

1. The stream-insertion operator >> and the stream-extraction operator is<<. Ans. **False**
2. It is possible to return an object from function using this pointer. Ans. **True**
3. A variable which is defined inside a function is called Ans. None of the given option
4. When new operator is overloaded at global level then corresponding built-in new operator will also be visible to whole of the program Ans. **False**
5. Which of the following syntax is best used to delete an array of 5 objects named string allocated using new operator. Ans. **delete[]string;**
6. What will the output of following statement? (cout<<setfill (0) << setw (7) << 128; Ans. **000128**
7. With user data type variables (objects) self-assignment can produce Ans. **Logical error**
8. In c++ operators, which of the following operator cannot be overloaded Ans. **?:**
9. Overloaded member operator function is always called by Ans. **object**
10. Which of the following is the correct definition of streams? Ans. **it is an ordered sequence of bytes**
11. The life time of the static data member of a class is the life time of the..... Ans. **program**
12. What is meant by the following statement? String str[5] = {String("programming"), string (CS201)}; Ans. **Parameterized constructor will be called for all objects of array**
13. What is the difference between cout and cerr? Ans. **Destructor is called first before deallocating memory**
14. What is the sequence of event (s) when deallocating memory of an object using delete operator? Ans. **Destructor is called first before deallocating memory**
15. When a variable is defined as static in a class then Ans. **only one copy is created for all objects of this class**
16. Which of the following syntax is best used to delete an array of 5 objects named string allocated using operator. Ans. **delete[]string;**
17. Below is given a code snippet (**Char name [50]; cin>> name; cout << name;)**
Now if user enters the name, for example "sohail Aslam" then what will be the output of the code?
Ans. **Sohail Aslam**
18. What is the purpose of endl stream manipulator? Ans. **flush the stream**
19. When the compiler overloads the assignment (=) operator by default then Ans. **class members are not assigned properly**
20. Let suppose a= b = c
In such situation, it is necessary to return a reference of an object from assignment operator function.
Ans. **True**
21. Ostream is a operator. Ans. **Standalone**
22. The endl and flush are Ans. **Manipulators**
23. Which one of the following is the declaration of overloaded Pre-increment operator implemented as member function? Ans. **Class-name Operator ++();**
24. For the joining of two strings in string class, we may use '+' operator, can we use '-' operator the same way for subtracting strings Ans. **Yes**
25. Overloaded delete operator function takes parameter of void pointer and returns.
Ans. **Void Pointer**
26. When an array of object is created dynamically then there is no way to provide parameterized constructors for array of objects. Ans. **True**
27. Df
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