

## Programming in C++

1. (NET nov-17 paper-2 Q11)'ptrdata' is a pointer to a data type. The expression \*ptrdata++ is evaluated as (in C++):

- (1) \*(ptrdata++)
- (2) (\*ptrdata++)
- (3) \*(ptrdata)++
- (4) Depends on compiler

Answer: 1

2. (UGC NET DEC 2017 PAPER 2 Q -12) The associativity of which of the following operators is Left to Right, in C++?

- (1) Unary Operator
- (2) Logical not
- (3) Array element access
- (4) addressof

Answer: 3

3. (UGCNET-Nov2017-II-14) Which of the following is not correct for virtual function in C++?

- (1) Must be declared in public section of class.
- (2) Virtual function can be static.
- (3) Virtual function should be accessed using pointers.
- (4) Virtual function is defined in base class.

Answer: 2

4. (UGCNET-Nov2017-II-15) Which of the following is not correct (in C++)?

- (1) Class templates and function templates are instantiated in the same way.
- (2) Class templates differ from function templates in the way they are initiated.
- (3) Class template is initiated by defining an object using the template argument.
- (4) Class templates are generally used for storage classes.

Answer: 2,3,4

5. (UGCNET-DEC2016-II-11) Which of the following cannot be passed to a function in C++?

- (1) Constant
- (2) Structure
- (3) Array
- (4) Header file

Answer: 4

6. (UGCNET-DEC2016-II-12) Which one of the following is correct for overloaded functions in C++?

- (1) Compiler sets up a separate function for every definition of function.
- (2) Compiler does not set up a separate function for every definition of function.
- (3) Overloaded functions cannot handle different types of objects.
- (4) Overloaded functions cannot have same number of arguments.

Answer: 1

7. (UGCNET-AUG2016-II-14) In C++, polymorphism requires:

- (A) Inheritance only
- (B) Virtual functions only
- (C) References only
- (D) Inheritance, Virtual functions and references

Answer: D

8. (UGCNET-AUG2016-II-15) A function template in C++ provides ..... level of generalization.

- (A) 4      (B) 3
- (C) 2      (D) 1

Answer: C

9. (UGCNET-Dec2015-II-11) Consider the following program:

```
#include<stdio.h>
main()
{
    int i, inp;
    float x, term=1, sum=0;
    scanf("%d %f",&inp, &x);
    for(i=1;i<=inp;i++)
    {
        term=term*x/i;
        sum=sum+term;
    }
    printf("Result=%f\n",sum);
}
```

The program computes the sum of which of the following series?

- (A)  $x+x^2/2+x^3/3+x^4/4+\dots$
- (B)  $x+x^2/2!+x^3/3!+x^4/4!+\dots$
- (C)  $1+x^2/2+x^3/3+x^4/4+\dots$
- (D)  $1+x^2/2!+x^3/3!+x^4/4!+\dots$

Answer: B

10. (UGCNET-Dec2015-II-12) Consider the following two statements:

- (a) A publicly derived class is a subtype of its base class.
- (b) Inheritance provides for code reuse.

Which of the following statements is correct?

- (A) Both the statements (a) and (b) are correct
- (B) Neither of the statements (a) and (b) are correct
- (C) Statement (a) is correct and (b) is incorrect
- (D) Statement (a) is incorrect and (b) is correct

Answer: A

11. (UGCNET-Dec2015-II-17) In C++, which system-provided function is called when no handler is provided to deal with an exception?

- (A) terminate()
- (B) unexpected()
- (C) abort()
- (D) kill()

Answer: A

12. (UGCNET-June2015-II-12) Which of the following, in C++, is inherited in a derived class from base class ?

- (A) constructor
- (B) destructor
- (C) data members
- (D) virtual methods

Answer: C

13. (UGCNET-June2015-II-14) Which of the following is incorrect in C++ ?  
(A) When we write overloaded function we must code the function for each usage.  
(B) When we write function template we code the function only once.  
(C) It is difficult to debug macros  
(D) Templates are more efficient than macros  
Answer: Marks to All

14. (UGCNET-June2015-II-15) When the inheritance is private, the private methods in base class are..... in the derived class (in C++).  
(A) inaccessible (B) accessible  
(C) protected (D) public  
Answer: A

15. (UGC net December 2013 PP2 No 18) Which of the following operators cannot be overloaded in C++ ?  
(A) \* (B) +=  
(C) == (D) ::  
Answer: D

16. (UGCNET-Dec2012-II-39) Match the following with respect to C++ data types :  
a. User defined type 1. Qualifier  
b. Built in type 2. Union  
c. Derived type 3. Void  
d. Long double 4. Pointer  
Code :  
a b c d  
(A) 2 3 4 1  
(B) 3 1 4 2  
(C) 4 1 2 3  
(D) 3 4 1 2  
Answer: A

17. (UGCNET-Dec2012-II-42) Which of the following mode declaration is used in C++ to open a file for input ?  
(A) ios :: app (B) in :: ios  
(C) ios :: file (D) ios :: in  
Answer: D

18. (UGCNET-June2011-II-12) What features make C++ so powerful ?  
(A) Easy implementation (B) Reusing old code  
(C) Easy memory management (D) All of the above  
Answer: D

19. Which of the following is not true in C++ ?  
(A) "Private" elements of a base class are not accessible by members of its derived class.  
(B) "Protected" elements of base class are not accessible by members of its derived class.  
(C) When base class access specified is "Public", public elements of the base class become public members of its derived class.  
(D) When base class access specified is "Public", protected elements of a base class become protected members of its derived class.  
Answer: B

20. (UGC NET Paper-2 December 2007 No 15) Which of the following is true of constructor function in C++ ?

- (A) A class must have at least one constructor.
- (B) A constructor is a unique function which cannot be overloaded.
- (C) A constructor function must be invoked with the object name.
- (D) A constructor function is automatically invoked when an object is created.

Answer: D

21. (UGCNET-June2014-III-12) The control string in C++ consists of three important classifications of characters

- (A) Escape sequence characters, Format specifiers and Whitespace characters
- (B) Special characters, White-space characters and Non-white space characters
- (C) Format specifiers, White-space characters and Non-white space characters
- (D) Special characters, White-space characters and Format specifiers

Answer: C

22. (UGCNET-Dec2013-III-18) C++ actually supports the following two complete dynamic allocation systems:

- (A) One defined by C++ and the other not defined by C.
- (B) One defined by C and one specific to C++.
- (C) Both are specific to C++
- (D) Both of them are improvements of C.

Answer: B

23. (UGCNET-DEC2016-II-13) Which of the following storage classes have global visibility in C/C++?

- (1) Auto
- (2) Extern
- (3) Static
- (4) Register

Answer: 2

24. (UGCNET-Dec2013-III-19) Important advantage of using new and delete operation in C++ is

- (A) Allocation of memory
- (B) Frees the memory previously allocated
- (C) Initialization of memory easily
- (D) Allocation of memory and frees the memory previously allocated.

Answer: D

25. (UGCNET-Sep2013-III-66) The programming languages C and C++ are not strongly typed languages because :

- (A) Both C and C++ allow functions for which parameters are not type checked.
- (B) Both C and C++ allow functions for which parameters are type checked.
- (C) Both C and C++ allow functions for which parameters are not type checked and also the union types in these languages are not type checked.
- (D) Union types in these (C and C++) languages are not type checked.

Answer: C

26. (UGCNET-DEC2016-II-14) Which of the following operators cannot be overloaded in C/C++?

- (1) Bitwise right shift assignment
- (2) Address of
- (3) Indirection
- (4) Structure reference

Answer: 4

27. (UGC net DECEMBER 2004 PP2 No 15) Polymorphism means:

- (A) A template function
- (B) Runtime type identification within a class hierarchy
- (C) Another name for operator overloading
- (D) Virtual inheritance

Answer: B

28. (UGCNET-Dec2012-II-29) Which of the following are two special functions that are meant for handling exception, that occur during exception handling itself ?

- (A) Void terminate() and Void unexpected()
- (B) Non void terminate() and void unexpected()
- (C) Void terminate() and non void unexpected()
- (D) Non void terminate() and non void unexpected()

Answer: A

29. (UGCNET-Dec2012-II-41) Enumeration is a process of

- (A) Declaring a set of numbers
- (B) Sorting a list of strings
- (C) Assigning a legal values possible for a variable
- (D) Sequencing a list of operators

Answer: C