

**TELANGANA UNIVERSITY**  
**S.S.R. DEGREE COLLEGE, NIZAMABAD (C.C:5029)**  
**II SEMESTER INTERNAL ASSESSMENT I EXAMINATIONS**  
**PROGRAMMING IN C++ QUESTION BANK**

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I. Multiple choice questions.

1. A simple c++ program executes\_\_\_\_\_ [     ]  
a. Without preprocessor directive     b. object code     c. With pre-processor directive     d. Standard functions
2. To open a file in c++ editor, the key combination used is\_\_\_\_\_ [     ]  
a. Alt+n     b. Alt+f     c. Alt+o     d. Alt+k
3. In c++,the function main has a default return type. [     ]  
a. Float     B. Integer     c. Character     d. None of the above
4. The scope resolution operator (::) is used to access\_\_\_\_\_ [     ]  
a. Objects     b. local variables     c. Global variables     d. botha&b
5. Identify which of the following function calls are allowed. [     ]  
1. sum(20)     2. sum(2,3)     3.sum()     4. sum(3,4,5)  
a. 1,4     b.1,2,4     c.2&4     d.2&4
6. Class declaration provides\_\_\_\_\_ [     ]  
a. Data hiding     b. Encapsulation     c. Abstraction     d. All the above
7. Function defines the class can be accessed with\_\_\_\_\_ [     ]  
a. Logical operator     b. reference     c. ::operator     d. Arithmetic operator
8. By default all member functions defined inside the class are treated as\_\_\_\_ [     ]  
a. Main function     b. External function     c. Inline function     d. Protected member
9. A static variable is accessible only with in the\_\_\_\_\_ [     ]  
a. Class     b. main()function     c. Non-member function     d. Member function
10. Destructor can be \_\_\_\_\_ [     ]  
a. Able to return result     b. Explicitly called     c. If any data     d. Overloaded
11. What is default visibility mode for members of classes in C++? [a]  
(a) Private     (b) Public     (c) Protected     (d) Depends
12. Which of the following keywords are used to control access to a class member? [a]  
(a) protected     (b) switch     (c) goto     (d) for
13. How we can define member function outside the class? [d]  
(a) Using union     (b) Using structure     (c) Using pointers     (d) Using scope resolution
14. Data members and member functions are enclosed within? [c]  
(a) union     (b) structure     (c) class     (d) array

15. Which among following is correct way of declaring object of a class? [a]
- (a) ClassnameObjectname; (b) Class ClassnameObjectname;  
 (c) Class Classname Object Objectname; (d) Classname Object Objectname;
16. How we can access data members using objects? [d]
- (a) object@datamember (b) object\*datamember  
 (c) object->datamember (d) object.datamember
17. What is actual syntax of destructor in c++? [d]
- (a) !Classname() (b) @Classname() (c) \$Classname() (d) -Classname()
18. Which operators cannot be overloaded? [b]
- (a) Binary operator (b) Ternary operator (c) Unary operator (d) All can be overloaded
19. Which constructor does not initialise any data member [a]
- (a) dummy (b) default (c) copy (d) Parameterised
20. How many destructors can a class have? [b]
- (a) 0 (b) 1 (c) 2 (d) n

## II. Fill in the blanks

- \_\_\_\_\_ operator cannot be overloaded.
- \_\_\_\_\_ statement is used for decision making.
- A \_\_\_\_\_ of a variable is specified at the time of its declaration.
- \_\_\_\_\_ is multi way decision making statement.
- A function can be called with \_\_\_\_\_.
- The new operator allocates \_\_\_\_\_.
- A static data member can be accessed by objects of the same class is \_\_\_\_\_.
- Constructor are executed when \_\_\_\_\_.
- Private data members of class can be accessed by \_\_\_\_\_.
- The \_\_\_\_\_ operators cannot be overloaded.
- Iterative/looping statements are used to repeat a set of statements.
- Variable is a name given to a value
- A constant does not change throughout the programme.
- An object is an instance of a class.
- A keyword is also called as reserved word.
- A pointer is a variable that can store the memory address of another variable.

17. Polymorphism is the concept of one thing existing in number of forms.

18. Do while is an exit control loop.

19. A function which does not return anything is written as void

20. A function that calls itself is called recursion \_\_\_\_\_

### III. Short Answers.

1. What is class?
2. What is operator overloading?
3. Write about inline functions?
4. What is constructor?
5. Define an object?
6. Oop stands for?
7. What is a class?
8. What is abstraction?
9. What are the 3 access specifics?
10. What is inline member function?