

2. Overview Of C++

C++

1. Enumerated datatype has symbolic _____ constants of the type int.
a. Alphabet b. Character c. Numeric d. String
2. The storage specifiers are _____.
a. Auto b. Static c. Extern d. All the above
3. Built in data types are predefined in the _____.
a. Interpreter b. Compiler c. Software d. Hardware
4. Auto variable get undefined values known as _____.
a. Garbage b. Function c. Integer d. Float
5. Pointers variables can access for memory locations _____.
a. Directly b. Indirectly c. Occasionally d. Often
6. Every _____ in the computer's memory has an address.
a. Bit b. Byte c. Kilo byte d. Mega byte
7. Unsigned short int occupies _____ bytes.
a. 1 b. 2 c. 3 d. 0
8. The modifiers of the basic data types are _____.
a. Short b. Signed c. Unsigned d. all the above
9. _____ variable known to all functions in the current program.
a. Local b. function c. Global d. static
10. _____ instructs the compiler to store the variable in the CPU register to optimize access.
a. Static b. Auto c. Register d. Extern
11. _____ data type that can hold both the characters data and integer data.
a. Float b. Double c. Int d. Char
12. _____ data types have several modifiers.
a. Built-in b. Fundamental c. Derived d. a or b
13. _____ is used to display the contents stored at a location.
a. & b. * c. ? d. \0
14. _____ is used to reserves space in the memory to hold the integer value.
a. * b. & c. \x d. ;
15. Every variable will be referred by its _____.
a. Value b. Address c. Direction d. Memory
16. Long double occupies _____ bytes.
a. 8 b. 10 c. 2 d. 4

17. _____ is grouped into different categories.
a. Data b. Integer c. Float d. character
18. The programmer designing the programs may use appropriate operators for each ____.
a. Data type b. Operators c. Operation d. All the above
19. Floating type is further divided into _____.
a. Int, double b. float, double c. float, char d. a or b
20. _____ operator requires two operands.
a. Unary b. Binary c. Ternary d. Scope
21. _____ allow users to define such user defined data type identifier.
a. Class b. type def c. enum d. all of these
22. _____ modifier allow the variable to exist in the memory of the computer.
a. Extern b. Register c. Auto d. static
23. _____ are memory boxes that hold values or constants.
a. Keywords b. variables c. Tokens d. Arrays
24. _____ reduces software complexity.
a. Inheritance b. Class c. Polymorphism d. Objects
25. _____ type of variables is initialized to zero only once.
a. Static b. Register c. Extern d. Both a & b
26. _____ is a one of the example for user defined data type.
a. Class b. enum c. type def d. all of these
27. _____ refers to process of changing the data type of the value stored in a variable.
a. Typecasting b. Conversion c. Size of d. none of these
28. _____ operators return the size in terms of bytes.
a. Unary b. Binary c. Size of d. Ternary
29. _____ are allocated memory to store data.
a. Variables b. Pointers c. Keywords d. Tokens
30. _____ are the kind of data that variables hold in the programming languages.
a. Data b. Operations c. control structures d. Data types
31. Data types are broadly classified into _____.
a. User defined type b. Derived type c. Built-in type d. all the above
32. _____ enables a programmer to invent her/his own data type.
a. Built in type b. Derived type c. User defined type d. all the above
33. _____ allow users to define such user defined data type.
a. Enum b. Class c. Type definition d. all the above

34. _____ data type helps users in creating a list of identities.
a. Class b. type def c. Derived data type d. none of these
35. _____ is a qualifier that can be added to a variable declaration.
a. Long b. Short c. Storage class d. all the above
36. _____ variables are automatically initialized to zero when they are declared.
a. Static, extern b. Extern, auto c. Static, register d. Auto, static
37. Auto variables get undefined values known as _____.
a. Garbage b. Function c. Integer d. Float
38. Built in types are predefined in the _____.
a. Interpreter b. Compiler c. Software d. Hardware
39. There are _____ number of built in data types.
a. 1 b. 2 c. 3 d. 0
40. Floating type is further divided into _____.
a. Char, float b. float, int c. int, double d. float, double
41. _____ is to declare a generic pointer.
a. Char b. int c. float d. None of these
42. _____ data types have several modifiers.
a. Built-in b. fundamental c. Primitive d. a or b or c
43. In an example `int num [5]={2,3,4,5,6}` what is the positional value of the element 4 in an array 4?
a. 1 b. 0 c. 2 d. 3
44. In an example `char day name [7] [3] = {"sun", "mon", "tue", "wed", "thu", "fri", "sat"}` what is stored in `day name [4] [0]`?
a. Thu b. T c. F d. M
45. Int range is _____.
a. -32767 to 32767 b. -32768 to -32767 c. -32768 to 32767 d. -32768 to -32767
46. Long double occupies _____ bits.
a. 10 b. 32 c. 64 d. 80
47. Every byte in the computer's memory has an _____.
a. 0 b. Data c. Address d. Null
48. In an 640 kb memory size, address commencing from NULL and goes upto _____.
a. 655358 b. 655359 c. 653595 d. 600468
49. Addressing is done using the _____ system.
a. Decimal b. Octal c. Binary d. Hexadecimal
50. _____ is used to declare a pointer variable.

- a. & b. * c. && d. +
51. _____ are user defined named entities of memory locations that can store data.
a. Variable b. constant c. tokens d. keywords
52. Which one of the following is invalid variable?
a. Ab b. la_b c. _test d. Balance\$
53. ___ variable of the same data type can be declared in a single declaration statement.
a. One b. Two c. Three d. More than one
54. There are _____ words for data types.
a. 3 b. 6 c. 4 d. 9
55. Integer values are stored in _____ bit format in binary form.
a. 32 b. 16 c. 15 d. 0
56. Prefix the data type with modifiers at the time of _____ variables.
a. Using b. Declaring c. Initializing d. None
57. The _____ qualifier specifies that the value of a variable will not change during the run time of the program.
a. Long b. Constant c. Const d. Unsigned
58. Any attempt to alter the value of variable defined with const qualifier will throw an error message by the _____.
a. Interpreter b. Compiler c. Software d. hardware
59. Size of returns the size in terms of _____.
a. Bit b. Bytes c. Kilo bytes d. Mega byte
60. _____ refers to process of changing the data type of the value stored in a variable.
a. Type cast b. Type case c. Cast type d. Case type
61. If one operand is of type long double, than the other value is also converted to _____.
a. Int b. float c. Double d. Long double
62. _____ refers to data types changes brought about in expressions by the compiler.
a. Type cast b. Implicit conversions c. Explicit conversions d. all the above
63. Float a; a=7/3; what is the value stored in a?
a. 2.5 b. 2 c. 3 d. 2.0
64. Modulus operator (%) operates on _____ data type only.
a. Char b. int c. float d. double
65. _____ variables are sensitive to the datatype they point to.
a. Pointer b. array c. functions d. all the above
66. In example, double x; float y; x=3; y=2; what is the output of size of (x*y)?

a. 8

b. 10

c. 4

d. 5

67. The declaration statement `char*const cp; cp` is a _____ pointer.

a. String

b. constant

c. character

d. Integer

68. The 16th bit will have a value _____ if negative value is stored.

a. 0

b. 1

c. 0 or 1

d. 0 & 1

69. _____ modifiers, the range of the integers values as the sign bit is also used to store data.

a. Long

b. Unsigned

c. Const

d. float

70. How many classifications of tokens are there?

a. 2

b. 3

c. 4

d. 5

71. Which is not a keyword of C++?

a. Size of

b. static

c. struct

d. signed

72. The range of character data type is _____.

a. -128 to 127

b. 0 to 255

c. -127 to 128

d. -32768 to 32767

73. Which variable that holds a memory address as value?

a. Variable

b. Pointer

c. Static

d. constant

BETHEL MATHESSAMBUR