

3. Basic Statements

C++

1. There are _____ methods for assigning data to the variables.
a. 1 b. 2 c. 3 d. 4
2. A variable get defined when _____ is set aside.
a. Character b. Integer c. Memory d. all the above
3. Data is read from the keyboard during runtime by using the object _____.
a. Cin b. cout c. inc d. outc
4. Input stream represents the _____ of data from the standard input device.
a. Control b. flow c. Process d. Display
5. The different basic statements of C++ are _____.
a. Input/output b. Function call c. object message d. all the above
6. Basic statements in C++ are constructed using _____.
a. Variables b. Constants c. Tokens d. Methods
7. Input stream is used to _____ data.
a. Read b. Process c. Display d. Control
8. Output stream is used to _____ data.
a. Read b. Process c. Display d. Control
9. _ file comprises of all standard declarations and definitions for predefined functions.
a. Header b. cin c. Input d. Output
10. The operator << is called the insertion operator or _____ to operator.
a. Put b. Get c. Cut d. Net
11. Cascading of insertion operator facilitates sending of __ output in a single statement.
a. Single b. Two c. Three d. Multiple
12. Using more than one extraction operator is called _____ of operator.
a. Nesting b. Putting c. Cascading d. Usage
13. A C++ program has primarily _____ sections.
a. 2 b. 3 c. 5 d. 1
14. _____ are used in the declaration statements need to be declared and defined before they are used in a program.
a. Control b. Value c. Variables d. Data type
15. When the program is executed the main () function will be executed.
a. Manually b. Automatically c. Not at all d. Many times
16. Declaration of variables done _____ they are used in a program.

- a. Before b. After c. Any time d. any where
17. Pointer variables get defined only when memory is fetched using _ memory operator.
a. New b. Old c. Recent d. Basic
18. An assignment statement, assign value on the _____ hand side of an expression to the variables on the left hand side.
a. Top b. Bottom c. Left d. right
19. A declaration also sets aside memory for the variable it is called as __ statements.
a. Definition b. Declaration c. Assignment d. all the above
20. Which statement is used to include the headed file in the program?
a. Preprocessor directives b. Include files c. main() d. a or b
21. _____ execute a set of instructions repeatedly for a certain number of times.
a. Controls b. selection c. Loops d. all the above
22. A looping block consists of _____ segments.
a. 2 b. 3 c. 4 d. 5
23. _____ are written in high level language using grammar of a computer language.
a. Controls b. Programs c. variables d. Declarations
24. A program written in high level language is called _____.
a. Source code b. Object code c. Executable code d. a or b
25. _____ are translator programs that create a machine- readable program from the source code.
a. Interpreter b. compiler c. Assembler d. a or b
26. _____ statement would exit the current loop only.
a. Continue b. Break c. Switch d. If...else
27. _____ is an entry controlled loop.
a. While b. do...while c. do d. a and c
28. The inner loop should be completely nested _____ the body of the outer loop.
a. Outside b. On c. Inside d. None of these
29. In for loop _____ is executed only once.
a. Initialization b. Test condition c. Increment d. all the above
30. There are _____ kinds of loop.
a. 2 b. 3 c. 4 d. 5
31. A _____ file is created from an error free source code.
a. Linear b. Object c. Executable d. Source

32. An outer loop cannot have the same _____ variable as it lead to logical error.
a. Register b. Control c. Pointer d. none of the above
33. What is the output for the following? For(int i=1; j=0; i<8; j<=3; i++, j++) cout<<I;
a. 1 2 3 b. 1 2 3 4 c. 1 2 3 4 5 6 7 d. 1 2 3 4 5 6 7 8
34. _____ is called as exit-check loop.
a. While b. for c. if d. do...while
35. _____ is entry controlled loop and is used an action is to be repeated for a predefined number of times.
a. Switch b. Break c. if d. for
36. _____ statement forces the next iteration of the loop take place, skipping any code following the continue statement in the loop body.
a. Continue b. Break c. switch d. Nested...if
37. Which of the following is a segment of looping block?
a. Body of the loop b. Control statement c. Input statement d. a and b
38. _____ operator is used to separate a set of instructions in a for loop?
a. Comma b. Assignment c. Relation d. Unary
39. How many classification of loops based on the position of the condition?
a. 2 b. 3 c. 4 d. Many
40. The body of the while loop will be executed only id the test expression results ____.
a. False b. true c. Ok d. Zero
41. The body of the do..while loop will be executed only if the test expression results __.
a. False b. true c. Ok d. Zero
42. On repetition of the for loop the control variable is _____ before the body of the loop is executed.
a. Decrementd b. Incremented c. Subtracted d. Divided
43. One loop within another loop is called as _____.
a. Nested b. fixed c. Multiple d. More
44. In nested loop same control variable will lead to _____ error.
a. Syntax b. Logical c. compiler d. Execution
45. Which of the following statement accomplished jump from the current loop.
a. Break b. Switch c. while d. continue
46. Based on the position of the condition the loops are classified as _____.
a. Entry-check b. exit-check c. Selection d. a & b
47. Write output for the following program

Int num=2; { cout<<num*num<<'\t'; num += 1; } while (num<6);

a. 1 2 4 5 b. 2 3 4 5 c. 4 9 16 25 d. 3 4 5

48. How many times will the loop be executed in the Q.no.47

a. 1 b. 2 c. 3 d. 4

49. What type of loop is used in Q.no.47?

a. Entry-check b. exit-check c. While d. do..while

50. Identify the test expression in Q.no.47?

a. Num<6 b. num=2 c. num+=1 d. none of the above

51. The for loop terminates when the test condition evaluate to _____.

a. True b. False c. 0 d. 1

52. What is the impact of the following statement?

Int sum=0; for(ctr=1; ctr<5; ctr++); sum+=ctr; cout<<sum;

The output will be 5.. can you reason it out?

a. Semicolon placed after for loop b. for loop statements separate by using comma
c. the for loop must be enclosed with in curly braces d. All the above

53. The control exits the loop once the test expression is evaluated to _____.

a. True b. False c. 0 d. all the above

54. _____ segment is executed before the commencement of new iteration.

a. Initial value b. Test condition c. Increment d. b & c

55. What will be the output of the following segment?

Int ctr=1; for(ctr=1,ctr++) cout<<ctr;

a. 32767 b. -32768 c. 1 d. -32767

56. What will be output of the following program?

For(int i=2; fact=1; i<6; fact*=1; i++); cout<<"\n The factorial..."<<fact;

a. 6 b. 24 c. 120 d. 60

57. Write the appropriate declaration statement for the following

To initialize emp_name with the value "Kalam"

a. Char emp_name='kalam' b. char emp_name[]="kalam"
c. char emp_name[]='Kalam' d. char emp_name="Kalam"

58. _____ checks for the grammar of language.

a. Compiler b. Interpreter c. Translator d. all the above

59. _____ file is linked with essential libraries to generate an executable file.

a. Object b. Source c. Linker d. a & b

60. Write appropriate declaration statement for the following.

To store the result of the expression $8/3$

- a. Float result= $8/3$ b. Int result= $8/3$ c. float result=(float) $8/3$ d. a & c

61. There are _____ methods for assigning data to the variables.

- a. 1 b. 2 c. 3 d. 4

62. A variable gets defined when _____ is set aside.

- a. Character b. Integer c. Memory d. all the above

63. Data is read from the keyboard during runtime by using the object _____.

- a. Cin b. Cout c. inc d. outc

64. Input stream represents the _____ of data from the standard input device.

- a. Control b. flow c. Process d. Display

65. The different basic statements of C++ are _____.

- a. Input/output b. function call c. Object message d. all the above

66. Basic statements in C++ are constructed using _____.

- a. Variables b. constants c. tokens d. methods

67. Input stream is used to _____ data.

- a. Read b. Process c. Display d. Control

68. Output stream is used to _____ data.

- a. Read b. Process c. Display d. Control

69. ___ file comprises of all standard declarations and definitions for predefined functions.

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70. The operator << is called the insertion operator or _____ to operator.

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71. Cascading of insertion operator facilitates sending of ___ output in a single statement.

- a. Single b. two c. three d. Multiple

72. Using more than one extraction operator is called _____ of operator.

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73. A C++ program has primarily _____ sections.

- a. 2 b. 3 c. 5 d. 1

74. _____ are used in the declaration statements need to be declared and defined before they are used in a program.

- a. Control b. Value c. Variables d. Data types

75. When program is executed the main () function will be executed _____.

- a. Manually b. Automatically c. Not at all d. Many times

76. _____ is a multiple branching statement where, based on a condition.

- a. If...else b. Switch c. Nested if d. All the above
77. In switch statement every action block should be terminated with a ____ statement.
a. If b. body c. break d. else
78. Switch selection expression must be _____ type.
a. Int b. char c. enum d. all the above
79. Write the appropriate if constructs for set grade to 'A' if marks are above 90.
a. If (mark==90) Grade = 'A'; b. if (marks>90) Grade = 'A';
c. if (marks<=90) Grade='A'; d. b & c
80. _____ statement which chooses between two alternatives sections of code.
a. If b. if...else c. Nested if d. Switch
81. The following if constructs are invalid why? If a>b cout<<"True";
a. Misplaced else b. condition should always be enclosed in a pair of brackets
c. condition should be enclosed with curly brackets d. None of these
82. _____ is the simplest of all the decision statements.
a. If...else b. Switch c. Nested if d. if
83. If is implemented in _____ forms.
a. 2 b. 3 c. 4 d. more than 4
84. _____ creates branches for multiple alternatives sections of code.
a. If b. nested if c. if...else d. switch
85. Program statements that cause a jump of control from one part of a program to another are called _____ structure.
a. Conditional b. Control c. Decision d. Looping
86. How many categories classified into control structures?
a. 4 b. 6 c. 2 d. 3
87. The major categories of control structures are _____.
a. Decision making looping b. Selection, looping c. a or b d. a & b
88. If within one another if is called _____ statement.
a. Loop b. Twisted c. Nested d. Executable
89. Each else matches with the nearest unmatched preceding _____.
a. Else b. if c. switch d. for
90. Once the true block is executed in an if...else statement, when the condition is _____.
a. True b. False c. Positive d. Negative
91. Control structures statements in a program are executed in _____ order.
a. Sequential b. Serial c. Any order d. Random

92. Based on condition _____ from one part of the program to another.
a. Variable b. control c. constant d. program
93. If constructs where _____ are given in different styles.
a. Conditions b. Expressions c. Values d. a or b
94. Statements in a program need not necessarily to be executed in _____ order.
a. Random b. Sequential c. control d. any order
95. The loops available in C++ are _____.
a. Do..while b. while c. for d. all the above
96. How many types of looping statements are generally classified _____.
a. 3 b. 4 c. 5 d. 2
97. _____ is an example for selection statements.
a. If...else b. Switch c. if...else, for d. a & b
98. _____ is an extraction operator.
a. >> b. << c. >>> d. <<<
99. A preprocessor directive starts with _____.
a. # b. \\ c. - d. *
100. _____ is a predefined object that corresponds to a standard input stream.
a. Cin b. cout c. scanf() d. gets()
101. _____ of a variable introduces a variable's name and its associated data type.
a. Assignment b. Declaration c. a or b d. None of these
102. Data is read from the keyboard during runtime by using the object _____.
a. Cin b. cout c. scanf() d. gets()
103. How many basic statements in C++?
a. 8 b. 7 c. 10 d. 5
104. _____ file comprises the combined properties of istream & ostream.
a. Fstream.h b. ostream.h c. iostream.h d. b or c
105. The basic output operations are managed by a set of declarations available in the _____ header file.
a. Fstream.h b. ostream.h c. istream.h d. all the above
106. The declarations for the object cin are available in a _____.
a. Header file b. ostream.h c. iostream.h d. none of these
107. _____ of insertion operator facilitates sending of multiple output via a single statement.
a. Single b. Cascading c. cout d. cin

108. A C++ program has _____.
- a. Include files b. Declaration of variables c. Main functions d. all the above
109. In C++ the only executed function is _____.
- a. Main() b. main c. cin d. cout
110. Pointer variable only _____ fetched to store data.
- a. Integer b. float c. memory d. character
111. *iptr; is a _____ variable.
- a. Integer b. float c. pointer d. String
112. Snippet is a _____ program.
- a. Small b. Big c. full d. Segment
113. _____ is the input device in C++.
- a. Monitor b. Printer c. Keyboard d. Mouse
114. Data can be given to variable at _____ time.
- a. Opening b. run c. typing d. writing
115. Cout is predefined object that corresponds to a standard _____ stream.
- a. Input b. Output c. Program d. C++
116. A program written in high level language is called as the _____.
- a. Source file b. Object file c. Exe file d. none of these
117. A loop's execution is terminated when the test condition evaluates ____.
- a. -1 b. false c. true d. n times
118. _____ is executed only once.
- a. Test condition b. initialization c. Increment d. Decrement
119. _____ is called as exit-check loop.
- a. While b. Switch c. do..while d. Switch case
120. _____ is used to exit from switch statement.
- a. Continue b. exit c. stop d. break
121. _____ datatype support for switch statement.
- a. Int b. char c. enum d. all of these
122. _____ is used for condition.
- a. Expression b. Initialization c. Object d. variables
123. _____ is the examples of selection statement.
- a. If b. switch c. for d. a and b
- 124 . Find the output
Int ctr = 1;


```
for(;ctr<10;ctr++)  
{  
  Cout<<ctr;  
  Ctr = 1;  
}
```

a) 1 infinitive

b) 1,2,3,4,5,6,7,8,9,10

c) 1,2,3,4,5,6,7,8,9

d) 1,1,1,1,1,1,1,1,1,1

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