TELANGANA UNIVERSITY
S.S.R. DEGREE COLLEGE, NIZAMABAD (C.C:5029)
II SEMESTER INTERNAL ASSESSMENT II EXAMINATIONS
COMPUTERS (PROGRAMMING WITH C & C++) B.COM QUESTION BANK

I. Choose the correct Answers.

1. Use of functions [a, b, c, d]
(a) helps to avoid repairing a set of statements many times
(b) enhances the logical clarity of the programs
(c) helps to avoid repeated programming across programs.
(d) makes the debugging task easier

2. Storage class defines _____ [c]
(a) the data-type (b) the scope
(c) the scope and permances (d) the scope, permanence and datatype

3. max is a function that returns the larger of the two integers, given as arguments, which of the following statements finds the largest of three given numbers? [a,c,d]
(a) max (max (a,b) max (a,c)) (b) max (a, max(a, c))
(c) max (max(a,b), max(b, c)) (d) max (b, max (a,c))

4. c preprocessor [a,b,c,d]
(a) takes care of conditional compilation (b) takes care of macros
(c) takes care of include files (d) acts before compilation

5. The use of macro in the place of functions [a,d]
(a) reduces execution time (b) reduces code size
(c) increaes execution time (d) increases code size

6. The for loop

```
for (i=0;i<10; ++1)
print f("%d", i & 1)
```

prints
(a) 0101010101 (b) 0111111111 (c) 0000000000 (d) 1111111111

7. The following program [a]

```
main ()
{
  Int i = 2
{
   in i= 4, j = 5;
   printf ("%d%d", i, j);
 }
 printf ("%d %d", i, j);
}
```

(a) will not compile successfully (b) Prints 4525 (c) Prints 2525 (d) none of the above

8. The possible output of printf ("%d %d", ptr, ptr + 1); is [b]
(a) 262 262 (b) 262 266 (c) 262 263 (d) 262 265

9. In a for loop, if the condition is missing then, [b]
(a) It is assumed to be present and taken to be false
(b) It is assumed to be present and taken to be false
(c) It results in a syntax error.
(d) Execution will be terminated abruptly

10. Using goto inside for loop is equivalent to using [d]
(a) Continue (b) Break (c) Return (d) None of the above

11. Which of the following operator is overloaded for object cout? [b]
(a) >> (b) << (c) + (d) =

12. Which of the following operators cannot be overloaded? [c]
(a) [ ] (b) -> (c) ?: (d) *

13. Which of the following keyword is used to overload an operator? [a]
(a) overload (b) operator (c) friend (d) override

14. Which of the following operator is used to release the dynamically allocated memory in CPP? [c]
(a) Remove (b) free (c) delete (d) both b and c

15. A Constructor that does not have any parameters is called _____Constructor [d]
(a) Custom (b) Dynamic (c) Static (d) Default

16. When overloading unary operators using Friend function, it requires _____argument/s. [b]
(a) 0 (b) 1 (c) 2 (d) None

17. An operator function is created using _____ keyword. [d]
(a) iterator (b) allocator (c) constructor (d) operator

18. In CPP, dynamic memory allocation is done using _____ operator. [d]
(a) calloc() (b) malloc() (c) allocate (d) new

19. A class can contain objects of other classes and this phenomenon is called [c]
(a) Relationship (b) Object Association
(c) Containership (d) None

20. What is actual syntax of destructor in c++? [d]
(a) !Classname() (b) @Classname( ) (c) $Classname() (d) ~Classname()

II. Fill in the blanks
1. Pointer to pointer can be denoted as **P
2. The statement that is used to terminate the execution of a function is return statement
3. The type of function depends upon its return type and types of its parameter
4. The values given to a function at the time of making the function call are called actual arguments
5. A function that calls itself within its own body is called direct recursive
6. By default, the return type of a function is int
7. The order in which actual arguments are evaluated in a function call is compiler – dependent
8. The address operator and, cannot act on arithmetic expressions
9. If storage calls is missing in the array definition, by default it will be taken to be either automatic or external
10. A function of that aspects a pointer to a character as argument and returns a pointer to an array of integer can be declared as int (*q(char*)) [ ]
11. Variable of a class are called data members

12. The argument list of function is known as function's parameters
13. A function with no return type is declared as void
14. Private are class members that are hidden from the outside world.
15. Object is an instance of a class.
16. The function inside a class is known as member function
17. Function overloading is an example of polymorphism
18. A constructor that takes no argument is known as default
19. The default visibility mode for members of classes in C++ is private
20. Static variable declared in a class are also called class variable

III. Short Answers.

1. What is an object?
Ans: An instance of the class is called as object.

2. List the types of inheritance supported in C++.
Ans: Single, Multilevel, Multiple, Hierarchical and Hybrid.

3. What is the role of protected access specifier?
Ans: If a class member is protected then it is accessible in the inherited class. However, outside the both the private and protected members are not accessible.

4. What is an inline function?
Ans: A function prefixed with the keyword inline before the function definition is called as inline function. The inline functions are faster in execution when compared to normal functions as the compiler treats inline functions as macros.

5. What is a reference variable in C++?
Ans: A reference variable is an alias name for the existing variable. Which mean both the variable name and reference variable point to the same memory location. Therefore updating on the original variable can be achieved using reference variable too.

6. What is role of static keyword on class member variable?
Ans. A static variable does exit though the objects for the respective class are not created. Static member variable share a common memory across all the objects created for the respective class. A static member variable can be referred using the class name itself.

7. Explain the static member function?
Ans: A static member function can be invoked using the class name as it exits before class objects comes into existence. It can access only static members of the class.

8. What is operator overloading?
Ans: Defining a new job for the existing operator w.r.t the class objects is called as operator overloading.

9. What is a destructor? Can it be overloaded?
Ans: A destructor is the member function of the class which is having the same name as the class name and prefixed with tilde (-) symbol. It gets executed automatically w.r.t the object as soon as the object loses its scope. It cannot be overloaded and the only form is without the parameters.

10. What is a constructor?
Ans: A constructor is the member function of the class which is having the same as the class name and gets executed automatically as soon as the object for the respective class is created.