1. Where is the derived class is derived from?
   a) derived
   b) base
   c) both a & b
   d) None of the mentioned

   **Answer:** b

2. What is the output of this program?

   ```cpp
   #include<iostream>
   using namespace std;
   class X {
     int m;
     public:
     X() : m(10) {
     }
     X(int mm) : m(mm) {
     }
     int getm() {
       return m;
     }
   }
   ```
17.   
18.    class Y : public X 
19.    { 
20.       int n; 
21.    public: 
22.       Y(int nn) : n(nn) {} 
23.       int getn() { return n; } 
24.    }; 
25.    int main() 
26.    { 
27.       Y yobj( 100 ); 
28.       cout << yobj.getm() << " " << yobj.getn() << endl; 
29.    }

a) 10 100 
b) 100 10 
c) 10 10 
d) 100 100 

Answer:a

3. What is the output for the following program?

1.   #include <iostream> 
2.   using namespace std; 
3.   int main () 
4.    { 
5.       cout << (3 > 4 && 3 > 1) << endl; 
6.       return 0; 
7.    }

a) 0 
b) 1 
c) error 
d) it will compile but not run
4. What are the values of a and b?

```cpp
int a = false
bool b = 99
```

a) 1, true 
b) 1, false  
c) 0, true 
d) 0, false 

Answer: c

5. What will be the output of this program?

```cpp
#include <iostream>
using namespace std;
int main()
{
    cout << '112';
    return 0;
}
```

a) A 
b) N 
c) J 
d) I 

Answer: c

6. What is the range of the unsigned char type?

a) -127 to 128 
b) 0 to 128
c) 0 to 254
d) 0 to 255

**Answer:d**

7. What do 1024UL and 4Lu represent?

a) unsigned long and long respectively
b) long and unsigned long respectively
c) both unsigned long
d) both long

**Answer:c**

8. What will be the output of this program?

```
#include <iostream>
using namespace std;
int i;
void increment( int i )
{
    i++;
}
int main()
{
    for (i = 0; i < 10; increment(i))
    {
        cout << i;
    }
    return 0;
}
```

a) 0123456789
b) 0000000000
c) 123456789
d) the program will loop continu
9. Which of the following is not one of the sizes of the floating point types?

a) short float  
b) float  
c) long double  
d) double

Answer: a

10. What is the output of this program?

```cpp
#include <iostream>
using namespace std;
int main()
{
    float f1 = 0.5;
    double f2 = 0.5;
    if (f1 == 0.5f)
        cout << "equal";
    else
        cout << "not equal";
    return 0;
}
```

a) equal  
b) not equal  
c) compile time error  
d) runtime error

Answer: a

11. It is guaranteed that a ____ has atleast 8bits and a ____ has atleast 16 bits.

a) int, float  
b) char, int  
c) bool, char  
d) char, short
12. What is the output of the following program?

```cpp
#include <iostream>
using namespace std;
int main()
{
    int a = 5;
    float b;
    cout << sizeof(++a + b);
    cout << a;
    return 0;
}
```

a) 2 6
b) 4 6
c) 2 5
d) 4 5

Answer:d

13. The size of an object or a type can be determined using which operator?

a) malloc
b) sizeof
c) malloc
d) calloc

Answer:b

14. What does the following statement mean?

```cpp
void a;
```

a) variable a is of type void
b) a is an object of type void
c) declares a variable with value a

d) flags an error

**Answer:** d

15. Which of the following will not return a value?

a) null
b) void
c) empty
d) free

**Answer:** b

16. In which type does the enumerators are stored by the compiler?

a) string
b) integer
c) float
d) none of the mentioned

**Answer:** b

17. What is output of the this program?

```
1. #include <iostream>
2. using namespace std;
3. int main()
4. {
5.     int i;
6.     enum month {
7.         JAN = 1, FEB, MAR, APR, MAY, JUN, JUL,
8.                     AUG, SEP, OCT, NOV, DEC
9.     };
10.    for (i = MAR; i <= NOV; i++)
11.        cout << i;
```
11. return 0;
12. }

a) 01234567891011
b) 123456789101112
c) 34567891011
d) 123456789

**Answer:** c

18. Choose the correct option.

```c
extern int i;
int i;
```

a) both 1 and 2 declare i
b) 1 declares the variable i and 2 defines i
c) 1 declares and defines i, 2 declares i
d) 1 declares i, 2 declares and defines i

**Answer:** d

19. Which one of the following is not a possible state for a pointer.

a) hold the address of the specific object
b) point one past the end of an object
c) zero
d) point to a tye

**Answer:** d

20. The correct statement for a function that takes pointer to a float, a pointer to a pointer to a char and returns a pointer to a pointer to a integer is

a) int **fun(float**, char**)
b) int *fun(float*, char*)
c) int ***fun(float*, char**)
d) int ***fun(*float, **char)
21. What is the output of this program?

```cpp
#include <iostream>
using namespace std;
int main()
{
   int a = 5, b = 10, c = 15;
   int *arr[] = {&a, &b, &c};
   cout << arr[1];
   return 0;
}
```

a) 5  
b) 10  
c) 15  
d) it will return some random number

Answer: d

22. Which of the following correctly declares an array?

a) int array[10];
b) int array;
c) array[10];
d) array array[10];

Answer: a

23. What is a array?

a) An array is a series of elements of the same type in contiguous memory locations  
b) An array is a series of element  
c) An array is a series of elements of the same type placed in non-contiguous memory locations  
d) None of the mentioned

Answer: a

24. Which of the following gives the memory address of the first element in array?

a) array[0];
b) array[1];
c) array(2);
d) array;

**Answer:** d

25. What will be the output of this program?

```c
#include <stdio.h>
using namespace std;
int main ()
{
    int array[] = {0, 2, 4, 6, 7, 5, 3};
    int n, result = 0;
    for (n = 0 ; n < 5 ; n++) {
        result += array[n];
    }
    cout << result;
    return 0;
}
```

a) 25
b) 26
c) 27
d) None of the mentioned

**Answer:** c

26. What is the output of this program?

```c
#include <stdio.h>
using namespace std;
int main()
{
    char str[5] = "ABC";
    cout << str[3];
    cout << str;
    return 0;
}
```
27. What is size of generic pointer in c?

a) 0  
b) 1  
c) 2  
d) Null

Answer:c

28. What is the output of this program?

```c
#include <iostream>
#define std
int main()
{
    int arr[] = {4, 5, 6, 7};
    int *p = (arr + 1);
    cout << *p;
    return 0;
}
```

a) 4  
b) 5  
c) 6  
d) 7

Answer:b

29. What is the output of this program?
1. #include <iostream>
2. using namespace std;
3. int main()
4. {
5.    int arr[] = {4, 5, 6, 7};
6.    int *p = (arr + 1);
7.    cout << *arr + 9;
8.    return 0;
9. }

a) 12
b) 5
c) 13
d) error

Answer: c

30. What are the parts of the literal constants?

a) integer numerals
b) floating-point numerals
c) strings and boolean values
d) all of the mentioned

Answer: d

31. Regarding following statement which of the statements is true?

const int a = 100;

a. Declares a variable a with 100 as its initial value
b. Declares a construction a with 100 as its initial value
c. Declares a constant a whose value will be 100
d. Constructs an integer type variable with a as identifier and 100 as value

Answer: c

32. What is the output of this program?

1. #include <iostream>
2. using namespace std;
3. #define PI 3.14159
4. int main ()
5.  
6.      float r = 2;
7.      float circle;
8.      circle = 2 * PI * r;
9.      cout << circle;
10.     return 0;
11.  }

a) 12.566  
b) 13.566  
c) 10  
d) compile time error

**Answer:** a

### 33. Identify the incorrect statement

a) reference is the alternate name of the object  
b) A reference value once defined can be reassigned  
c) A reference value once defined cannot be reassigned  
d) none of the mentioned

**Answer:** c

### 34. What is the output of this program?

```cpp
1. #include <iostream>
2. using namespace std;
3. void print (char * a)
4. {
5.      cout << a << endl;
6. }
7. int main ()
8. {
9.      const char * a = "Hello world";
10.     print(const_cast<char *>(a));
11.     return 0;
12. }
```

a) Hello world  
b) Hello

**Answer:** a
35. When does the void pointer can be dereferenced?

a) when it doesn’t point to any value  
b) when it cast to another type of object  
c) using delete keyword  
d) none of the mentioned  

Answer: b

36. A void pointer cannot point to which of these?

a) methods in c++  
b) class member in c++  
c) both a & b  
d) none of the mentioned  

Answer: b

37. What is the output of this program?

```cpp
#include <iostream>
using namespace std;
int func(void *Ptr);
int main()
{
    char *Str = "abcdefghij";
    func(Str);
    return 0;
}
int func(void *Ptr)
{
    cout << Ptr;
    return 0;
}
```

a) abcdef  
b) abcdefghij
c) compile time error
d) runtime error

Answer:c

38. What will happen when the structure is declared?

a) it will not allocate any memory
b) it will allocate the memory
c) it will be declared and initialized
d) none of the mentioned

Answer:a

39. Which of the following is a properly defined structure?

a) struct {int a;}
b) struct a_struct {int a;}
c) struct a_struct int a;
d) struct a_struct {int a;};

Answer:d

40. What is the output of this program?

```cpp
#include <iostream>
#include <string.h>
using namespace std;
int main()
{
    struct student {
        int num;
        char name[25];
    };
    student stu;
    stu.num = 123;
    strcpy(stu.name, "John");
    cout << stu.num << endl;
    cout << stu.name << endl;
    return 0;
```
16. }

a) 123  
   john
b) john  
   john
c) compile time error
d) none of the mentioned

**Answer:** a

41. What is the output of this program?

```cpp
#include <iostream>
using namespace std;

int main ()
{
    int x, y;
    x = 5;
    y = ++x * ++x;
    cout << x << y;
    x = 5;
    y = x++ * ++x;
    cout << x << y;
    return 0;
}
```

a) 749736  
b) 736749  
c) 367497  
d) none of the mentioned

**Answer:** a

42. What is the use of dynamic_cast operator?

a) it converts virtual base class to derived class  
b) it converts virtual base object to derived objects
c) it will convert the operator based on precedence

d) None of the mentioned

**Answer:** a

43. What is the output of this program?

```cpp
1. #include <iostream>
2. using namespace std;
3. int main()
4. {
5.     int a = 5, b = 6, c;
6.     c = (a > b) ? a : b;
7.     cout << c;
8.     return 0;
9. }
```

a) 6
b) 5
c) 4
d) 7

**Answer:** a

44. How many sequence of statements are present in C++?

a) 4
b) 3
c) 5
d) 6

**Answer:** c

45. Which looping process is best used when the number of iterations is known?

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

**Answer:** b

46. What is the output of this program?
1. #include <iostream>
2. using namespace std;
3. int main ()
4. {
5.       int n;
6.     for (n = 5; n > 0; n--)
7.     {
8.         cout << n;
9.         if (n == 3)
10.            break;
11.       }
12.     return 0;
13. }

a) 543  
b) 54  
c) 5432  
d) 53

Answer:a

47. To which does the function pointer point to?

a) variable  
b) constants  
c) function  
d) absolute variables

Answer:c

48. What is the output of this program?
10. \( n = \&\text{func}; \)
11. \((n)(2);\)
12. \(n(2);\)
13. \(\text{return 0;}\)
14. \}

a) 2  
b) 20  
c) 21  
d) 22

**Answer:** d

49. which of the following can be passed in function pointers?

a) variables  
b) data types  
c) functions  
d) none of the mentioned

**Answer:** c

50. What is meaning of following declaration?

\[
\text{int(*ptr[5])();}
\]

a) ptr is pointer to function.  
b) ptr is array of pointer to function.  
c) ptr is pointer to such function which return type is array.  
d) ptr is pointer to array of function.

**Answer:** b

51. What is the output of this program?

1. ```
#include <iostream>
```
2. ```
using namespace std;
```
3. `int func (int a, int b)`
4. {
5.     cout << a;
6.     cout << b;
7.     return 0;
8. }
9. `int main(void)`
10. {
11.     int (*ptr)(char, int);
12.     ptr = func;
13.     func(2, 3);
14.     ptr(2, 3);
15.     return 0;
16. }

a) 2323
b) 232
c) 23
d) compile time error

**Answer:** d

52. Which keyword is used to define the macros in C++?

a) macro
b) define
c) #define
d) none of the mentioned

**Answer:** c

53. What is the mandatory preprocessor directive for C++?

a) #define
b) #include
c) #undef
d) none of the mentioned
54. What is the output of this program?

```cpp
1. #include <iostream>
2. using namespace std;
3. #define SquareOf(x) x * x
4. int main()
5. {
6.     int x;
7.     cout << SquareOf(x + 4);
8.     return 0;
9. }
```

a) 16  
b) 64  
c) compile time error  
d) none of the mentioned

Answer: d

55. What is the output of this program?

```cpp
1. #include <iostream>
2. using namespace std;
3. void Funct();
4. int main()
5. {
6.     try {
7.         Funct();
8.     }
9.     catch(double) {
10.        cerr << "caught a double type..." << endl;
11.     }
12.     return 0;
13. }
```
a) caught a double type
b) compile time error
c) abnormal program termination
d) none of the mentioned

**Answer:** c

56. What will happen when the handler is not found for exception?

a) Calls the standard library function terminate()
b) raise an error
c) executes the remaining block
d) none of the mentioned

**Answer:** a

57. Which one is used to refer to program elements in any translation units?

a) internal linkage
b) external linkage
c) no linkage
d) none of the mentioned

**Answer:** b

57. What is the use of no linkage?

a) make the entity visible to other programs
b) make the entity visible to other blocks in the same program.
c) make the entity visible only to that block

d) none of the mentioned

Answer:c

58. What is the output of this program?

```cpp
#include <iostream>
using namespace std;
class rect {
  int x, y;
  public:
    void val (int, int);
    int area ()
    {
      return (x * y);
    }
};
void rect::val (int a, int b)
{
  x = a;
  y = b;
}
int main ()
{
  rect rect;
  rect.val (3, 4);
  cout << "rect area: " << rect.area();
  return 0;
}
```

a) rect area: 12
b) rect area: 12

c) rect area: 24

d) none of the mentioned
59. When struct is used instead of the keyword class means, what will happen in the program?

a) access is public by default
b) access is private by default
c) access is protected by default
d) none of the mentioned

Answer: a

60. Pick out the correct statement.

a) A derived class’s constructor cannot explicitly invokes its base class’s constructor.
b) A derived class’s destructor cannot invoke its base class’s destructor.
c) A derived class’s destructor can invoke its base class’s destructor.
d) None of the mentioned

Answer: b

61. Which constructor will initialize the base class data member?

a) derived class
b) base class
c) class
d) None of the mentioned

Answer: b

62. Which is also called as abstract class?

a) virtual function
b) pure virtual function
c) derived class
d) None of the mentioned

Answer: b

63. What is the output of this program?

```cpp
#include <iostream>
using namespace std;
class sample {
    public:
        virtual void example() = 0;
};
class Ex1:public sample {
    public:
        void example()
        {
            cout << "ubuntu";
        }
};
class Ex2:public sample {
    public:
        void example()
        {
            cout << " is awesome";
        }
};
int main()
{
    sample* arra[2];
    Ex1 e1;
    Ex2 e2;
    arra[0]=&e1;
    arra[1]=&e2;
    arra[0]->example();
```
64. What is meant by pure virtual function?

a) Function which does not have definition of its own.
b) Function which does have definition of its own.
c) Function which does not have any return type.
d) None of the mentioned

Answer: a

65. What is meant by polymorphism?

a) class having many forms
b) class having only single form
c) class having two forms
d) none of the mentioned

Answer: a

66. What is the output of this program?

```cpp
#include <iostream>
using namespace std;

class poly
{
  protected:
    int width, height;
};
```
public:

void set_values(int a, int b)
{
    width = a; height = b;
}

};
class Coutput
{
    public:
        public:
            void output(int i);
    };
void Coutput::output(int i)
{
    cout << i;
}

class rect:public poly, public Coutput
{
    public:
        int area()
        {
            return (width * height);
        }
    };
class tri:public poly, public Coutput
{
    public:
        int area()
        {
            return (width * height / 2);
        }
    }

int main()
{
    rect rect;
    tri trgl;
    rect.set_values(3, 4);
    trgl.set_values(4, 5);
    rect.output(rect.area());
    trgl.output(trgl.area());
46. return 0;
47. }

a) 1212  
b) 1210  
c) 1010  
d) none of the mentioned

**Answer:** b

67. What does derived class does not inherit from the base class?

a) constructor and destructor  
b) friends  
c) operator = () members  
d) all of the mentioned

**Answer:** d

68. Pick out the correct statement about string template.

a) It is used to replace a string.  
b) It is used to replace a string with another string at runtime.  
c) It is used to delete a string.  
d) none of the mentioned

**Answer:** b

69. What is the output of this program?

```cpp
#include <iostream>
using namespace std;

template <typename T, typename U>
void squareAndPrint(T x, U y) {
    T result;
```
7.    U otherVar;
8.    cout << x << x * x << endl;
9.    cout << y << " " << y * y << endl;
10.   }
11.   int main()
12.   {
13.       int ii = 2;
14.       float jj = 2.1;
15.       squareAndPrint<int, float>(ii, jj);
16.   }

a) 23
2.1 4.41
b) 24
2.1 4.41
c) 24
2.1 3.41
d) none of the mentioned

Answer:b

70. What is the use of the ‘finally’ keyword?

a) It used to execute at the starting of the program
b) It will be executed at the end of the program even if the exception arised.
c) Both a & b
d) none of the mentioned

Answer:b

71. What is the output of this program?
5. try
6. {
7.    throw 20;
8. }
9. catch (int e)
10. {
11.    cout << "An exception occurred " << e << endl;
12. }
13. return 0;
14. }

a) 20
b) An exception occurred
c) error
d) An exception occurred 20

Answer:d

72. What is the output of this program?

1. #include <iostream>
2. #include <exception>
3. using namespace std;
4. int main ()
5. {
6.    try
7.    {
8.        int* myarray = new int[1000];
9.        cout << "allocated";
10.    }
11.    catch (exception& e)
12.    {
13.        cout << "Standard exception: " << e.what() << endl;
14.    }
15.    return 0;
16. }
a) allocated
b) Standard exception
c) Depends on the memory
d) error

**Answer:** c

73. **How do define the user-defined exceptions?**

a) inheriting and overriding exception class functionality.
b) overriding class functionality.
c) inheriting class functionality
d) none of the mentioned

**Answer:** a

74. **What will happen when introduce the interface of classes in a run-time polymorphic hierarchy?**

a) Separation of interface from implementation
b) Merging of interface from implementation
c) Separation of interface from debugging
d) None of the mentioned

**Answer:** a

75. **What is the output of this program?**

```cpp
#include <iostream>
#include <string>
using namespace std;
int main()
{
    string s = "a long string";
    s.insert(s.size() / 2, " * ");
    cout << s << endl;
}
```
9. return 0;
10. }

a) a long* string
b) a long st*ring
c) Depends on compiler
d) None of the mentioned

Answer: c

76. What is meant by multiple inheritance?

a) Deriving a base class from derived class
b) Deriving a derived class from base class
c) Deriving a derived class from more than one base class
d) None of the mentioned

Answer: c

77. What is the output of this program?

```cpp
#include <iostream>
using namespace std;
struct a
{
    int count;
};
struct b
{
    int* value;
};
struct c: public a, public b
{
};
ext a, b, c;
int main()
{
    a.count = 10;
    b.value = &c;
    c* p = new c;
    // Output: 10
}```
17.        p->value = 0;
18.        cout << "Inherited";
19.        return 0;
20.    }

a) Inherited
b) Error
c) Runtime error
d) None of the mentioned

**Answer:** a

78. Which design patterns benefit from the multiple inheritance?

a) Adapter and observer pattern
b) Code pattern
c) Glue pattern
d) None of the mentioned

**Answer:** a

79. In which type of storage location does the vector members are stored?

a) Contiguous storage locations
b) Non-contiguous storage locations
c) Both a & b
d) None of the mentioned

**Answer:** a

80. What is the output of this program?

1.    #include <iostream>
2.    #include <vector>
3.    using namespace std;
4.    int main ()

17.        p->value = 0;
18.        cout << "Inherited";
19.        return 0;
20.    }
5. 
6.  
7.  
8.  
9.  
10.  
11.  
12.  
13.  

a) Size of a 0
Size of b 3
b) Size of a 3
Size of b 5
c) Error
d) None of the mentioned

Answer:a

81. Pick out the correct statement about vector.

a) vector values (5)
b) vector values (5)
c) vector (5)
d) None of the mentioned

Answer:a

82. What is the output of this program?

1. #include <iostream>
2. #include <vector>
3. using namespace std;
4. int main ()
5. {
6.    vector<int> first;
7.    first.assign (7,100);
8.    vector<int>::iterator it;
9.    it=first.begin()+1;
10.   int myints[] = (1776,7,4);
11.   cout << int (first.size()) << 'n';
12.   return 0;
13. }

a) 10
b) 9
c) 8
d) 7

Answer:d

83. What is the output of this program?

1. #include <iostream>
2. #include <functional>
3. #include <algorithm>
4. using namespace std;
5. int main ()
6. {
7.    int numbers[] = {3, -4, -5};
8.    transform ( numbers, numbers + 5, numbers, 
                negate<int>());
9.    for (int i = 0; i < 3; i++)
10.       cout << numbers[i] << " ";
11. }

a) -3
b) 3 4 5
c) 3 -4 5
d) -3 4 5
84. Which are instances of a class with member function operator() when it is defined?

a) function objects
b) member
c) methods
d) none of the mentioned

Answer: a

85. Which function is used to return the minimum element in the range?

a) min
b) minimum
c) min_element
d) None of the mentioned

Answer: c

86. What is the output of this program?

```cpp
#include <iostream>
#include <algorithm>
using namespace std;
bool myfn(int i, int j) {
    return i < j;
}
int main () {
    int myints[ ] = {3, 7, 2, 5, 6, 4, 9};
    cout << *min_element(myints, myints + 7, myfn) << '\n';
```
```cpp
12. cout << *max_element(myints, myints + 7, myfn) << '\n';
13. return 0;
14. }
```

a) 2 9  
b) 2 7  
c) 3 9  
d) 3 5  

**Answer:** a

**87. Which keyword is used to declare the min and max functions?**

a) iostream  
b) string  
c) algorithm  
d) None of the mentioned  

**Answer:** c

**88. Pick out the correct statement about permutation.**

a) If the function can determine the next higher permutation, Returns false.  
b) If the function can determine the next higher permutation, Returns true.  
c) If the function can’t determine the next higher permutation, Returns true.  
d) None of the mentioned  

**Answer:** b

**89. What is the output of this program?**

```cpp
1. #include <iostream>  
2. #include <vector>  
3. #include <algorithm>  
4. using namespace std;
```
5. `void show(const vector<int>& vi)`
6. {
7.     for (size_t i = 0; i < vi.size(); ++i)
8.         cout << vi[i];
9.     cout << endl;
10. }
11. int main()
12. {
13.     vector<int> vi;
14.     vi.push_back(3);
15.     vi.push_back(5);
16.     vi.push_back(5);
17.     sort(vi.begin(), vi.end());
18.     show(vi);
19.     while (next_permutation(vi.begin(), vi.end()))
20.         show(vi);
21.     return 0;
22. }

a) 355  
b) 535  
c) 553  
d) All of the mentioned

**Answer:** d

90. What is the header file for vector permutation?

a) vector_permutation.h  
b) vector_perm  
c) vector_perm.h  
d) vector_permutation

**Answer:** c

91. Which is an instantiation of the basic_string class template?
a) Character
b) String class
c) Memory
d) None of the mentioned

Answer:b

92. How does the strings are stored in the memory?

a) Contiguous
b) Non-contiguous
c) Null
d) All of the mentioned

Answer:a

93. What is the output of this program?

```cpp
#include <iostream>
#include <string>
using namespace std;

int main ()
{

    string str ("Test string");
    for ( string :: iterator it = str.begin(); it != 5; ++it)
        cout << *it;

    return 0;
}
```

a) Test
b) string
c) Test string
d) Error

Answer:d
94. What is the output of this program?

```
1. #include <iostream>
2. #include <string>
3. using namespace std;
4. int main ()
5. {
6.     string str ("Steve jobs");
7.     cout << str.length();
8.     return 0;
9. }
```

a) 8  
b) 10  
c) 12  
d) 9

**Answer:** b

95. Which header file is used for reading and writing to a file?

a) #include  
b) #include  
c) #include  
d) None of the mentioned

**Answer:** b

96. Which one is always faster in writing on C++?

a) Writing to a file  
b) Writing to memory  
c) Reading from the network  
d) None of the mentioned

**Answer:** b
97. What will act as an intermediate between i/o operations and physical file?

a) Memory  
b) Ram  
c) Stream buffer  
d) None of the mentioned

Answer: c

98. What is the output of this program in the file?

```c
#include <stdio.h>
int main ()
{
    freopen ("myfile.txt", "w", stdout);
    printf ("This sentence is redirected to a file");
    fclose (stdout);
    return 0;
}
```

a) This sentence  
b) This sentence is redirected  
c) This sentence is redirected to a file  
d) None of the mentioned

Answer: c

99. Which of the following is used to implement the c++ interfaces?

a) absolute variables  
b) abstract classes  
c) constant variables  
d) none of the mentioned

Answer: b
100. Identify the correct statement.

a) c++ does not have built-in interfaces
b) c++ does have built-in interfaces
c) c++ have no cocept of interfaces
d) none of the mentioned

Answer:a