C++ MOCK TEST

This section presents you various set of Mock Tests related to **C++ Framework**. You can download these sample mock tests at your local machine and solve offline at your convenience. Every mock test is supplied with a mock test key to let you verify the final score and grade yourself.

C++ MOCK TEST II

Q 1 - What is the output of the following program?

```
#include<isotream>

using namespace std;
main() {

   int i = 1, j = 2, k = 3, r;

   r = (i, j, k);

   cout<<r<<endl;

}
```

A - 1

B - 2

C - 3

D - Compile Error

Q 2 - In the following program f is overloaded.

```
void f(int x) {

}

void f(signed x) {

}

main() {

}
```

A - True

B - False

Q 3 - In the following program f is overloaded.

```
void f(int x) {

}

int f(signed x) {
      return 1;
}

main() {

}
```

A - True

B - False

Q 4 - A protected member of the class in accessible in

A - Only same class

B - Same class and derived class

C - Outside the class

D - None of the above.

Q 5 - Runtime polymorphism is done using.

A - Function overloading

B - Virtual classes

C - Virtual functions

D - Friend function

Q 6 - Choose the Object oriented programming language from below.

A - C++

B - Small talk

C - Simula

D - All the above.

Q 7 - Class function which is called automatically as soon as the object is created is called as __

A - Constructor

B - Destructor

C - Friend function

D - Inline function.

Q 8 - Escape sequence character '\0' occupies __ amount of memory.

A - 0

B - 1

C - 2

D - 4

Q 9 - How can we make an class act as an interface in C++?

A - By only providing all the functions as virtual functions in the class.

B - Defining the class following with the keyword virtual

C - Defining the class following with the keyword interface

D - Defining the class following with the keyword abstract

Q 10 - The pointer which stores always the current active object address is __

A - auto_ptr

B - this

C - p

D - none of the above.

Q 11 - We can use this pointer in static member function of the class.

A - True

B - False

Q 12 - Designer of C++ programming language.

A - Charles Babbage

B - Dennis Ritchie

C - Brain Kernighan

D - Bjarne Stroustrup

Q 13 - How many number of arguments can a destructor of a class receives?

A - 0

B - 1

C - 2

D - None of the above.

Q 14 - What is the output of the following program?

```
#include<isotream>

using namespace std;
class Base {
public:
   virtual void f() {
      cout<<"Base\n";
   }
};
class Derived:public Base {
public:
   void f() {
      cout<<"Derived\n";
   }
};

main() {
   Base *p = new Derived();
   p->f();

}
```

A - Base

B - Derived

C - Compile error

D - None of the above.

Q 15 - What is the output of the following program?

```
#include<isotream>

using namespace std;
class Base {
public:
   void f() {
      cout<<"Base\n";
      }
};
class Derived:public Base {
public:
   f() {
      cout<<"Derived\n";
      }
};
main() {
   Base *p = new Derived();

   p->f();
}
```

A - Base

B - Derived

C - Compile error

D - None of the above.

Q 16 - What is the output of the following program?

```
#include<isotream>

using namespace std;
class Base {
public:
   void f() {
      cout<<"Base\n";
      }
};
class Derived:public Base {
public:
   void f() {
      cout<<"Derived\n";
      }
};
main() {
   Derived obj;
   obj.Base::f();
}
```

A - Base

B - Derived

C - Compile error

D - None of the above.

Q 17 - What is the output of the following program?

```
#include<isotream>

using namespace std;
class Base {
public:
   void f() {
      cout<<"Base\n";
      }
};
class Derived:public Base {
public:
   void f() {
      cout<<"Derived\n";
      };
};
main() {
   Derived obj;
   obj.Base::f();
}
```

A - Base

B - Derived

C - Compile error

D - None of the above.

Q 18 - What is the output of the following program?

```
#include<isotream>

using namespace std;
main() {
    int *p = new int;
    delete p;
    delete p;
        cout<<"Done";
}
```

A - Done

B - Compile error

C - Runtime error

D - None of the above

Q 19 - What is the output of the following program?

```
#include<isotream>

using namespace std;
main() {
    int const a = 5;

        a++;
        cout<<a;
}
```

A - 5

B - 6

C - Runtime error

D - Compile error

Q 20 - Which operator is used to resolve the scope of the global variable?

A - −>

B - .

C - *

D - ::

Q 21 - Which feature of the OOPS gives the concept of reusability?

A - Abstraction

B - Encapsulation

C - Inheritance

D - None of the above.

Q 22 - Objects created using new operator are stored in __ memory.

A - Cache

B - Heap

C - Stack

D - None of the above.

Q 23 - What is the full form of RTTI.

A - Runtime type identification

B - Runtime template identification

C - Robust Template Type Inheritance

D - None of the above.

Q 24 - The programs machine instructions are store in __ memory segment.

A - Data

B - Stack

C - Heap

D - Code

Q 25 - The copy constructor is executed on

A - Assigned one object to another object at its creation

B - When objects are sent to function using call by value mechanism

C - When the function return an object

D - All the above.

ANSWER SHEET

Question Number	Answer Key
1	C
2	B
3	B
4	B
5	C
6	D
7	A
8	B

9	A
10	B
11	B
12	D
13	A
14	B
15	A
16	A
17	C
18	C
19	D
20	D
21	C
22	B
23	A
24	D
25	D

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