



## CS201

**Note:**

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**Exam Term : Mid**  
**Total MCQS : 127**

**Prepared By :**



1 - Application Softwares are use to

1. Type letters
2. Control computer hardware
3. Solve end user problems
4. Develop Graphics

**Correct Choice : 3**

**From Lectuer # 2**

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2 - Computer can do,

1. More than what we tell it
2. Less then what we tell it
3. Like human being
4. Exactly what we tell it

**Correct Choice : 4**

**From Lectuer # 2**

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4 - we can control our program while it is running by using

1. Debugger
2. Linker
3. Loader
4. Editor

**Correct Choice : 1**

**From Lectuer # 2**

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5 - \_\_\_\_\_are part of system software

1. Linker and loaders
2. Opreating System and Linker
3. Drivers
4. None of the Given

**Correct Choice : 1**

**From Lectuer # 2**

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6 - The remainder (%) operator is,

1. An arithmetic operator
2. A logical operator
3. A relational operator
4. A division operator

**Correct Choice : 1**

**From Lectuer # 3**

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7 - `int x = 2 * 3 + 4 * 5;` What value will x contain in the sample code above?

1. 22
2. 26
3. 46
4. 50



**Correct Choice : 2**

**From Lectuer # 3**

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8 - What is the correct value to return to the operating system upon the successful completion of a program?

1. -1
2. 1
3. 0
4. Programs do not return a value.

**Correct Choice : 3**

**From Lectuer # 3**

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9 - What is the only function all C++ programs must contain?

1. start()
2. system()
3. main()
4. program()

**Correct Choice : 3**

**From Lectuer # 3**

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10 - What punctuation is used to signal the beginning and end of code blocks?

1. { }
2. - > and < -
3. BEGIN and END
4. ( and )

**Correct Choice : 1**

**From Lectuer # 3**

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11 - What punctuation ends most lines of C++ code?

1. (dot)
2. (semi-colon)
3. (colon)
4. (single quote)

**Correct Choice : 2**

**From Lectuer # 3**

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12 - Which of the following is a correct comment?

1. /\* Comments \*/
2. \*\* Comment \*\*
3. /\* Comment \*/
4. { Comment }

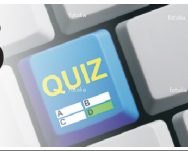
**Correct Choice : 3**

**From Lectuer # 3**

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13 - Which of the following is not a correct variable type?

1. float
2. real
3. int



4. double

**Correct Choice : 2**

**From Lectuer # 3**

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**14** - Which of the following is the correct operator to compare two variables?

1. :=

2. =

3. equal

4. ==

**Correct Choice : 4**

**From Lectuer # 3**

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**15** - Identify the correct statement

1. Programmer can use comments to include short explanations within the source code itself.

2. All lines beginning with two slash signs are considered comments.

3. Comments very important effect on the behavior of the program

4. both

**Correct Choice : 2**

**From Lectuer # 3**

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**16** - There is a unique function in C++ program by where all C++ programs start their execution

1. Start()

2. Begin()

3. Main()

4. Output()

**Correct Choice : 3**

**From Lectuer # 3**

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**17** - Every statement in C++ program should end with

1. A full stop (.)

2. A Comma (,)

3. A Semicolon (;)

4. A colon (:)

**Correct Choice : 3**

**From Lectuer # 3**

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**18** - A variable is/are

1. String that varies during program execution

2. A portion of memory to store a value

3. Those numbers that are frequently required in programs

4. None of these

**Correct Choice : 3**

**From Lectuer # 3**

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**19** - The value of  $2*15/3*7+3*2$  is

1. 146



2. 76
3. 8
4. 70

**Correct Choice : 2**

**From Lectuer # 3**

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**20** - The size of a double variable is

1. 2 bytes
2. 4 bytes
3. 8 bytes
4. 10 bytes

**Correct Choice : 3**

**From Lectuer # 3**

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**21** - Which of the following are NOT relational operators ?

1. >
2. <
3. ==
4. >=

**Correct Choice : 3**

**From Lectuer # 3**

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**22** - Which of the following can not be used as identifiers?

1. Letters
2. Digits
3. Underscores
4. Spaces

**Correct Choice : 4**

**From Lectuer # 4**

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**23** - result of " number = number / 10; " will be equal to The " number = number % 10; "

1. TRUE
2. FALSE
- 3.
- 4.

**Correct Choice : 2**

**From Lectuer # 4**

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**24** - int x,y =10; cout << x << endl; The value of the x will be in the above code

1. 0
2. 10
3. unknown Value
4. -1

**Correct Choice : 3**

**From Lectuer # 4**

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**25** - In flow chart process is represented by

1. Rectangle



2. Arrow symbol
3. Oval
4. Circle

**Correct Choice : 1**

**From Lectuer # 5**

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**26 -** Which of the following is the boolean operator for logical-and?

1. &
2. &&
3. |
4. |&

**Correct Choice : 2**

**From Lectuer # 5**

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**27 -** Evaluate  $!(1 \&\& !(0 || 1))$ .

1. TRUE
2. FALSE
3. Unevaluatable
4. None Of The Above

**Correct Choice : 1**

**From Lectuer # 5**

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**28 -** Which one of the following operators is a unary operator?

1. OR ( || )
2. AND ( && )
3. XOR ( ^ )
4. Logical NOT ( ! )

**Correct Choice : 4**

**From Lectuer # 5**

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**29 -** Which of the following shows the correct syntax for an if statement?

1. if expression
2. if{ expression
3. if( expression)
4. expression if

**Correct Choice : 3**

**From Lectuer # 5**

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**30 -** In if structure the block of statements is executed only,

1. Type letters
2. When it contain arithmetic operators
3. When it contain logical operators
4. When the condition is true

**Correct Choice : 4**

**From Lectuer # 6**

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**31 -** Loader transfers the executable code from main memory to hard disk.

1. TRUE



2. FALSE
- 3.
- 4.

**Correct Choice : 2**

**From Lectuer # 6**

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**32 -** What is the final value of x when the code `int x; for(x=0; x < 10; x++) {}` is run?

1. 10
2. 9
3. 0
4. 8

**Correct Choice : 1**

**From Lectuer # 6**

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**33 -** When does the code block following `while(x< 100)` execute?

1. When x is less than one hundred
2. When x is greater than one hundred
3. When x is equal to one hundred
4. While it wishes

**Correct Choice : 2**

**From Lectuer # 6**

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**34 -** Which is not a loop structure?

1. For
2. Do while
3. While
4. Repeat Until

**Correct Choice : 4**

**From Lectuer # 6**

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**35 -** for (`int n=10; n >0; n++`) { `cout << n << " , ";` } How many Time Loop will run

1. 100
2. Infinite Time
3. 1000
4. 10000000

**Correct Choice : 2**

**From Lectuer # 6**

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**36 -** When break statement is encountered in switch statement, it

1. Stops the entire program
2. Stops the execution of current statement
3. Exits from switch statement
4. None of the given options

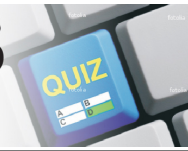
**Correct Choice : 3**

**From Lectuer # 7**

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39 - A for loop usually consist of \_\_\_\_\_ expressions.

1. 1
2. 3
3. 2
4. 4

**Correct Choice : 3**

**From Lectuer # 7**

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40 - How many times is a do while loop guaranteed to loop?

1. 0
2. Variable
3. Infinitely
4. 1

**Correct Choice : 4**

**From Lectuer # 7**

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41 -  $x = x + 4$  ; Is Equal to

1.  $x += 4$  ;
2.  $x =+ 4$  ;
3.  $x == 4$  ;
4.  $x != 4$  ;

**Correct Choice : 1**

**From Lectuer # 7**

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42 - The first expression in a for loop is

1. The test expression.
2. The step value of the loop.
3. The first value of our counter variable.
4. None of the above.

**Correct Choice : 3**

**From Lectuer # 7**

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43 - What is the break statement used for ?

1. To quit the program.
2. To quit the current iteration.
3. To stop the current iteration and begin the next iteration.
4. None of the above.

**Correct Choice : 2**

**From Lectuer # 7**

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44 - What is the continue statement used for ?

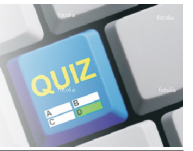
1. To continue to the next line of code.
2. To stop the current iteration and begin the next iteration from the beginning.
3. As an alternative to the else statement.
4. None of the above.

**Correct Choice : 2**

**From Lectuer # 7**

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46 - What is the output of the following code? for (int a = 1; a <= 1; a++) cout << a++;  
cout << a;

1. 22
2. 12
3. error
4. 23

**Correct Choice : 2**

**From Lectuer # 7**

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47 - every case statement is follows by?

1. :
2. ;
3. -
4. A newline

**Correct Choice : 1**

**From Lectuer # 8**

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48 - What is required to avoid falling through from one case to the next?

1. end;
2. break;
3. Stop;
4. A semicolon.

**Correct Choice : 2**

**From Lectuer # 8**

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49 - What keyword covers unhandled possibilities in switch case?

1. all
2. contingency
3. default
4. other

**Correct Choice : 3**

**From Lectuer # 8**

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50 - What is the result of the following code? x=0; switch(x) { case 1: cout<< "One"; case 0: cout<< "Zero"; case 2: cout<< "Hello World"; }

1. One
2. Zero
3. Hello World
4. ZeroHello World

**Correct Choice : 4**

**From Lectuer # 8**

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51 - Which of the following is true?

1. 1
2. -1
3. 0.1



4. All of the above

**Correct Choice : 1**

**From Lectuer # 9**

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**52** - Every function in C++ are followed by

1. Parameters
2. Parenthesis
3. Curly braces
4. None of these

**Correct Choice : 2**

**From Lectuer # 9**

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**53** - Which is not a proper prototype?

1. `int funct(char x, char y);`
2. `double funct(char x)`
3. `void funct();`
4. `char x();`

**Correct Choice : 2**

**From Lectuer # 9**

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**54** - What is the return type of the function with prototype: `" int func(char x, float v, double t); "`

1. char
2. int
3. float
4. double

**Correct Choice : 2**

**From Lectuer # 9**

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**55** - Which of the following is a valid function call (assuming the function exists)?

1. `func;`
2. `func x, y;`
3. `func();`
4. `int func();`

**Correct Choice : 3**

**From Lectuer # 9**

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**56** - Which of the following is a complete function?

1. `int funct();`
2. `int funct(int x) {return x=x+1;}`
3. `void funct(int) {cout<&t!; < "Hello"}`
4. `void funct(x) {cout < < "Hello"}`

**Correct Choice : 2**

**From Lectuer # 9**

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**57** - A function prototypes are useful

1. Because they tell the compiler that a function is declared later.
2. Because they make the program more readable.



3. Because they allow the programmer to see a quick list of functions in the program along with the arguments for each function.
4. All of the above.

**Correct Choice : 4**

**From Lectuer # 9**

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**58** - A function that calls itself is known as

1. Iterative function
2. Inline function
3. Recursive function
4. main ()

**Correct Choice : 3**

**From Lectuer # 10**

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**59** - A preprocessor directive is identified by \_\_\_\_\_ symbol

1. #
2. {
3. (
4. ~

**Correct Choice : 1**

**From Lectuer # 10**

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**60** - When a call to function statement is encountered,

1. The control is transfer to its Prototype
2. The control is transfer to its definition
3. The compiler stop execution of whole program
4. The program hangs

**Correct Choice : 1**

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**61** - The directives for the preprocessors begin with

1. Less than symbol (< )
2. Ampersand symbol (&#41;
3. Two Slashes (//)
4. Number Sign (#)

**Correct Choice : 3**

**From Lectuer # 10**

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**62** - The file iostream includes

1. The declarations of the basic standard input-output library.
2. The streams of includes and outputs of program effect.
3. Both of these
4. None of these

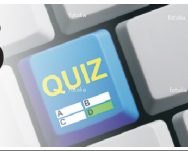
**Correct Choice : 1**

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**63** - Which of the following is false?

1. Cout represents the standard output stream in c++.



2. Cout is declared in the iostream standard file
3. Cout is declared within the std namespace
4. None of above

**Correct Choice : 4**

**From Lectuer # 10**

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**64** - Which of the following statement is true about preprocessor directives?

1. These are lines read and processed by the preprocessor
2. They do not produce any code by themselves
3. These must be written on their own line
4. They end with a semicolon

**Correct Choice : 4**

**From Lectuer # 10**

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**65** - If the statements `int j,k; j = 123; k= 234; int* q, * r; r = &j; q=&k; cout<<*q<<' '<<*r;` are executed, what will be displayed?

1. The addresses of q and r
2. The addresses of j and k
3. 132 , 234
4. garbage values

**Correct Choice : 3**

**From Lectuer # 10**

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**66** - If the statements `int j,k; j = 123; k= 234; int* q, * r; cout<<*q<<' '<<*r;` are executed, what will be displayed?

1. The addresses of q and r
2. The addresses of j and k
3. 132 , 234
4. garbage values

**Correct Choice : 4**

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**67** - Which of the following correctly declares an array?

1. `int anarray[10];`
2. `int anarray;`
3. `anarray{10};`
4. `array anarray[10];`

**Correct Choice : 1**

**From Lectuer # 10**

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**68** - Which of the following correctly accesses the seventh element stored in foo, an array with 100 elements?

1. `foo[6];`
2. `foo[7];`
3. `foo(7);`
4. `foo;`

**Correct Choice : 1**

**From Lectuer # 10**

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69 - Which of the following gives the memory address of the first element in array foo, an array with 100 elements?

1. foo[0];
2. foo;
3. &foo;
4. foo[1];

**Correct Choice : 2**

**From Lectuer # 10**

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70 - Consider the following statement: `int age [ ] = { 0, 2, 1, 3, 4, 5, 6, 7, 8, 9 };` Array Length is

1. 10
2. 11
3. 9
4. 0

**Correct Choice : 1**

**From Lectuer # 10**

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71 - `c[ 3 ] = 33;` by this Code we are assigning the value to

1. 3rd element
2. 4th element
3. 1st element
4. None of the Given

**Correct Choice : 2**

**From Lectuer # 10**

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72 - `for ( i = 0; i < 10 ; i ++ ) { b[i] = a[i]; }` by given loop we are \_\_\_\_\_

1. Deleting the two Arrays
2. Comparing the two Arrays
3. Copying the two arrays
4. Doing Nothing

**Correct Choice : 3**

**From Lectuer # 10**

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73 - `int z, i ; int a [ 100 ] ; z=5; for ( i=0 ; i < 100 ; i ++ ) { a [ i ] = i ; } for ( i = 0 ; i < 100 ; i ++ ) { if ( z == a [ i ] ) { found = 1 ; break ; } }` Loop will be executed for \_\_\_\_\_

1. 6 Time
2. 5 Time
3. 4 Time
4. 0 Time

**Correct Choice : 1**

**From Lectuer # 10**

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74 - Given that `#define sum(a,b) a+b` what is the value of: `sum(3+1,2);`

1. 18
2. 6



3. 30
4. 5\*6

**Correct Choice : 2**

**From Lectuer # 10**

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**75** - int m=0,v=0; for(m=5;m < 8;m++){ v=v+(m++)+(++m); } cout<<v<<endl; out put of the V will be ?

1. 36
2. 11
3. 39
4. 26

**Correct Choice : 2**

**From Lectuer # 10**

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**76** - Because of variable scope

1. Variables created in a function cannot be used another function.
2. Variables created in a function can be used in another function.
3. Variables created in a function can only be used in the main function
4. None of the above.

**Correct Choice : 1**

**From Lectuer # 10**

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**77** - When we are using const keyword with a variable x then initializing it at the time of declaration is

1. Must
2. Optional
3. Not necessary
4. A syntax error

**Correct Choice : 1**

**From Lectuer # 11**

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**78** - void allocateme(int\* p){ p = new int; \*p = 2; } int main(){ int i = 1; allocateme(&i); std::cout<<i; return 0; } What is displayed?

1. Outputs '1'
2. Outputs '2'
3. Outputs some rubbish value
4. Will not compile

**Correct Choice : 1**

**From Lectuer # 11**

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**79** - int numarray[4][4] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12}; What value does numarray [0][3] in the sample code above contain?

1. 3
2. 5
3. 7
4. 4

**Correct Choice : 4**

**From Lectuer # 12**

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81 - If the statements `< br >int j,k;< br >j = 123;< br >k= 234;< br >int* q, * r;< br > cout < < *q < < ' ' < < * r ;< br >`are executed, what will be displayed?

1. The values of j and k
2. The addresses of q and r
3. The addresses of j and k
4. garbage values

**Correct Choice : 4**

**From Lectuer # 14**

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82 - Which one of the following will declare a pointer to an integer at address 0x22ff74 in memory?

1. `int *x; *x = 0x22ff74;`
2. `int *x = &0x22ff74;`
3. `int *x = *0x22ff74;`
4. `int *x( &0x22ff740 );`

**Correct Choice : 1**

**From Lectuer # 14**

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83 - An array is also called

1. an array variable
2. array declaration
3. struct
4. constant pointer

**Correct Choice : 4**

**From Lectuer # 14**

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84 - Which of the following is the proper declaration of a pointer?

1. `int x;`
2. `int &x;`
3. `ptr x;`
4. `int *x;`

**Correct Choice : 4**

**From Lectuer # 14**

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85 - Which of the following gives the memory address of integer variable a (`int a;`)?

1. `&a;`
2. `*a;`
3. `address(a);`
4. `a;`

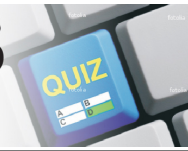
**Correct Choice : 1**

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86 - Which of the following is the proper Operator to allocate memory?

1. `new`
2. `malloc`
3. `create`



4. value

**Correct Choice : 1**

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**87** - Which of the following is the proper keyword to deallocate memory?

1. free
2. delete
3. clear
4. remove

**Correct Choice : 2**

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**88** - When we are calling function i.e. `swap(&x, &y)`; then it is a call by

1. Reference
2. Value
3. Name
4. Nick Name

**Correct Choice : 1**

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**89** - Which symbol is used to declare a pointer ?

1. &
2. @
3. \*
4. \$

**Correct Choice : 3**

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**90** - Which symbol is used to reference a pointer ?

1. \*
2. &
3. @
4. \$

**Correct Choice : 2**

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**91** - In the given code `int y[10]; int *x ; x= y;` y is giving

1. Address
2. Whole Array Address
3. Address of the first element of the array
4. Error

**Correct Choice : 3**

**From Lectuer # 15**

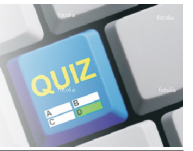
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**94** - Adding to a pointer that points to an array will





1. Cause an error.
2. Increase the value of the element that the pointer is pointing to.
3. Cause the pointer to point to the next element in the array.
4. None of the above.

**Correct Choice : 3**

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**95** - Which one of the following operators is a unary operator?

1. OR ( || )
2. AND ( && )
3. XOR ( ^ )
4. Complement operator ( ~ )

**Correct Choice : 4**

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**96** - The statement `i++`; is equivalent to

1. `i = i + i;`
2. `i = i + 1;`
3. `i = i - 1;`
4. `i--;`

**Correct Choice : 2**

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**97** - A variable which is defined inside a function is called

1. Automatic variable
2. Global variable
3. Functional variable
4. None of the given option

**Correct Choice : 3**

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**98** - Which of the following is a two-dimensional array?

1. `array anarray[20][20];`
2. `int anarray[20][20];`
3. `int array[20, 20];`
4. `char array[20];`

**Correct Choice : 2**

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**99** - `int twoDArray[2][2] = {0,1,2,3,4,5,6};` the 1st row and 3rd element is;

1. 3
2. 2
3. 4
4. 5

**Correct Choice : 2**

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**100** - An array of pointers is the same as\_\_\_\_\_.



1. pointers to pointers.
2. pointers to Array
3. null
4. None of the Given

**Correct Choice : 1**

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**101** - Pointers may be \_\_\_\_\_ like any other data type.

1. char
2. arrayed (stored in an array)
3. int
4. float

**Correct Choice : 2**

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**102** - In C/C++ language when an array is passed to a function then by default its passing Mechanism is,

1. Call by value
2. It depends on type of array
3. Call by Reference
4. It depends on the return type of function.

**Correct Choice : 3**

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**103** - int isdigit( int c ) Returns true if c is a \_\_\_\_\_

1. char
2. int
3. digit
4. None of the Given

**Correct Choice : 3**

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**104** - int isupper( int c ) Returns true if c is a \_\_\_\_\_

1. uppercase letter
2. lowercase letter
3. int
4. float

**Correct Choice : 1**

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**105** - double atof( const char \*nPtr ) Converts the string nPtr to

1. double.
2. int
3. char
4. float

**Correct Choice : 1**

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**106** - The basic steps of file handling are:



1. Open the file, Read and write, Close the file
2. Read, Close the file, Open the file
3. Open the file, Close the file, write
4. Non of the Given

**Correct Choice : 1**

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**107** - ofstream outFile; char outputFileName[] = "myFileOut.txt"; char ouputText[100] = "Welcome to VU"; outFile.open(outputFileName); at the end of the code

1. file is opened for Writing
2. file is opened for reading
3. file is not opened
4. file is closed

**Correct Choice : 1**

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**108** - If we open a file stream myfile for reading, what will give us the current position of the file pointer?

1. tellg()
2. tellp()
3. seekg()
4. seekp()

**Correct Choice : 1**

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**109** - If we open a file stream myfile for reading, what will give us the current position of the file pointer?

1. tellg()
2. seekp()
3. seekg()
4. tellp()

**Correct Choice : 4**

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**110** - Which of the following classes handlers file input?

1. ofstream
2. ifstream
3. instream
4. inputfile

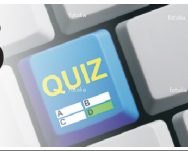
**Correct Choice : 2**

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**111** - By writing: aFile. seekg (10L, ios::beg) We are asking to move 10 bytes\_\_\_\_\_

1. back from the End
2. forward from the begining
3. forward from the Currant Position
4. None of the above.



**Correct Choice : 2**

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**112** - By using seekg () function, we can know the actual\_\_\_\_\_

1. data length
2. seek of data
3. data position
4. None of the above.

**Correct Choice : 1**

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**113** - we will call tellg () to give the current position in \_\_\_\_\_number. This number is the actual data bytes inside the file.

1. int
2. short
3. long
4. double

**Correct Choice : 3**

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**114** - We can use inputFile.getc () to get a\_\_\_\_\_and outputFile.putc () to write a\_\_\_\_\_into a file.

1. character,character
2. int,character
3. character,short
4. Non of the Given

**Correct Choice : 1**

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**115** - \_\_\_\_\_will return the number of bytes reserved for a variable or data type.

1. sizeof operator
2. free operator
3. void pointer
4. new operator

**Correct Choice : 1**

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**116** - To access the members of a structure, which symbol is used ?

1. \*
2. -
3. `
4. .

**Correct Choice : 4**

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**117** - A member is a

1. Variable in a structure.
2. Structure's datatype.



3. Pointer to a structure.
4. None of the above.

**Correct Choice : 1**

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**118** - Which of the following is a properly defined struct?

1. struct {int a;}
2. struct a\_struct {int a;}
3. struct a\_struct int a;
4. struct a\_struct {int a};

**Correct Choice : 4**

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**119** - Which properly declares a variable of struct Student?

1. struct student;
2. struct Student;
3. struct st;
4. int Student;

**Correct Choice : 2**

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**120** - Using structures we can declare:

1. Simple variables, Pointers and Arrays of structure
2. Simple variables
3. Pointers and Arrays of structure
4. Nothing

**Correct Choice : 1**

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**122** - During compilation compiler looks for the \_\_\_\_\_ and process it first

1. source code
2. object code
3. built in functions
4. preprocessor directives

**Correct Choice : 4**

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**123** - When we write a class template the first line must be:

1. template < class class\_type >
2. template < class data\_type >
3. template < class T >, Here T can be replaced with any name but it is preferable.
4. class template< class\_name >

**Correct Choice : 3**

**From Lectuer # 21**

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**124** - What does 5 | 6 evaluate to in decimal?



1.  $5 \mid 6 = 0101 \mid 0110 = 0111 = 7$
2.  $5 \mid 6 = 0101 \mid 0100 = 0101 = 5$
3.  $5 \mid 6 = 0101 \mid 1110 = 1111 = 8$
4.  $5 \mid 6 = 0101 \mid 0111 = 0110 = 9$

**Correct Choice : 1**

**From Lectuer # 21**

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**125** - What does  $5 \& 6$  evaluate to in decimal?

1.  $5 \& 6 = 0101 \& 0110 = 0100 = 4$
2.  $5 \& 6 = 0101 \& 0110 = 0110 = 4$
3.  $5 \& 6 = 0101 \& 0110 = 0101 = 4$
4.  $5 \& 6 = 0101 \& 0110 = 0100 = 5$

**Correct Choice : 1**

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**126** - What does  $5 \wedge 6$  evaluate to in decimal?

1.  $5 \wedge 6 = 0101 \wedge 0110 = 0111 = 3$
2.  $5 \wedge 6 = 01010110 \wedge 11011 = 3$
3.  $5 \wedge 6 = 01010110 \wedge 0011 = 3$
4. 0

**Correct Choice : 3**

**From Lectuer # 21**

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