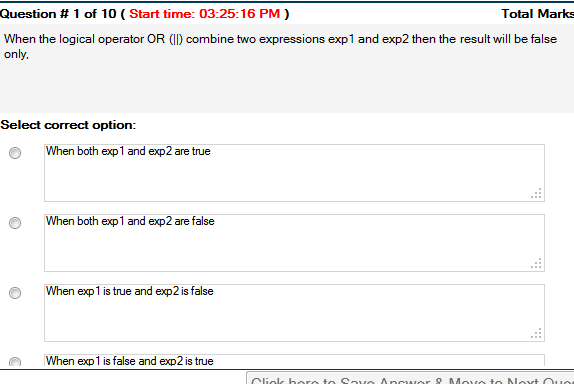
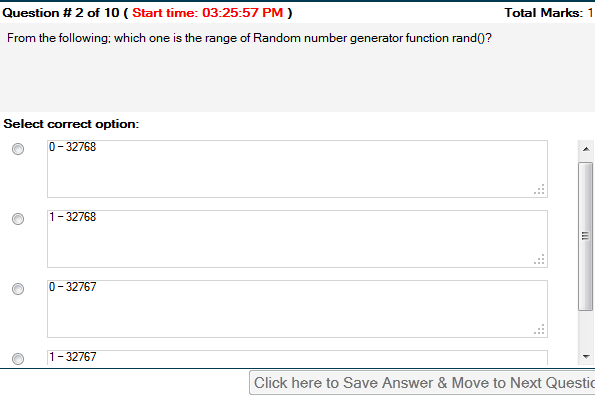
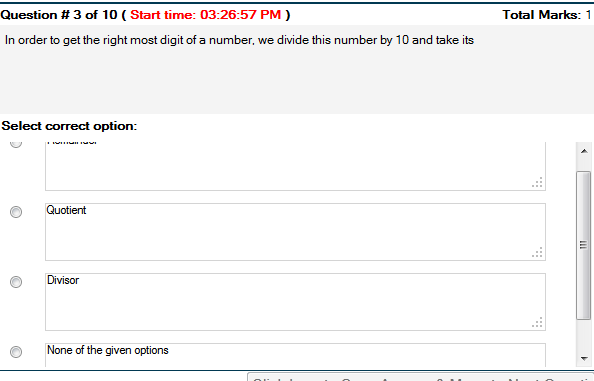
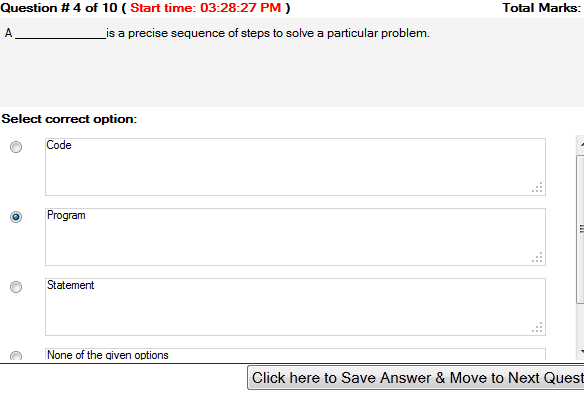
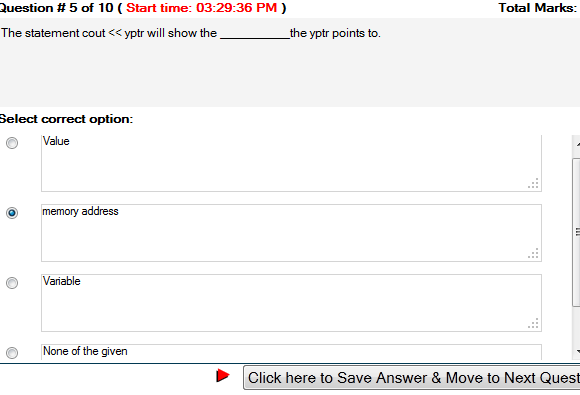
**CS201 Quiz No.01 Spring 2013**

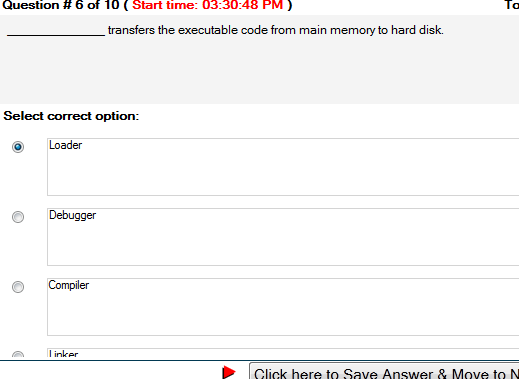


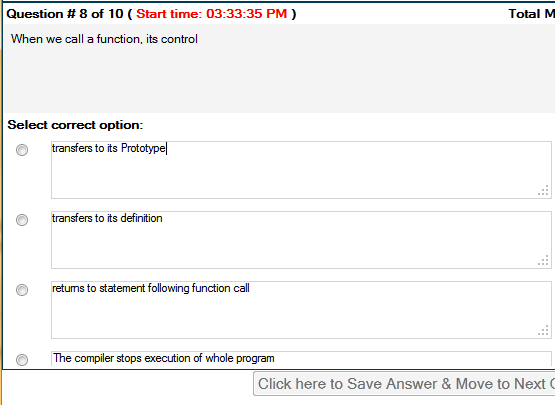


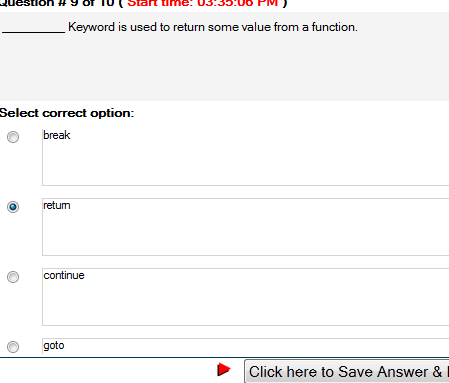




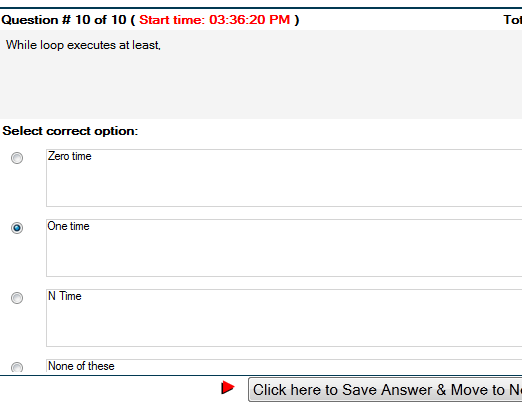








Not sure



**CS201 Introduction To Programming Solved MCQs from Quiz 2 November 30, 2013**

**Functions declared with the *\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_* specifier in a class member list are called friend functions of that class.**   
protected   
private  
public   
**friend**

Functions declared with the friend specifier in a class member list are called *friend functions* of that class. Classes declared with the friend specifier in the member list of another class are called *friend classes* of that class.

**Public or private keywords can be *\_\_\_\_\_\_\_\_\_\_\_\_***  
  
written only for once in the class or structure declaration   
**written multiple times in the class or structure declaration**  
written only twice in the class declaration   
written outside the class

good practice is to write **public**or **private**keywords only once in the class or structure declaration, though there is no syntactical or logical problem in writing them multiple times.

**The friend keyword provides access *\_\_\_\_\_\_\_\_\_\_\_\_\_*.**  
**in one direction only**  
in two directions   
to all classes   
to the data members of the friend class only

The *friend*keyword provides access in one direction only. This means that while *OtherClass*is a friend of *ClassOne*, the reverse is not true.  
  
**References cannot be uninitialized. Because it is impossible to *\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_***

reinitialize a pointer   
**reinitialize a reference**initialize a NULL pointer   
cast a pointerReferences cannot be uninitialized. Because it is impossible to reinitialize a reference,

**new operator can be used for \_\_\_\_\_\_\_\_\_\_\_\_\_\_.**only integer data type  
only char and integer data types  
**integer , float, char and double data types**dot operator  
Similarly, new operator can be used for other data types like char, float and double etc.

**The destructor is used to \_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

allocate memory  
**deallocate memory**create objects  
allocate static memory

**Reference is not really an address it is \_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

**a synonym**an antonym  
a value  
a number  
**Difference Between References and Pointers**  
The reference in a way keeps the address of the data entity. But it is not really an address it is a synonym,

**If we want to allocate memory to an array of 5 integers dynamically, the syntax will be \_\_\_\_\_\_\_\_\_\_\_\_\_.**

**int \*iptr ; iptr = new int[5] ;**

integer iptr\*\* ; iptr= new int[5]

int iptr ; iptr= int [5]

iptr= new[5]

**Memory allocated from heap or free store \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

can be returned back to the system automatically

can be allocated to classes only

cannot be returned back unless freed explicitly using malloc and realloc

**cannot be returned back unless freed explicitly using free and delete operators**

The memory allocated from **free store**or **heap**is a system resource and is not returned back to the system unless explicitly freed using **delete**or **free**operators.

**Operator overloading is to allow the same operator to be bound to more than one implementation, depending on the types of the \_\_\_\_\_\_\_\_\_.**

Compilers  
**Operands**Function names  
Applications

Operator overloading is to allow the same operator to be bound to more than one implementation, depending on the types of the operands.

**The operator to free the allocated memory using new operator is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

free  
del  
**delete**remove

The operator to free the allocated memory using new operator is delete. So whenever, we use new to allocate memory, it will be necessary to make use of ‘delete’ to deallocate the allocated memor

**My CS201 Solved Quiz No.2. 2013**

Question # 1 of 10 ( Start time: 02:17:54 PM )          Total Marks: 1

By default, the starting index of an array in C++ is \_\_\_\_\_\_\_.

Select correct option:

            2

            -1

**0**

            1

Question # 2 of 10 ( Start time: 02:19:01 PM )          Total Marks: 1

We can define a matrix as\_\_\_\_\_\_\_\_\_\_ array.

Select correct option:

            Sorted

            Unsorted

            Single dimensional

**Multi dimensional**

Question # 3 of 10 ( Start time: 02:19:52 PM )          Total Marks: 1

We can access a global variable \_\_\_\_\_\_\_\_\_\_\_

Select correct option:

            From the functions only

            From the loops only

            From the main() function only

**From anywhere in the program**

Question # 4 of 10 ( Start time: 02:21:00 PM )          Total Marks: 1

A function’s prototype is written \_\_\_\_\_\_\_\_\_\_the function call.

Select correct option:

            After

**Before**

            With

            At the end of

Question # 5 of 10 ( Start time: 02:22:23 PM )          Total Marks: 1

Which of the function call is call by value for the following function prototype? float add(int);

Select correct option:

            add(&x);

**add(x);**

            add(int x);

            add(\*x);

Question # 6 of 10 ( Start time: 02:23:22 PM )          Total Marks: 1

+= , \*= , /= , etc are called,

Select correct option:

            Assignment operators

            Logical operator

**Compound assignment operator**

            Unary operator

Question # 7 of 10 ( Start time: 02:24:02 PM )          Total Marks: 1

What is the output of the following code if the 2nd case is true switch (var) { case ‘a’: cout”apple”endl; case ‘b’: cout”banana”endl; case ‘m’: cout”mango”endl; default: cout”any fruit”endl; }

Select correct option:

**banana**

            banana any fruit

            banana mango anyfruit

            none of the above

Question # 8 of 10 ( Start time: 02:25:00 PM )          Total Marks: 1

In C/C++, by default arguments are passed by \_\_\_\_\_\_\_ to a function.

Select correct option:

            Reference

**Value**

            Size

            Data

Question # 9 of 10 ( Start time: 02:25:19 PM )          Total Marks: 1

What will be the value of ‘a’ and ‘b’ after executing the following statements? int a = 9; int b = a++; cout/p>

Select correct option:

**10,9**

 9,10

            9,9

            10,10

Question # 10 of 10 ( Start time: 02:26:43 PM )        Total Marks: 1

What is the output of the following code if the 3rd case is true switch (var) { case ‘a’: cout”apple”endl; case ‘b’: cout”banana”endl; case ‘m’: cout”mango”endl; default: cout”any fruit”endl; }

Select correct option:

**mango**

            mango any fruit

            apple

            none of the above

**CS201 Quiz No 2 December 3, 2013**

\_\_\_\_\_\_\_\_\_\_ operator is used to pass the address of a variable in call by reference method.  
**&**

In C++, what will be the highest index of the following array? int array[15];  
**15**

For breaking complex problems into smaller pieces we use \_\_\_\_\_\_\_.  
**Functions**

Function prototype is written,  
**Before the return statement in main**

When we call a function, its control  
**The compiler stops execution of whole program**

+= , \*= , /= , etc are called,  
**Compound assignment operator**

What will be the result of the expression k = ++m; if initially k = 0 and m = 5?  
**0**

By default, the starting index of an array in C++ is \_\_\_\_\_\_\_.  
**0**

What will be the size of the following character array? char name[] = “Adeel”;  
**5**

\_\_\_\_\_\_\_\_\_statement is used to terminate the processing of a particular case and exit from switch structure.  
**continue**

Quiz No. 02 Fall 2013

