Semester 3 - MCQ Question Bank

Subject: C++

No.	Question
1	C++ was created by _____.
2	C++ was created in the year _____.
3	The previous name of C++ was _____.
4	In POP, each smaller problem is solved using _____.
5	In OOP, each smaller problem is solved using _____.
6	OOP emphasizes on _____.
7	A _____ contains variables and their related functions.
8	Class is a _____ for an object.
9	A class is a _____ type.
10	An object is a variable of a _____.
11	Wrapping up data and functions into a single unit is called _____.
12	_____ is the process of exposing required functions to the outside world.
13	The process of one class acquiring properties and functionalities of another class is known as?
14	_____ is known as the Output Operator.
15	_____ is known as the Input Operator.
16	_____ symbol is used for representing the Scope Resolution Operator.
17	_____ symbol is used for creating reference variables.
18	_____ function call is replaced with its body during compile-time.
19	_____ arguments are optional to pass when calling the function.
20	Multiple functions that have the same name but different arguments…
21	To create a class, _____ keyword is used.
22	Members with _____ access are accessible everywhere.
23	Members with _____ access are accessible only within the class.
24	Members with _____ access are accessible within the same and derived classes.
25	Variables which are members of a class are known as _____.
26	Member functions defined outside of the class must use the _____ operator.
27	_____ data members are common between all the objects of a class.
28	_____ members can be accessed directly using class name.
29	_____ functions, which are not members of the class, can still access private members.
30	_____ member functions do not allow modifying data members of a class.
31	_____ is a special type of function that has the same name as class name.
32	A constructor is called automatically when _____.
33	Which of the following is not a type of constructor in C++? (Default, Parameterized, Optional, Copy)

34   A constructor without any arguments is known as a _____ constructor.

35   A constructor that accepts one or more arguments is known as a _____ constructor.

36   A _____ constructor copies data members of one object into another object of the same class.

37   A class having multiple constructors with different arguments is known as

38   MIL stands for?

39   Destructor is called automatically when _____.

40   Destructor has the same name as class with _____ sign as prefix.

41   _____ is the process of allowing to use an operator with the objects of a class.

42   The function created for overloading an operator is known as the _____.

43   An operator function can be created as a _____ of the class.

44   Which of the following operators cannot be overloaded? (+, =, %, ::)

45   Basic data type can be converted to a class using a/an _____.

46   A class can be converted to a basic data type using a/an _____.

47   A class can be converted to another class using a/an _____.

48   When creating a new class by deriving an existing one, the existing class is known as?

49   When creating a new class by deriving an existing one, the new class is known as?

50   A base class is also known as _____ class.

51   A derived class is also known as _____ class.

52   Inheritance forms _____ relationship between classes.

53   Members marked with _____ access specified are accessible only within same and derived classes.

54   When one child class is created from one parent class…?

55   When one child class is created from multiple parent classes…?

56   When multiple children classes are created from one parent class…?

57   Multiple generations of parents and children (Grandparent, parent, child) is known as _____ inheritance.

58   When a child class derives the same grandparent from multiple parents (A -> B,C -> D), this causes the _____ problem.

59   The Diamond Problem can be solved using _____.

60   Creating an object as a part of another object, forming has relationship, is known as _____.

61   In OOP, the ability to take more than one form means _____.

62   Creating functions with same name and arguments in parent and children classes is known as?

63   When overriding a function, the function in the parent must be marked as _____.

64   When using a Pointer to an Object, _____ operator is used to access members of the object.

65   _____ keyword is used to point to the current object inside class.

66   A Pure Virtual Function is assigned the value _____.

67   A Pure Virtual Function _____.

68   A class having a Pure Virtual Function becomes a/an _____ class.

69   An object of _____ class cannot be created.

70   _____ means to determine what type of object is being pointed by a pointer at run-time.

71 "cout" stands for?

72 "cin" stands for?

73 "cout" is an object of _____ class.

74 "cin" is an object of _____ class.

75 The "istream" class provides _____ function for reading a single character from the console.

76 The "ostream" class provides _____ function for displaying a single character from the console.

77 The "ios" class provides _____ function for setting the width of the output.

78 The "ios" class provides _____ function for setting the number of precision of the output.

79 The "ios" class provides _____ function for setting different formatting flags.

80 The "ios" class provides _____ function for clearing any set flags.

81 _____ header file provides various classes for file management in C++.

82 To write to a file, an object of _____ class must be created.

83 To write read from a, an object of _____ class must be created.

84 An object of _____ class allows both reading and writing a file.

85 To detect End-of-File (EOF), the ifstream class provides _____ function.

86 The _____ pointer is used when reading a file.

87 The _____ pointer is used when writing a file.

88 Run-time Errors are also known as _____.

89 Run-time Errors which can be handled are known as _____.

90 Run-time Errors which cannot be handled are known as _____.

91 Which of the following keywords is provided by C++ to handle exceptions? (while, do, except, catch)

92 A try block can have _____ number of catch blocks.

93 _____ allows performing operations on any type of data.

94 Template Parameters must be declared before use using _____ keyword.

95 A template function/class can define _____ number of template parameters.

96 A class template must define what type of data it's going to operate on when _____.

97 STL stands for?

98 Which of the following components does STL contain?

99 _____ component of STL stores data.

100 _____ component of STL performs operations on the data.