectname[size]
 - c. Objectname array
 - d. Array class[size]

65. How many objects can be returned via function
- 2
 - 3
 - 1
 - 4
66. The operator used to remove memory allocated by C++
- Del
 - Rem
 - Free
 - Swap
67. The index value from which array starts
- 1
 - 2
 - 0
 - 3
68. Student S[10] will store _____ objects
- 9
 - 10
 - 11
 - 01
69. To maintain data members being accessed by other class _____ specifier is used
- Public
 - Protected
 - Private
 - Base
70. To get data members being accessed beyond class scope _____ is used
- Public
 - Protected
 - Private
 - Derived
71. Using which function can user take value from user?
- printf
 - cin
 - cout
 - scanf
72. Which function helps to display output on console?
- output
 - cin
 - cout
 - scanf
73. Void get (int a, int b) is function with?
- Argument
 - Null

- c. Void
 - d. Class
74. _____ constructor is used to initialize a new object of a class with the values of an existing object of same class.
- A. Default
 - B. Copy
 - C. Parameterized
 - D. NULL
75. The end value of an variable a[20] is?
- a. 20
 - b. 19
 - c. 18
 - d. 0
76. How many objects can be returned via function
- a. 2
 - b. 3
 - c. 1
 - d. 4
77. The operator used to remove memory allocated by C++
- a. Del
 - b. Rem
 - c. Free
 - d. Swap
78. The index value from which array starts
- a. 1
 - b. 2
 - c. 0
 - d. 5
79. To maintain data members being accessed by other class _____ specifier is used
- a. Public
 - b. Protected
 - c. Private
 - d. Base
80. To get data members being accessed beyond class scope _____ is used
- a. Public
 - b. Protected
 - c. Private
 - d. Derived
81. What does a class in C++ holds?
- a. Data
 - a. functions
 - b. both data & functions

- c. arrays
82. How many specifiers are present in access specifiers in class?
- a. 1
 - b. 2
 - c. 3
 - d. 4
83. Which is used to define the member of a class externally?
- a. :
 - b. ::
 - c. #
 - d. !!\$
84. Which other keywords are also used to declare the class other than class?
- a. Struct
 - b. union
 - c. object
 - d. both struct & union
85. Which of the following is a valid class declaration?
- a. class A { int x; };
 - b. class B { }
 - c. public class A { }
 - d. object A { int x; };
86. The data members and functions of a class in C++ are by default _____
- a. Protected
 - b. private
 - c. public
 - d. public & protected
87. Constructors are used to _____
- a. initialize the objects
 - b. construct the data members
 - c. both initialize the objects & construct the data members
 - d. delete the objects
88. When struct is used instead of the keyword class means, what will happen in the program?
- a. access is public by default
 - b. access is private by default
 - c. access is protected by default
 - d. access is denied
89. Which category of data type a class belongs to?
- a. Fundamental data type
 - b. Derived data type

- c. User defined derived data type
 - d. Atomic data type
90. Which operator a pointer object of a class uses to access its data members and member functions?
- a. .
 - b. ->
 - c. :
 - d. ::
91. How the objects are self-referenced in a member function of that class.
- a. Using a special keyword object
 - b. Using this pointer
 - c. Using * with the name of that object
 - d. By passing self as a parameter in the member function
92. What does a mutable member of a class mean?
- a. A member that can never be changed
 - b. A member that can be updated only if it not a member of constant object
 - c. A member that can be updated even if it a member of constant object
 - d. A member that is global throughout the class
93. Which of these following members are not accessed by using direct member access operator?
- a. public
 - b. private
 - c. protected
 - d. both private & protected
94. How many objects can present in a single class?
- a. 1
 - b. 2
 - c. 3
 - d. as many as possible
95. Which special character is used to mark the end of class?
- a. ;
 - b. :
 - c. #
 - d. \$
96. What happens if a user forgets to define a constructor inside a class?
- a. Error occurs
 - b. Segmentation fault
 - c. Objects are not created properly
 - d. Compiler provides a default constructor to avoid faults/errors
97. How many parameters does a default constructor require?

- a. 1
 - b. 2
 - c. 0
 - d. 3
98. What is the role of destructors in Classes?
- a. To modify the data whenever required
 - b. To destroy an object when the lifetime of an object ends
 - c. To initialize the data members of an object when it is created
 - d. To call private functions from the outer world
99. What is syntax of defining destructor of class A?
- a. A(){}
 - b. ~A(){}
 - c. A::A(){}
 - d. ~A(){};
100. How many Destructors are allowed in a Class?
- a. 1
 - b. 2
 - c. 3
 - d. Any number

Unit 3 :

101. One name may forms is _____ characteristic of Object Oriented Programming
- a. Abstraction
 - b. Encapsulation
 - c. Polymorphism
 - d. Inheritance
102. _____ is compile time polymorphism
- a. Function overloading
 - b. This pointer
 - c. Virtual Functions
 - d. Pointer Functions
103. _____ is runtime polymorphism
- a. Function overloading
 - b. This pointer
 - c. Virtual Functions
 - d. Pointer Functions
104. _____ is a type of compile time polymorphism
- a. Operator overloading

- b. This pointer
 - c. Virtual Functions
 - d. Pointer Functions
105. Functions can be overloaded by changing _____ and _____ of arguments
- a. Shape and design
 - b. Number and type
 - c. Number and shape
 - d. String and design
106. The overloading of '+' operator is _____ operator overloading
- a. Decimal
 - b. Octal
 - c. Binary
 - d. Hex
107. The overloading of '++' operator is _____ operator overloading
- a. Decimal
 - b. Octal
 - c. Unary
 - d. Hex
108. The symbol of comparison operator is _____
- a. =
 - b. ()
 - c. \$=
 - d. ==
109. The symbol of arithmetic assignment operator is _____
- a. =
 - b. ()
 - c. \$=
 - d. ==
110. Function in which base class is overridden by the derived class
- a. Static
 - b. Constructor
 - c. Derived
 - d. Virtual
111. A class cannot have virtual _____
- a. Function
 - b. Static
 - c. Derived
 - d. Constructor
112. A pure virtual function can be declared by assigning _____
- a. 3

- b. 2
 - c. 1
 - d. 0
-
113. The base class which have pure virtual function will be known as
- a. Static
 - b. Inherit
 - c. Abstract
 - d. Passive
114. A virtual function for which implementation is not there is known as _____
- a. Static
 - b. Constructor
 - c. Derived
 - d. Pure Virtual
115. The syntax to create pointer of base class is _____
- a. Base pointer
 - b. Pointer base
 - c. Base *ptr
 - d. *ptr base
116. The syntax to create pointer of derived class is _____
- a. Derived pointer
 - b. Pointer derived
 - c. Derived *ptr
 - d. *ptr derived
117. The virtual functions is used to create _____ polymorphism
- a. Static
 - b. Linear
 - c. Runtime
 - d. Final
118. The compile time polymorphism is also known as _____ binding
- a. Early
 - b. Late
 - c. Safe
 - d. Unsafe
119. The runtime time polymorphism is also known as _____ binding
- a. Early
 - b. Late
 - c. Safe
 - d. Unsafe
120. _____ cannot be overloaded

- a. +
 - b. -
 - c. ++
 - d. Int
121. :: is known as?
- a. Member access operator
 - b. Conditional operator
 - c. Scope resolution operator.
 - d. preprocessor
122. The precedence and the associativity of an operator _____.
- a. Can be changed
 - b. Cannot be changed
 - c. Remains constants.
 - d. Changes after each iterations.
123. Stropy () is used for _____ operation.
- a. Comparison
 - b. Arithmetic
 - c. Logical
 - d. concatenation
124. The symbol of arithmetic assignment operator is _____
- a. =
 - b. ()
 - c. \$=
 - d. ==
125. A class cannot have virtual _____
- a. Function
 - b. Static
 - c. Derived
 - d. Constructor
126. A pure virtual function can be declared by assigning _____
- a. 3
 - b. 2
 - c. 1
 - d. 0
127. The base class which have pure virtual function will be known as
- a. Static
 - b. Inherit
 - c. Abstract
 - d. Passive
128. A virtual function for which implementation is not there is known as _____
- a. Static
 - b. Constructor

- c. Derived
 - d. Pure Virtual
129. The operators (), [], → can be overloaded only a member function and not as _____.
- A. Inline
 - B. External
 - C. Friend function
 - D. virtual
130. The compile time polymorphism is also known as _____ binding
- a. Early
 - b. Late
 - c. Safe
 - d. Unsafe
131. Pick the other name of operator function.
- a. function overloading
 - b. operator overloading
 - c. member overloading
 - d. object overloading
132. Which of the following operators can't be overloaded?
- a) ::
 - b) +
 - c) -
 - d) []
133. How to declare operator function?
- a. operator sign
 - b. operator
 - c. name of the operator
 - d. name of the class
134. Which of the following statements is NOT valid about operator overloading?
- a. Only existing operators can be overloaded
 - b. The 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 mentioned
135. Operator overloading is _____
- a. making c++ operator works with objects
 - b. giving new meaning to existing operator
 - c. making the new operator
 - d. adding operation to the existing operators

136. What is the syntax of overloading operator + for class A?
- A operator+(argument_list){ }
 - A operator[+](argument_list){ }
 - int +(argument_list){ }
 - int [+](argument_list){ }
137. 6. How many approaches are used for operator overloading?
- 1
 - 2
 - 3
 - 4
138. 7. Which of the following operator cannot be overloaded?
- +
 - ?:
 -
 - %
139. Which of the following operator can be overloaded?
- ?:
 - ::
 - .
 - ==
140. Which of the following operator cannot be used to overload when that function is declared as friendfunction?
- =
 - ||
 - ==
 - []
141. Which of the following operator can be used to overload when that function is declared as friendfunction?
- []
 - ()
 - >
 - |=
142. In case of non-static member functions how many maximum object arguments a unary operatoroverloaded function can take?

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

143. In case of non-static member functions how many maximum object arguments a binary operator overloaded function can take?

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

144. In the case of friend operator overloaded functions how many maximum object arguments a unary operator overloaded function can take?

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

145. In the case of friend operator overloaded functions how many maximum object arguments a binary operator overloaded function can take?

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

146. What is a binary operator?

- a. Operator that performs its action on a single operand
- b. Operator that performs its action on two operand
- c. Operator that performs its action on three operand
- d. Operator that performs its action on any number of operands

147. Which is the correct example of a binary operator?

- a) ++
- b) —
- c) Dereferencing operator(*)
- d) +

148. Which is the correct example of a unary operator?

- a. &
- b) ==

- c) —
- d) /

149. Which is called ternary operator?

- a. ?:
- b. &&
- c) |||
- d) ===

150. Which is the correct statement about operator overloading?

- a. Only arithmetic operators can be overloaded
- b. Only non-arithmetic operators can be overloaded
- c. Precedence of operators are changed after overloading
- d. Associativity and precedence of operators does not change

Unit 4 :

151. _____ is a mechanism of deriving new class from old class.

- e. Abstraction
- f. Message passing
- g. Polymorphism
- h. Inheritance

152. Inheritance allows code _____.

- A. Reliability
- B. Modification
- C. Accessibility
- D. reusability

153. How can we define inheritance in OOP?

- A. reusing the code already written
- B. Using the code already written once
- C. Using already defined functions in another program
- D. Calling the data and functions into derived segment

154. How many inheritance are provided by OOP in C++?

- A. 5
- B. 4

- C. 6
 - D. 3
155. In which mechanism one class acquires the property of another class
- A. Abstraction
 - B. Data Hiding
 - C. Inheritance
 - D. Polymorphism
156. Hybrid Inheritance is combination of
- A. Single and Multilevel
 - B. Multiple and Hierarchical
 - C. Single and Multiple
 - D. Could be any two or more combination
157. Which inheritance has one base class and more than one derive class?
- A. Single
 - B. Multilevel
 - C. Multiple
 - D. Hierarchical
158. The _____ class inherits the features of base class.
- A. Super
 - B. Parent
 - C. Derive
 - D. Object
159. In order to inherit private data from the base class to derive class what access modifier should we use?
- A. Public
 - B. Private
 - C. Protected
 - D. Base
160. In inheritance the derived class can access the _____ members of the base class.
- A. Public
 - B. Private
 - C. Protected
 - D. Scope resolution
161. A member declared as is accessible by the member functions within its class and any class immediately derived from it.
- A. Protected
 - B. Private
 - C. Public
 - D. friend
162. How can you make the private members inheritable?
- A. By making their visibility mode as public only
 - B. By making their visibility mode as protected only

- C. By making their visibility mode as private in derived class
 - D. It can be done both by making the visibility mode public or protected
163. The relationship between the C++ inheritance is called as
- A. Is-A
 - B. A Is
 - C. Has is
 - D. Is Has
164. The inherits some or all of the properties of the class.
- A. base, derived
 - B. Derived,base
 - C. Derived, initial
 - D. Base,final
165. Choose the correct syntax for multiple inheritance
- A. Class subclass_name , access_mode baseclass_name
 - B. Class subclass_name : access_mode baseclass_name
 - C. Class subclass_name : access_mode baseclass_name baseclass_name
 - D. Class subclass_name : access_mode baseclass_name ,baseclass_name,.....
166. Which base class member access specifier cannot be used in inheritance?
- A. Public
 - B. Private
 - C. Protected
 - D. Super
167. In which type of inheritance a derived class is created from another derived class?
- A. Multilevel
 - B. Multiple
 - C. Single
 - D. Hybrid
168. When a derived class inherits from more than one base class simultaneously it is referred as?
- A. Single level
 - B. Multilevel
 - C. Multiple
 - D. Hybrid
169. When one class is inherited from another class which in turn is inherited from some other class is referred as?
- A. Single level
 - B. Multilevel
 - C. Multiple
 - D. Hybrid

170. _____ inheritance is a type of inheritance in which more than one class is derived from a single base class.
- A. Single level
 - B. Multilevel
 - C. Multiple
 - D. Hierarchical
171. In _____ inheritance a base class provides members that are common to all of its derived classes.
- A. Single level
 - B. Multilevel
 - C. Multiple
 - D. Hierarchical
172. Class abc: public XYZ is syntax for which type of inheritance?
- A. Single
 - B. Hybrid
 - C. Multilevel
 - D. Multiple
173. Which programming language doesn't support multiple inheritance?
- A. C++ and Java
 - B. Java and SmallTalk
 - C. Java
 - D. C and C++
174. Which type of inheritance leads to diamond problem?
- A. Single level
 - B. Multi-level
 - C. Multiple
 - D. Hierarchical
175. In inheritance, the newly created classes are ____
- A. Function
 - B. Super Class
 - C. Derived class
 - D. Base class
176. Class abc: public xyz, protected pqr is syntax for which type of inheritance?
- A. Single
 - B. Hybrid

- C. Multiple
 - D. Multilevel
177. State whether the following statements about inheritance are True or False.
- i) A public member of a class can be accessed by its own objects using the dot operator.
 - ii) While inheriting, the private members of the base class will never become members of its derived class.
- A. True, False
 - B. False, True
 - C. True, True
 - D. False, False
178. Redefining of the base class member function in the derived class is called as _____?
- A. Function overloading
 - B. Operator overloading
 - C. Function overriding
 - D. Operator overriding
179. Virtual function in C++ support _____ polymorphism.
- A. Logical time
 - B. Error time
 - C. Run time
 - D. Syntax type
180. Using which mechanism we can handle exception in C++?
- A. Try
 - B. Catch
 - C. Exception handling
 - D. Throw
181. Number of blocks used in exception handling.
- A. 3
 - B. 4
 - C. 2
 - D. 1
182. The program _____ an exception with a handler at the place in a program where you want to handle the problem.
- A. Try
 - B. Throw
 - C. Exception
 - D. Catches
183. In which of exception handling do we write the actual code block
- A. Throw
 - B. Try
 - C. Catch
 - D. Exception

184. A program shows an exception when a problem occurs. This is done using a _____ keyword.
- A. Try
 - B. Throw
 - C. Catch
 - D. E
185. Exceptions are _____ anomalies.
- A. Logical
 - B. Syntax
 - C. Run time
 - D. Compile time
186. The run time errors are usually referred to as_____.
- A. Error
 - B. Logical error
 - C. Exceptions
 - D. Value
187. Exception can be classified into _____ types.
- A. 2
 - B. 3
 - C. 4
 - D. 5
188. Implicit type conversion doesn't happen for _____ types.
- A. Exception
 - B. Primitive
 - C. Non-primitive
 - D. Object Based
189. _____ enables the implementation of logical relationship between classes.
- A. Containership
 - B. Class
 - C. Object
 - D. function
190. Describe containership in C++.
- A. class contains objects of other class types as its members
 - B. class contains function of other class types as its members
 - C. class contains objects of other class types as its object
 - D. In class contain variables of another class as its member.
191. In inheritance _____ is also referred to as nesting.
- A. Composition
 - B. Class
 - C. Object
 - D. Derived class
192. Containership or composition represents _____ relationship.

- A. IS-A
 - B. IS
 - C. HAS
 - D. HAS-A
193. Containership does not support the concept of:
- A. Reusability
 - B. Object
 - C. Class
 - D. constructor
194. When we create an object of a class _____ is invoked automatically.
- A. Destructor
 - B. Constructor
 - C. Class
 - D. Main function
195. Exception handling that involve base as well as derived classes, need proper ordering of _____ blocks.
- A. Catch
 - B. Try
 - C. Throw
 - D. Exception
196. An exception class can be defined either globally or in the _____section of another class.
- A. Private
 - B. Public
 - C. Protected
 - D. Main()
197. If an exception does not occur the _____block is skipped.
- A. Try
 - B. Block
 - C. Throw
 - D. Catch
198. When the base class is publicly inherited, public members of the base class become of the derived class.
- A. Private members
 - B. Protected members
 - C. Public member
 - D. Function member
199. What will be the order of execution of base class constructors in the following method of inheritance?
- ```
class A: public B, public C {...};
```
- A. B(); C(); A();
  - B. C(); B(); A();
  - C. A(); B(); C();

- D. B(); A(); C();
200. What will be the order of execution of base class constructors in the following method of inheritance?  
class A: public B, virtual public C {...};
- A. B(); C(); A();
  - B. C(); B(); A();
  - C. A(); B(); C();
  - D. B(); A(); C();

### Unit-5 MCQ

201. What is the syntax of class template?
- A. template <paramaters> class declaration
  - B. Template <paramaters> class declaration
  - C. temp <paramaters> class declaration
  - D. Temp <paramaters> class declaration
201. \_\_\_\_\_& \_\_\_\_\_ keyword can be used in template?
- A. Function & class
  - B. Class & Typename
  - C. Typename & function
  - D. Class & object
202. :: template is used to perform what operation?
- A. Reusing
  - B. Reusing & binding
  - C. Binding & rebinding
  - D. Rebinding & reusing
203. Define template.
- A. is a formula for creating a generic class
  - B. is used to manipulate the class
  - C. is used for creating the attributes
  - D. Is used to create object for class
204. Which is not an non-type template parameter?
- A. integral type
  - B. Pointer
  - C. Reference to object
  - D. Pointer to member
205. Function templates are special functions that can operate with \_\_\_\_\_ types.
- A. Class
  - B. Object
  - C. Placeholder

- D. Generic
206. The keyword `typename` can be replaced by
- A. Class
  - B. Object
  - C. Template
  - D. Placeholder
207. Template \_\_\_\_\_ allows us to have different code for a particular data type.
- A. Generic
  - B. Specialization
  - C. Function
  - D. Typename
208. The \_\_\_\_\_ must know the value of non-type parameters at compile time.
- A. Executer
  - B. Compiler
  - C. Linker
  - D. Assembler
209. Each instance of a template contains its own \_\_\_\_\_ variable.
- A. Dynamic
  - B. Generic
  - C. Static
  - D. Function
210. Which header file stores all the function of file in C++
- A. `iostream`
  - B. `stdio`
  - C. `fstream`
  - D. `conio`
211. Which data type represents the input file stream and is used to read information from files?
- A. `ofstream`
  - B. `ifstream`
  - C. or append the `fstream`
  - D. `iostream`
212. Which data type represents the output file stream and is used to create files and to write information to files.
- A. `ifstream`
  - B. `ofstream`
  - C. `iostream`
  - D. `fstream`
213. Which operation stores data at the end?
- A. `ios::app`

- B. ios::ate
  - C. ios::in
  - D. ios::out
214. Which operation Open a file for output and move the read/write control to the end of the file?
- A. ios::trunc
  - B. ios::app
  - C. ios::ate
  - D. ios::out
215. Any contents that existed in the file before it is open are discarded falls under which operation?
- A. ios::ate
  - B. ios::app
  - C. ios::binary
  - D. ios::trunc
216. \_\_\_\_\_ are used to store data in a storage device permanently.
- A. Folder
  - B. Directories
  - C. Files
  - D. Storage
217. For creating a file which function should be used?
- A. Open()
  - B. Read()
  - C. Create()
  - D. Write()
218. Select the appropriate mode in order to open the file which already exists.
- A. nocreate
  - B. create
  - C. noreplace
  - D. binary
219. Select the appropriate mode in order to open the file which does not exists.
- A. create
  - B. nocreate
  - C. noreplace
  - D. trunc
220. ifstream opens the file in \_\_\_\_\_ mode
- A. ios::out
  - B. ios::in
  - C. ios::read
  - D. ios::write
221. ofstream opens the file in \_\_\_\_\_ mode
- A. ios::out
  - B. ios::in

- C. ios::read
  - D. ios::write
222. fstream helps to perform \_\_\_\_\_ file operation
- A. only read
  - B. only write
  - C. both read and write
  - D. append
223. The header file required for file operations is \_\_\_\_\_
- A. Math
  - B. Iostream
  - C. Fstream
  - D. Stream
224. The file pointer used to start the file from beginning is \_\_\_\_\_
- A. ios::curr
  - B. ios::beg
  - C. ios::end
  - D. ios::start
225. The file pointer used to locate the end of the file is \_\_\_\_\_
- A. ios::beg
  - B. ios::app
  - C. ios::end
  - D. ios::true
226. The file pointer used to locate the current position of the file is \_\_\_\_\_
- A. ios::first
  - B. ios::end
  - C. ios::last
  - D. ios::curr
227. The ios::app opens the file in \_\_\_\_\_ mode
- A. Read
  - B. Write
  - C. Append
  - D. Open
228. The stream class which is used to only write in file is \_\_\_\_\_
- A. Ostream
  - B. Ifstream
  - C. Ofstream
  - D. Zstream
229. The stream class which is used to only read in file is \_\_\_\_\_
- A. Ostream
  - B. Ifstream
  - C. Ofstream
  - D. Bstream

230. The stream class which is used to perform read and write in file is
- A. Ostream
  - B. Ifstream
  - C. Ofstream
  - D. Fstream
231. The function used to verify the end of file is \_\_\_\_\_
- A. Foe()
  - B. Eof()
  - C. Ef()
  - D. Endoffile()
232. The function used to extract the line from the file is
- A. Line()
  - B. Getline()
  - C. Getl()
  - D. Gl()
233. For a function max to work for any data type , the arguments for max function should have \_\_\_\_\_
- A. Int
  - B. Float
  - C. Template
  - D. Double
234. To use the generic type T , it should be declared using \_\_\_\_\_
- A. Datatype
  - B. Typename
  - C. Name
  - D. Tname
235. To make the class work as generic type \_\_\_\_ should be used
- A. General T
  - B. Class T
  - C. Datatype T
  - D. Template T
236. Templates are expanded at \_\_\_\_\_
- A. Runtime
  - B. Dynamic time
  - C. Compile time
  - D. Bind time
237. The compiled code for template have \_\_\_\_\_ copies of the function
- A. One
  - B. Two
  - C. Depending on how many times the function is called
  - D. Zero
238. Mymax(T n1,T n2) when called with integer values will map to
- A. Mymax(5,'A')

- B. Mymax(5.6,8.9)
  - C. Mymax(6,7)
  - D. Mymax(0,'y')
239. Mymax(T n1,T n2) when called with float values will map to
- A. Mymax(5,'A')
  - B. Mymax(5.6,8.9)
  - C. Mymax(6,7)
  - D. Mymax(0,'y')
240. Mymax(T n1,T n2) when called with character values will map to
- A. Mymax(5,'A')
  - B. Mymax(5.6,8.9)
  - C. Mymax(6,7)
  - D. Mymax('D','y')
241. Operator used to insert data in file
- A. >>
  - B. <<
  - C. ..
  - D. \*\*
242. Operator used to read data from file
- A. >>
  - B. <<
  - C. ..
  - D. \*\*
243. The member constant "in" is used for
- A. Output
  - B. Input
  - C. Read write
  - D. Append
244. The member constant "out" is used for
- A. Output
  - B. Input
  - C. Read write
  - D. Append
245. The member constant "app" is used for
- A. Output
  - B. Input
  - C. Read write
  - D. Append
246. The member constant "trunc" is used for
- A. Delete
  - B. Truncate
  - C. Output
  - D. Append



247. The function to close the file is \_\_\_\_\_
- A. Terminate
  - B. Final
  - C. Close
  - D. Stop
248. The function to open the file is \_\_\_\_\_
- A. Begin
  - B. Start
  - C. Open
  - D. New
249. The process for file operations is \_\_\_\_\_
- A. Open , read/write , close
  - B. Close, open
  - C. Open , close , read
  - D. Close , open , write