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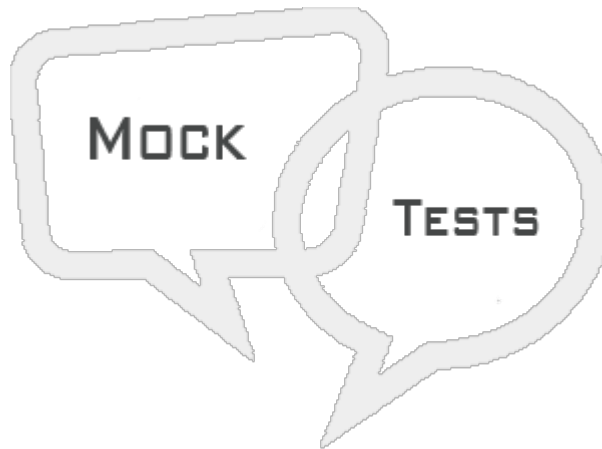
This section presents you various set of Mock Tests related to **Go**. You can download these sample mock tests at your local machine and solve offline at your convenience. Every mock test is supplied with a mock test key to let you verify the final score and grade yourself.

## GO MOCK TEST III

**Q 1 - Which of the following is correct about slices in Go?**

A - Go Slice uses array as an underlying structure.

B - len function returns the elements presents in the slice.

C - cap function returns the capacity of slice as how many elements it can be accomodate.

D - All of the above.

**Q 2 - Which of the following function returns the total number of elements present in a slice?**

A - size

B - len

C - cap

D - None of the above.

**Q 3 - Which of the following function returns the capacity of slice as how many elements it can be accomodate?**

A - size

B - len

C - cap

D - None of the above.

**Q 4 - Which of the following is correct about slices in Go?**

A - If a slice is declared with no inputs the by default, it is initialized as nil.

B - length of a nil slice is 0.

C - capacity of a nil slice is 0.

D - All of the above.

**Q 5 - Which of the following function can be used to increase the capacity of a slice in Go?**

A - append

B - copy

C - resize

D - None of the above.

**Q 6 - Which of the following function can be used to copy a slice to another slice in Go?**

A - append

B - copy

C - resize

D - None of the above.

**Q 7 - Which of the following is correct about ranges in Go?**

A - The range keyword is used in for loop to iterate over items of an array, slice, channel or map.

B - With array and slices, it returns the index of the item as integer.

C - With maps, it returns the key of the next key-value pair.

D - All of the above.

**Q 8 - Which of the following is correct about maps in Go?**

A - Go provides another important data type map which maps unique keys to values.

B - A key is an object that you use to retrieve a value at a later date.

C - Both of the above.

D - None of the above.

**Q 9 - Which of the following is correct about maps in Go?**

A - Given a key and a value, you can strore the value in a Map object.

B - After value is stored, you can retrieve it by using its key.

C - Both of the above.

D - None of the above.

**Q 10 - Which of the following is correct about maps in Go?**

A - delete function is used to delete an entry from the map.

B - delete function requires map and corresponding key which is to be deleted.

C - Both of the above.

D - None of the above.

**Q 11 - Which of the following is correct about type casting in Go?**

A - Type casting is a way to convert a variable from one data type to another data type.

B - if you want to store a long value into a simple integer then you can type cast long to int.

C - Both of the above.

D - None of the above.

**Q 12 - Which of the following is correct about interfaces in Go?**

A - Go programming provides another data type called interfaces which represents a set of method signatures.

B - struct data type implements these interfaces to have method definitions for the method signature of the interfaces.

C - Both of the above.

D - None of the above.

**Q 13 - Which of the following terminates the for loop or switch statement and transfers execution to the statement immediately following the for loop or switch in Go?**

A - break

B - continue

C - goto

D - None of the above.

**Q 14 - Which of the following causes the loop to skip the remainder of its body and immediately retest its condition prior to reiterating in Go?**

A - break

B - continue

C - goto

D - None of the above.

**Q 15 - Which of the following transfers control to the labeled statement in Go?**

A - break

B - continue

C - goto

D - None of the above.

**Q 16 - Which of the following is true about for loop in Go if for clause that is** *init*; *condition*; *increment* **is present?**

A - The init step is executed first, and only once.

B - init step allows you to declare and initialize any loop control variables.

C - You are not required to put a statement in init step, as long as a semicolon appears.

D - All of the above.

**Q 17 - Which of the following is true about for loop in Go if for clause that is** *init*; *condition*; *increment* **is present?**

A - After init step, the condition is evaluated.

B - If condition is true, the body of the loop is executed.

C - If condtion is false, the body of the loop does not execute and flow of control jumps to the next statement just after the for loop.

D - All of the above.

**Q 18 - Which of the following is true about for loop in Go if for clause that is** *init*; *condition*; *increment* **is present?**

A - After the body of the for loop executes, the flow of control jumps back up to the increment statement.

B - Increment statement allows you to update any loop control variables. This statement can be left blank, as long as a semicolon appears after the condition.

C - The condition is now evaluated again. If it is true, the loop executes and the process repeats itself *bodyofloop*, *thenincrementstep*, *andthenagaincondition*. After the condition becomes false, the for loop terminates.

D - All of the above.

**Q 19 - Which of the following method of parameter passing, copies the actual value of an argument into the formal parameter of the function?**

A - call by value.

B - call by reference

C - Both of the above.

D - None of the above.

**Q 20 - In which of the following method of parameter passing, changes made to the**

parameter inside the function have no effect on the argument?

A - call by value.

B - call by reference

C - Both of the above.

D - None of the above.

**Q 21 - Which of the following method of parameter passing, copies the address of an argument into the formal parameter?**

A - call by value.

B - call by reference

C - Both of the above.

D - None of the above.

**Q 22 - In which of the following method of parameter passing, changes made to the parameter inside the function have effect on the argument?**

A - call by value.

B - call by reference

C - Both of the above.

D - None of the above.

**Q 23 - Which of the following method is the default method of parameter passing in Go?**

A - call by value.

B - call by reference

C - Both of the above.

D - None of the above.

**Q 24 - Go programming language is strongly and statically typed, provides inbuilt support for garbage collection?**

A - true

B - false

**Q 25 - In Go programming language, Programs are constructed using packages, for efficient management of dependencies?**

A - false

B - true

# ANSWER SHEET

| Question Number | Answer Key |
| --- | --- |
| 1 | D |
| 2 | B |
| 3 | C |
| 4 | D |
| 5 | A |
| 6 | B |
| 7 | D |
| 8 | C |
| 9 | C |
| 10 | C |
| 11 | C |
| 12 | C |
| 13 | A |
| 14 | B |
| 15 | C |
| 16 | D |
| 17 | D |
| 18 | D |
| 19 | A |
| 20 | A |
| 21 | B |
| 22 | B |
| 23 | A |
| 24 | A |
| 25 | B |

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