Virtual University	CS201-Introduction to Programming (Solved Macq's) LECTURE FROM (23 to 45)	
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Question no.1

Which of the following function call is “call by Reference” for the following function prototype?

a. Func(&num)

b. Func(name)

c. A&b

d. None of the given option

Question no.2

When break statement is encountered in switch statement,it_____

a. Exits from switch statement

b. enter from switches statement

c. both a&b

d. none of the given option

Question no.3

The operator ++ and – used to increment or decrement the value of a variable by_____

a.3

b.2

c. 1

d.4

Question no.4

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Which of the following operator is used to access the value of variable pointed by a pointer?

a. *operator
b.->operator
c. &&operator
d. & operator

Question no.5

In case of single dereferencing the value of the_____is the address of the _____

a. Pointer ,variable
b. pointer, constant
c. variable, pointer
d. constant, pointer

Question no.5

The remainder(%) operator is a _____operator.

a. logical
b. Arithmetic
c. Relational
d. Conditional

Question no.6

What will be the output of the following code?

Intx=10;
Cout<<"x="<<x;

a. x=10
b. 10
c. 10=x

Question no.7

The perpose of using cout<<is to_____

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a. Read the data from keyboard
b. Read the data from file
c. Write into a file
d. Display information on the screen

Question no.8

When an array element is passed to function, it is passed by _____

a.reference
b. data type
c. value
d. data

Question no.9

.C is a/an____language.

Ans.function oriented

Question no.10

_____of a function is also known as signature of a function.

a.
b. Declaration
c.
d.

Question no.11

While programming,it is good to provide an easy to understand and easy to use interface; this programming skill is called_____

a. Scalability
b. Reliability
c. sustainability
d. usability

Question no.12

How many dimensions does n-dimensional array has?

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a. 2n dimension
b. (n+1) dimension
c. (n-1) dimension
d. n dimensions

Question no.13

Which of the following function call is"call by reference" for the following function protocol?

Void func(int*)

a. func(int&num)
b. func(&num)
c. func(*num)
d. func(num)

Question no.14

The loop which is most suitable to be used when the number of iteration is known is called_____

a. for
b. while
c. do-while
d. all looping processes require that the iterations be known

Question no.15

In C/C++, the string constant is enclosed in_____

a. curly braces()
b. parentheses()
c. single quotes' '
d. double quotes" "

Question no.16

In order to get the right most digit of a number, we divide this number by 10 and take_____

a. Its remainder

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b. Its quotient
c. Its divisor
d. The number

Question no.17

What is the correct syntax to declare an array of size 10 of int data type?

a. int[10] name;
b. name[10] int;
c. int name[10];
d. int name[];

Question no.18

How many bytes of memory are occupied by array'star'?
Char str[]="programming";

a. 10
b. 11
c. 12
d. 13

Question no.19

When the if statement consist more than one statement then enclosing these statement in curly braces is,

a. Not required
b. Good programming
c. Relevant
d. Must

Question no.20

Suppose that an integer type pointer contains a memory address 0x22f230. What will be the new memory address if we increment this pointer by one?

a. 0x22f231

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b. 0x22f234
c. 0x22f226
d. 0x22f238

Question no.21

Which of the following if missing would result in infinite recursion in case of recursive function?

a. Recursive call
b. Base case
c. Function parameters
d. Local variables

Question no.22

Whenever we use a library function or a predefined object or macro, we need to use a_____

a. Source file
b. Object file
c. header file
d. exe file

Question no.23

Switch statement deals with _____type of data

a. Integer
b. Float
c. Character
d. Both Integer and Character

Question no.24

All a template function must have at least_____ generic dats tyoe?

a. Zero
b. One
c. Two
d. Three

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Question no.25

Which one of the following is the declaration of overloaded pre-increment operator implemented as number of function?

a. Class-name operator+()
b. Class-name operator+(int)
c. Class-name operator++()
d. Class-name++operator++(int)

Question no.26

Class is a user defined_____.

a. Data type
b. Memory reference
c. Value
d. None of the given option

Question no.27

How many bytes will the pointer intPtr of type int move in the following statement? intPtr+=3;

a. 3 bytes
b. 6 bytes
c. 12 bytes
d. 24 bytes

Question no.28

Which of the following is the correct C++ syntax to allocate space dynamically for an array 10 int?

a. new int(10);
b. new int[10];
c. int new(10);
d. int new[10];

Question no.29

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A pointer is a special variable that contain

a. Data values
b. Memory address
c. Both data and value
d. None of the given option

Question no.30

Reference Value Type Data the code is written to____

a. Implement
b. Design
c. Analysis
d. None of the given option

Question no.31

Operator overloading can be performed through_____

a. Classes
b. Operator
c. Function
d. Reference

Question no.32

When a value is referred by a normal variable then it is known as,

a. Direct reference
b. Indirect reference
c. Partial reference
d. Proper reference

Question no.33

Which of the following function is used to increase the size of already allocated memory chunk?

a. malloc
b. calloc
c. realloc

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d. free

Question no.34

Which of the following is NOT a preprocessor directive?

a. #error
b. #define
c. #line
d. #ndefine

Question no.35

The Stream object **cin** and **cout** are included in which header file?

a. iostream.h
b. fstream.h
c. istream.h
d. ostream.h

Question no.36

Overloaded delete operator function takes the same parameter as an arguments returned by a new operator function.

a. True
b. False

Question no.37

When an array of object is created by dynamically then there is no way to provide parameterized constructors for array of object.

a. True
b. False

Question no,38

C is widely known as development language of___ operating system.

a. Linux
b. Unix

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c. Windows
d. Mac os

Question no.39

Computer can understand only machine language code.

a. True
b. False

Question no.40

We cannot define a function as a friend of a Template class.

a. True
b. False

Question no.41

What will be the value of 'a' and 'b' after executing the following statement?

A=3;
b= a++;

a. 3,4
b. 4,4
c. 3,3
d. 4,3

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Question no.42

_____is used to trace the logic of the program and correct the logical errors.

a. Compiler
b. Editor
c. Linker
d. Debugger

Question no.43

New and delete are_____ whereas malloc and free are____.

a. Function, operator
b. Classes , operator
c. Operator , function
d. Operator, classes

Question no.45

Like member function,_____can also access the private data members of a class.

a. Non-member function
b. Friend function
c. Any function outside class
d. None of the given options

Question no.46

Which situation would require the use of non-member overloaded operator?

a. The overloaded operator is an Assignment operator
b. The left most operand is an object of a class.
c. The left operand is built-in data type.
d. The operator returns a reference.

Questions no.47

The stream insertion and stream extraction operator are already overloaded for_____.

a. User-defined data type
b. Built in data type
c. Both “a” and “b”
d. None of the given option

Question no.48

If we define an identifier with the statement **#define PI 3.1415926** then the execution of the program the value of PI_____.

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a. Can not be replaced
b. None of the given option
c. Remain constant
d. Can be changed by some option

Question no.49

Assignment operator is_____associative.

a. Right
b. Left
c. Binary
d. Unary

Question no.50

Whenever dynamic memory allocation is made in C/C==, it is freed___.

a. Explicitly
b. Implicitly
c. Both explicitly and implicitly
d. None of the given option

Question no.51

The appropriate data type to store the number of rows and columns of the matrix is _____.

a. Float
b. Int
c. Char
d. None of the given option

Question no.52

The function free() return back the allocated memory got through calloc and malloc to_____.

a. Stack
b. Heap

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c. Stack and heap
d. None of the given option

Question no.53

Width() is member function of _____.

a. Cin object
b. Cout object
c. Both cin and cout object
d. None of the given object

Question no.54

Templates are not type safe.

a. True
b. false

Question no.57

A Matrix can be composed of int, float or doubles as their elements. Best way is to handle this,

a. write a separate class to handle each
b. use string to store all types
c. use templates
d. none of the given option

Question no.58

In if structure the block of statement is executed only,

a. when the condition is false
b. when it contain arithmetic operator
c. when it contain logical operator
d. when the condition is true

Question no.59

Header file **fstream.h** include the definition of the stream classes_____.

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a. Ifsream, fstream, ofstream
b. Ifstram, ofstream, cout
c. Fstream, cin, cout
d. None of the given option

Question no.60

To access the data members of structure_____is used.

a. Dot operator(.)
b. * operator
c. &operator
d. None of the given

Question no.61

Eof(), bad(), good(), clear() all are manipulators.

a. True
b. False

Question no.62

Which kind of function can access private member variables of a class?

a. Friend function of the class
b. Private member function of the class
c. Public member function of the class
d. Friend, private and public function

Question no.63

The return type of operator function must always be void.

a. True
b. False

Question no.64

Friend function of a class is____.

a. Member function

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b. Non-member function
c. Private function
d. Public function

Question no.65

Function implementation of friend function must be defined outside the class.

a. True
b. False

Question no.66

The normal source of **cin** object is,

a. File
b. Disk
c. Keyboard
d. Ram

Question no.67

Which of the following is correct way to initialize a variable x of int type with value 10?

a. Int x; x = 10
b. Int x=10;
c. Int x, x = 10
d. X =10

Question no.68

With the function, the compiler automatically detects the passed data and generate a new copy of function using passed data.

a. True
b. False

Question no.69

What will be the correct syntax to declear two-dimensional array of float data type?

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a. Float{2}{2};
b. Float arr[2][2];
c. Float arr[2,2]
d. Float[2][2]

Question no.70

Heap is a constantly changing in size.

a. True
b. False

Question no.71

While calling function, the arguments are assigned to the parameters from_____.

a. Left to right
b. Right to left
c. No space order is followed
d. None of the given option

Question no.72

Classes defined inside other classes are called_____.

a. Looped
b. Nested
c. Overloaded
d. None of the given option

Question no.73

If we define an identifier with the statement #**defined PI 3.1415926** then during the execution of the program the value of PI____.

a. Cannot be replaced
b. None of the given option
c. Remain constant
d. Can be changed by some operation

Question no.74

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Which value is returned by the destructor of a class?

a. A pointer to the class.
b. An object of the class
c. A status code determining whether the class was destructed
d. Destructor do not return a value.

Question no.75

Every class contains_____.

a. Constructor
b. Destructor
c. Both a and b
d. None

Question no.76

A template function must have

a. One or more than one arguments
b. Only one arguments
c. Zero arguments
d. None

Question no.77

Structured query language is used for_____.

a. Database management
b. Network
c. Writing operating system
d. None

Question no.78

When a call to user defined function finishes the variable defined inside the function still in existence.

a. True
b. False

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Question no.79

The precedence of an operator can be changed through operator overloading.

a. True
b. False

Question no.80

"delete" operator is used to return memory to free store, which is allocate by the "**new"** operator.

a. True
b. False

Question no.81

Pointer is a variable which store.

a. Data
b. Memory address
c. Data type
d. values

Question no.82

All preprocessor directives are started with the symbol____.

a. *
b. +
c. @
d. #

Question no. 83

The number 544.53 must be stored in_____data type.

a. Int
b. Short
c. Float
d. Char

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Question no.84

A template function can have different types of arguments.

a. True
b. False

Question no.85

Templates class cannot have static variable.

a. True
b. False

Question no.86

Which of the following is used with bit manipulation?

a. Signed integer
b. Un signed integer
c. Signed double
d. Un-signed double

Question no.87

Structure is a collection of____ under a single name.

a. Only function
b. Only variable
c. Both function and variable
d. None

Question no,88

We can also do conditional compilation with preprocessor directives.

a. True
b. False

Question no.89

If a symbolic constant has been defined, it will be an error to define it again.

a. True

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b. False

Question no.90

The code is written is to____the program.

a. Implement
b. Design
c. Analysis
d. None

Question no.91

Template are not type safe.

a. True
b. false

Question no.92

*doc is_____by type.

a. sequential file
b. Random Access File
c. Data File
d. Record File

Question no.93

Which of the following is NOT a preprocessor directive?

a. #error
b. #define
c. #line
d. #ndefine

Question no.94

The return type of operator function must always be void.

a. True
b. false

Question no.95

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What does (*this) represent?

a. The current function of the class.
b. The current pointer of the class.
c. The current object of the class.
d. A value of a data number.

Question no.96

The statement **cin.get()** is used to

a. Read a string from keyboard
b. Read a char from keyboard
c. Read a string from file
d. Read a char from file

Question no.97

C++ is a sensitive language

a. True
b. False

Question no.98

Which one of the statement given below is equivalent to **sum+=j*j**?

a. sum=sum+j*j
b. sum= sum+j
c. sum= sum*j
d. sum*j=j

Question no.99

.All element of an array must be of_____

a.different data type
b.:same datatype
c.float data type
d. char data type

Question no.100

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In C/C++, null character is represented as_____

a. /n
b. %c
c. #d
d. *c

Question no.101

The dynamic memory allocation uses memory from the____

a. Heap
b. Stack
c. Values
d. none

Question no.102

When a value is reffered by a normal variable then it is known as___

a. Direct Referance
b. Indirect reference
c. Both a and b
d. none

Question no.103

Assignment operator is used for_____

a. assigning values to variables
b. assigning value to a constant
c. assigning constant and variables
d. none of the given option

Question no.104

Which of the following is not an example of int datatype?

a. -4.0
b. +4.2
c. -3.0
d. -2.0

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Question no.105

For which array,the size of the array should be one more than the number of elements in an array?

a. Char
b. Variable
c. Float
d. Intiger

Question no.106

Which header file should be included to use functions like malloc() and calloc()?

Ans:stdio.h

Question no.107

Using a segment of source code again by adding new functionalities with slight or no modification is termed as_____

Ans:code reusability

Question no.108

The program in which we allocate static memory run essentially on_____

Ans:Stack

Question no,109

TWAIN stand for___

Ans:Technology Without An Interesting Name

Question no.110

Which of the following will be the correct function call for function prototype given below?

Ans:func(&num)

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Question no.111

The operator used for casting in C is standard_____

Ans:cast

Question no.112

The stream insertion and extraction operators____

Ans:must be overloaded as non-member function

Question no.113

The operator function for stream insertion(>>)and stream extraction(<<) must be_____

Ans:Non-Member function of Class

Question no.114

In statement Matrix m2=m1;

Ans:Assignment operator is being used

Question no.115

A template function must have at least_____generic datatype

Ans:One

Question no.116

Templates provide way of abstracting_____information.

Ans:type

Question no.117

ANSI stand for_____

Ans:American National Standards Institute

Question no.118

By using object as class members,_____is achieved.

Ans:Accessibility

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Question no.119

In operator overloading,a non-member unary operator function takes_____arguments.

Ans:1

Question no.120

A class whose object is contained as const object, must have_____

Ans:Parameterized Constructor

Question no.121

It is possible to define a class within other class.

a. True
b. false

Question no.122

Where we can include a header file in the program?

a. Any where
b. In start
c. At the end
d. None of the given option

Question no.123

The return type of the operator function >> operator.

a. Class for which we overloaded this operator
b. Reference of ostream class
c. Reference of istream class
d. Void

Question no.124

With user defined data type variables(object) self assignment can produce_____.

a. Syntax error
b. Logical error

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c. Link error
d. None of the given option

Question no.125

We can also do conditional compilation with preprocessor directives.

a. True
b. False

Question no.126

What will be the output of the following statement?

Cout<<setbase(16)<<52;

a. 74
b. 52
c. 34
d. 64

Question no.127

Dec, her, oct are all_____.

a. Member function
b. Object of input/output stream
c. Parameterized manipulator
d. Non- parametrized manipulator

Question no.127

The input output stream; cin cout are___.

a. Operator
b. Function
c. Object
d. Structures

Question no.128

Friend function are_____of a class

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a. Member functions
b. Public member function
c. Private member function
d. Non-member function

Question no.129

Template class can not have static variables.

a. True
b. False

Question no.130

In a group of a nested loops, which loop is executed the most member of times?

a. The outermost loop
b. The innermost loop
c. All loops are executed
d. Cannot be determined

Question no.131

Which looping process checks the test condition at the end of the loop?

a. For
b. While
c. Do while
d. No looping process checks the test condition at the end.

Question no.131

We can delete an array of object without specifying[] bracket if a class is not dynamic memory allocation internally.

a. True
b. False

Question no.132

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A stream is an ordered sequence of bytes.

a. True
b. False

Question no.133

The normal source of **cin** object is,

a. File
b. Disk
c. Keyboard
d. Ram

Question no.134

We can also create an array of user define data type.

a. True
b. False

Question no.135

Which of the following is valid class declaration?

a. Class A{int x;};
b. Class B{]
c. Public class A{ }
d. Object A{ int x;};

Question no.136

If Num is an integer variable then Num++ means,

a. Add 1 two times with Num
b. Add 1 with Num
c. Add 2 with Num
d. Subtract 2 from Num

Question no.137

Automatic variable are created on-_____.

a. Heap

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b. Free storage
c. Static storage
d. Stack

Question no.138

We can also define a user-defines manipulator.

a. True
b. False

Question no.139

Class is a user defined_____.

a. Data type
b. Memory reference
c. Value
d. None of the given option

Question no.140

The static members of a class are initialized_____.

a. At file scope
b. Within class definition
c. Within member function
d. Within main function

Question no.141

The data members of the class are initialized_____

a. At runtime
b. Within main group
c. Outside the function
d. At compile time

Question no.142

In flow chart, flow of control is represented by____

a. Rectangle
b. Circle

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c. Diamond
d. Arrow

Question no.143

A constructor has the same name as that of_____

a. Variable
b. Class
c. Structure
d. Function

Question no.144

Whenever **New** operator is called to create an object, the_____

a. Constructor
b. Destructor
c. Pointer
d. Array

Question no.145

The destructor for all the objects in the program in automatically called when_____

a. Memory is dynamically allocated to object
b. Object are used inside function
c. Array of object is decleared
d. Program is terminated

Question no.146

What will be the correct syntax of declearation of the following statement?

Ptr is a pointer to cons int

a. Const int*ptr
b. Int* const ptr,
c. Int const* ptr

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d. Const* int ptr

Question no.148

Sequence of event(s) when deallocating memory using delete operator_____

a. Only block of memory is deallocated for object
b. Only destructor is called for object
c. Memory is deallocated first before calling destructor
d. Destructor is called first before deallocating memory

Question no.149

Consider the following segment'
Class M{
Public;
M&operator+ (constM&);

a. Member function
b. Non- member function
c. Friend function
d. Virtual function

Question no.150

if there is a symbol(& sign) used with the variable name following by data type then it refers to _____

a. Logic expression
b. Value of variable
c. Reference variable
d. Address of variable

Question no.151

New and delete are also used with _____and primitive data typed as well.

a. Loops
b. Sructures , pointer

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c. Classes , structures
d. Constant

Question no.152

Users must not know about_____

a. Methods functionality with in class
b. Object of class
c. Functions name within class
d. Class implementation of functionality and interfaces

Question no.153

What should be the return type of the constructed?

a. Void
b. Int
c. Same as object type
d. Construction do not return any thing

Question no.154

Which is NOT a protection level provided by classes in C++?

a. Protected
b. Hidden
c. Private
d. Public

Question no.155

A macro when takes arguments is called_____

a. Function
b. Procedure
c. Parameterized macro
d. Simple macro

Question no.156

The order of destruction of an object is_____

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a. Same as the construction order
b. Reverse as the construction order
c. Independent of the construction order
d. Same as the order of object decleared

Question no.157

We can use cin.peak() function to__-

a. See the next character that we are going to get
b. Get to the end of the object buffer
c. Get to the end of input buffer
d. See the first character of input buffer

Question no.158

The normal source of cin object is____

a. File
b. Disk
c. Keyboard
d. Ram

Question no.159

The initializer list is used to initialize the contained objects of a class at_____

a. Run time
b. Debugging time
c. Construction time
d. Compile time

Question no.160

_____data members of a contained object can be accessed from inside of the containing class.

a. Private
b. Public
c. Protected

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d. All

Question no.161

A class whose object is contained as const object, must have_____

a. Getter/setter function
b. Default constructor
c. Parameterized constructor
d. Operator overloading function

Question no.162

The appropriate data type to store the number of rows and coloums of the matrix_____

a. Float
b. Strings
c. Int
d. Char

Question no.163

The code is written to_____ the program

a. Implement
b. Design
c. Analysis
d. Test

Question no.164

When a call to user-defined function finishes, the variable defined inside the function will_____

a. Still in existence
b. Not exist further
c. Finish but a copy will remain in memory
d. None of the given

Question no.165

The static data member of a class can be accessed by_____

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a. Only class
b. Only object
c. Both class and object
d. Function out side the class

Question no.166

The static data members of a class are initialized_____

a. At fill scope
b. Within class definition
c. Within member function
d. Within main function

Question no.167

A structure brings together a group of_____

a. Same data type
b. Different data type
c. Constant
d. Both a,b

Question no.168

The C language was developed in late 60's and 70's in_____

a. Richards laboratories
b. Microsoft laboratories
c. Bell laboratories
d. IBM laboratries

Question no.169

To assigned a value to a character type variable_____are used around the value.

a. Parenthesis()
b. Single quotes ' '
c. Double quotes " "
d. Curly braces{ }

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Question no.170

The order of destruction of an object is _____

a. Same as the construction order
b. Reverse as the construction order
c. Independent of the construction order
d. Same as the order of object declare

Question no.171

In flow chart, flow of control is represented by_____.
(Please select correct option)

a. Circle
b. Diamond
c. Arrow
d. All

Question no.172

The operator ++ and – are used to increment or decrement the value of a variable by _____.

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

Question no.173

To assigned a value to a character type variable,_____are used around the value.

a. Parenthesis ( )
b. Single quotes ‘ ’
c. Double quotes “ ”
d. Curly braces { }

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Question no.174

Which of the following syntax will be used to initialize an array of size 5 of int data type to value 0?

a. Arr[5] = {0} ;
b. int arr[5] = 0 ;
c. int arr[5] = (0) ;
d. int arr[] = 0 ;

Question no.175

Let ptr 1 and ptr 2 are pointer variables that points to integer data types then which one of the following arithmetic is allowed?

a. Ptr1 + ptr2
b. Ptr1 – ptr2
c. Ptr1 * ptr2
d. Ptr1 / ptr2

Question no.176

When an argument is passed by reference,_____

a. The function cannot access the argument's value
b. A variable is created in the function to hold the argument's value
c. A temporary variable is created in the calling program to hold the argument's value
d. The function accesses the argument's original value in the calling program

Question no.177

In year_____C was approved as a standard language worldwide.

a. 1988
b. 1967

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c. 1989

d. 1986

Question no.178

The C language was developed in late 60's and early 70's, in _____

a. Richards Laboratories
b. Microsoft Laboratory
c. Bell Laboratory
d. IBM Laboratory

Question no.179

If a friend function outside the class declares itself friend of the class, this may violate the concept of _____

a. Encapsulation and data accessing
b. Encapsulation and data hiding
c. Friend member functions of the class
d. Interface of the class

Question no.180

A structure brings together a group of _____

a. Same data type
b. Different data type
c. Constants
d. Both a, b

Question no.181

You can use a _____statement to transfer control elsewhere out of the nested structure.

a. Continue

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b. Goto
c. Pause
d. Break

Question no.182

Which of the given operator is not a valid compound assignment operator?

a. >>=
b. =>>
c. *=
d. &=

Question no.183

The purpose of using cout<< is to _____

a. Display information on the screen
b. Read the data from keyboard
c. Read the data from file
d. Write into a file

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Question no.184

Assignment operator is used for_____

a. Calculation
b. Reading
c. Assigning values to variables
d. Equality checking

Question no.185

Missing semicolon ‘ ;’ at the end of C++ statement causes a _____ error.

a. Logical
b. Syntax
c. Runtime
d. Compile time

Question no.186

Which of the following is not an example of int data type?

a. 0
b. -32
c. 65531
d. -4.0

Question no.189

For which array , the size of the array should be one more than the number of elements in array?

a. Int
b. Double
c. Float
d. Char

Question no.190

If an integer takes 4 bytes in the memory then how many bytes will be in the memory for following code?

#include<iostream.h>

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#include< conio.h>

Int main()

a. 12 bytes
b. 24 bytes
c. 48 bytes
d. 32 bytes

Question no.191

Using a segment of source code again by adding new functionalities with slight or no modification is termed as _____

a. Code efficiency
b. Code reusability
c. Code notification
d. Code compatibility

Question no.192

A matrix can be composed of ints, floats or doubles as their elements. Best way is to handle this_____

a. Wrire a separate class to handle each
b. Use templates
c. Use strings to store all types
d. None of the given option

Question no.193

When a call user defined function finishes, the variable defined inside the function is still in existence.

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a. True
b. false

Question no. 194

Within the statement **obj1 = obj2 ; *obj1*** will call the assignment operator function and ***obj2*** will be passed as an argument to function.

a. True
b. False

Question no.195

What is the sequence of events(s) when deallocating memory using delete operator?

a. Only block of memory is deallocated for object
b. Only destructor is called for objects
c. Memory is deallocated first before calling destructor
d. Destructor is called first before deallocating memory

Question no.196

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The second parameter of operator function for << and >> are objects of the class for which we are overloading these operator.

a. True
b. False

Question no.197

For which values of the integer_ value will be the following code becomes an infinite loop?

```
Int number=1;

While(true) {

Cout<< number;

If(number==3) break;

Number+= integer_ value: }
```

a. Any number other than 1 or 2
b. Only 0
c. Only 2
d. Only 1

Question no.198

Unary operator implemented as member function takes___ arguments whereas non-member function takes_____arguments.

a. New int (10)
b. New int [10]
c. Int new (10)
d. Int new [10]

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Question no.199

What will be the correct syntax to assign an array named ***arr*** of 5 elements to a pointer ***ptr***?

a. *ptr = arr;

b. Ptr = arr;
c. *ptr = arr[5];
d. Ptr = arr[5];

Question no.200

We can also do conditional compilation with preprocessor directive?

a. True
b. false

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