



## C++ Aptitude Questions Paper With Solutions

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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?

```
1.     #include<iostream>
2.     using namespace std;
3.     class X
4.     {
5.         int m;
6.     public:
7.         X() : m(10)
8.         {
9.         }
10.        X(int mm) : m(mm)
11.        {
12.        }
13.        int getm()
14.        {
15.            return m;
16.        }
```

```

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

**Answer:a**

**4. What are the values of a and b?**

```
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?**

```
1.     #include <iostream>
2.     using namespace std;
3.     int main()
4.     {
5.         cout << '112';
6.         return 0;
7.     }
```

- 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?

```
1.     #include <iostream>
2.     using namespace std;
3.     int i;
4.     void increment( int i )
5.     {
6.         i++;
7.     }
8.     int main()
9.     {
10.         for (i = 0; i < 10; increment( i ))
11.         {
12.             cout << i;
13.         }
14.         return 0;
15.     }
```

- a) 0123456789
- b) 0000000000
- c) 123456789
- d) the program will loop continus

**Answer:d**

**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?**

```
1.     #include <iostream>
2.     using namespace std;
3.     int main()
4.     {
5.         float f1 = 0.5;
6.         double f2 = 0.5;
7.         if (f1 == 0.5f)
8.             cout << "equal";
9.         else
10.            cout << "not equal";
11.         return 0;
12.     }
```

- 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

Answer:d

12. What is the output of the following program?

```
1.     #include <iostream>
2.     using namespace std;
3.     int main()
4.     {
5.         int a = 5;
6.         float b;
7.         cout << sizeof(++a + b);
8.         cout << a;
9.         return 0;
10.    }
```

- 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?

**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.**

```
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)



**Answer:c**

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

```
1.     #include <iostream>
2.     using namespace std;
3.     int main()
4.     {
5.         int a = 5, b = 10, c = 15;
6.         int *arr[ ] = {&a, &b, &c};
7.         cout << arr[1];
8.         return 0;
9.     }
```

- 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 the this program?**

```
1.     #include <stdio.h>
2.     using namespace std;
3.     int main ()
4.     {
5.         int array[] = {0, 2, 4, 6, 7, 5, 3};
6.         int n, result = 0;
7.         for (n = 0 ;n < 5 ;n++) {
8.             result += billy[n];
9.         }
10.        cout << result;
11.        return 0;
12.    }
```

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

**Answer:c**

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

```
1.     #include <stdio.h>
2.     using namespace std;
3.     int main()
4.     {
5.         char str[5] = "ABC";
6.         cout << str[3];
7.         cout << str;
8.         return 0;
9.     }
```

- a) ABC
- b) ABCD
- c) AB
- d) None of the mentioned

**Answer:a**

**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?**

```
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 << *p;
8.      return 0;
9.  }
```

- 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?

```
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

- c) world
- d) compile time error

**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?

```
1.     #include <iostream>
2.     using namespace std;
3.     int func(void *Ptr);
4.     int main()
5.     {
6.         char *Str = "abcdefghij";
7.         func(Str);
8.         return 0;
9.     }
10.    int func(void *Ptr)
11.    {
12.        cout << Ptr;
13.        return 0;
14.    }
```

- 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?

```
1.     #include <iostream>
2.     #include <string.h>
3.     using namespace std;
4.     int main()
5.     {
6.         struct student {
7.             int num;
8.             char name[25];
9.         };
10.        student stu;
11.        stu.num = 123;
12.        strcpy(stu.name, "John");
13.        cout << stu.num << endl;
14.        cout << stu.name << endl;
15.        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?

```
1.      #include <iostream>
2.      using namespace std;
3.      int main ()
4.      {
5.          int x, y;
6.          x = 5;
7.          y = ++x * ++x;
8.          cout << x << y;
9.          x = 5;
10.         y = x++ * ++x;
11.         cout << x << y;
12.         return 0;
13.     }
```

- 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?**

```
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?**

```

1.     #include <iostream>
2.     using namespace std;
3.     void func(int x)
4.     {
5.         cout << x ;
6.     }
7.     int main()
8.     {
9.         void (*n) (int);

```

```
10.         n = &func;
11.         (*n) ( 2 );
12.         n( 2 );
13.         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?**

**`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

**Answer:b**

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

```
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?**

```
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.    }
```

```
14.     void Funct()  
15.     {  
16.         throw 3;  
17.     }
```

- 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?**

```
1.  #include <iostream>
2.  using namespace std;
3.  class rect
4.  {
5.      int x, y;
6.  public:
7.      void val (int, int);
8.      int area ()
9.      {
10.         return (x * y);
11.     }
12. };
13. void rect::val (int a, int b)
14. {
15.     x = a;
16.     y = b;
17. }
18. int main ()
19. {
20.     rect rect;
21.     rect.val (3, 4);
22.     cout << "rect area: " << rect.area();
23.     return 0;
24. }
```

- a) rect area:12
- b) rect area: 12
- c) rect area:24
- d) none of the mentioned

**Answer:b**

**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?

```
1.     #include <iostream>
2.     using namespace std;
3.     class sample
4.     {
5.         public:
6.         virtual void example() = 0;
7.     };
8.     class Ex1:public sample
9.     {
10.        public:
11.        void example()
12.        {
13.            cout << "ubuntu";
14.        }
15.    };
16.    class Ex2:public sample
17.    {
18.        public:
19.        void example()
20.        {
21.            cout << " is awesome";
22.        }
23.    };
24.    int main()
25.    {
26.        sample* arra[2];
27.        Ex1 e1;
28.        Ex2 e2;
29.        arra[0]=&e1;
30.        arra[1]=&e2;
31.        arra[0]->example();
```

```
32.         arra[1]->example();
33.     }
```

- a) ubuntu
- b) is awesome
- c) ubuntu is awesome
- d) None of the mentioned

**Answer:c**

#### **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?**

```
1.     #include <iostream>
2.     using namespace std;
3.     class poly
4.     {
5.         protected:
6.         int width, height;
```

```
7.     public:
8.     void set_values(int a, int b)
9.     {
10.         width = a; height = b;
11.     }
12. };
13. class Coutput
14. {
15.     public:
16.     void output(int i);
17. };
18. void Coutput::output(int i)
19. {
20.     cout << i;
21. }
22. class rect:public poly, public Coutput
23. {
24.     public:
25.     int area()
26.     {
27.         return(width * height);
28.     }
29. };
30. class tri:public poly, public Coutput
31. {
32.     public:
33.     int area()
34.     {
35.         return(width * height / 2);
36.     }
37. };
38. int main()
39. {
40.     rect rect;
41.     tri trgl;
42.     rect.set_values(3, 4);
43.     trgl.set_values(4, 5);
44.     rect.output(rect.area());
45.     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?**

```
1.     #include <iostream>
2.     using namespace std;
3.     template <typename T, typename U>
4.     void squareAndPrint(T x, U y)
5.     {
6.         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?

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

```

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?**

```
1.     #include <iostream>
2.     #include <string>
3.     using namespace std;
4.     int main()
5.     {
6.         string s = "a long string";
7.         s.insert(s.size() / 2, " * ");
8.         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?

```
1.     #include <iostream>
2.     using namespace std;
3.     struct a
4.     {
5.         int count;
6.     };
7.     struct b
8.     {
9.         int* value;
10.    };
11.    struct c : public a, public b
12.    {
13.    };
14.    int main()
15.    {
16.        c* p = new c;
```



```
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 ()
```

```

5.     {
6.         vector<int> a (3, 0);
7.         vector<int> b (5, 0);
8.         b = a;
9.         a = vector<int>();
10.            cout << "Size of a " << int(a.size()) <<
    '\n';
11.            cout << "Size of b " << int(b.size()) <<
    '\n';
12.            return 0;
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,
9.             negate<int>() );
10.        for (int i = 0; i < 3; i++)
11.            cout << numbers[i] << " ";

```

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

Answer:d

**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?**

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

```
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?**

```
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?**

```
1.     #include <iostream>
2.     #include <string>
3.     using namespace std;
4.     int main ()
5.     {
6.         string str ("Test string");
7.         for ( string :: iterator it = str.begin(); it
8.             != 5; ++it)
9.             cout << *it;
10.    }
```

- 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 a 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?**

```
1.     #include <stdio.h>
2.     int main ()
3.     {
4.         freopen ("myfile.txt", "w", stdout);
5.         printf ("This sentence is redirected to a
        file");
6.         fclose (stdout);
7.         return 0;
8.     }
```

- 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**