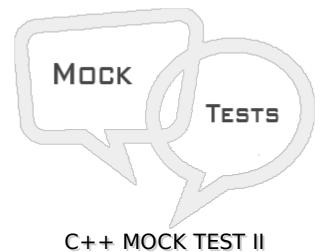
http://www.tutorialspoint.com

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.



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</pre>
```

```
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

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

```
#include<isotream>
```

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

A - Base

B - Derived

C - Compile error

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

```
#include<isotream>
```

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

A - Done

- B Compile error
- C Runtime error
- D None of the above

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

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 ->
- Β-.
- 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	С
2	В
3	В
4	В
5	С
6	D
7	А
8	В

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