21CS382

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Question Paper Version : A

## Third Semester B.E./B.Tech. Degree Examination, Dec.2023/Jan.2024
## Programming in C++

Time: 1 hr.]

[Max. Marks: 50

## INSTRUCTIONS TO THE CANDIDATES

1. Answer all the **fifty** questions, each question carries one mark.

2. Use only **Black ball point pen** for writing / darkening the circles.

3. **For each question, after selecting your answer, darken the appropriate circle corresponding to the same question number on the OMR sheet.**

4. Darkening two circles for the same question makes the answer invalid.

5. **Damaging/overwriting, using whiteners** on the **OMR** sheets are strictly prohibited.

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1. The process of combining data and functional attributes of an entity is known as ____
   a) Class          b) Object          c) Inheritance          d) Encapsulation

2. ____ is an instance of a class.
   a) Object          b) Method          c) Function          d) All of these

3. When the objects of a class behave like a data type the class is known as ____
   a) Abstract data type  b) Method     c) Template          d) Function

4. ____ hides unnecessary things and reveals only those that the user needs to manipulate.
   a) Inheritance          b) Abstract          c) Polymorphism          d) Class

5. The idea of extending an already defined class is known as ____
   a) Polymorphism     b) Encapsulation     c) Inheritance          d) Abstraction

6. A class with no objects is called as ____
   a) Abstraction Class                    b) Inherited Class
   c) Arrived Class                        d) Friend Class

7. ____ is the ability of a single object to appear in many forms.
   a) Inheritance          b) Encapsulation     c) Abstraction          d) Polymorphism

8. ____ Polymorphism is related to functions that behave differently with set of arguments.
   a) Dynamic          b) Parametric          c) Adhoc          d) Both (a) & (b)

9. Function overloading is an example for ____
   a) Dynamic Polymorphism                  b) Parametric Polymorphism
   c) Adhoc Polymorphism                    d) Both (a) & (b)

10. Identify example for runtime Polymorphism.
   a) Adhoc     b) Dynamic     c) Parametric     d) Both (a) & (c)

11. _____ refer to the name of variables, functions, arrays , classes etc created by the programmer.
   a) Keywords     b) Constants     c) Identifiers     d) Strings

12. _____ refer the fixed values that do not change during execution of a program.
   a) Variable     b) Identifier     c) String     d) Constant

13. _____ operator can be used to uncover a hidden variable.
   a) Assignment     b) Relational     c) Arithmetic     d) Scope resolution

14. _____ expressions combine two or more relational expression and produces too type results.
   a) Logical     b) Constant     c) Pointer     d) Integral

15. The operator + = is called _____
   a) Assignment     b) Scope resolution
   c) Compound Assignment     d) Addition

16. In C++ , << is called _____
   a) Insertion operator     b) Extraction operator
   c) Scope resolution operator     d) Pointer to member declarator

17. Identify the invalid variable.
   a) a1     b) 1a     c) y     d) x

18. Following line in the program is an example for _____
   Float volume (float x, float y , float 2) ;
   a) Function definition    b) Function call    c) Function prototype    d) Both (a) & (b)

19. Identify the relational expression
   a) x < = y     b) x + y     c) 20 + 5 / 2.0     d) m * n - 5

20. _____ expressions produce address values.
   a) Integer     b) Pointer     c) Integral     d) Constant

21. _____ is a special member function whose task is to initialize the object of its class.
   a) Constructor     b) Destructor     c) Virtual function     d) Template

22. A constructor that accepts no parameters is called _____
   a) Default     b) Parameterized     c) Virtual     d) Single

23. _____ is used to destroy the objects that have been invalid.
   a) Constructor     b) Destructor     c) Virtual function     d) Class

24. The name of _____ member function is preceded by a tilde
   a) Constructor     b) Destructor     c) Abstract function     d) Virtual function

25. A derived class with only one base class is called ____
    a) Single Inheritance
    b) Multiple Inheritance
    c) Multilevel Inheritance
    d) Hybrid Inheritance

26. A class can inherit the attributes of two or more classes this is known as ____ inheritance.
    a) Single
    b) Multiple
    c) Multilevel
    d) Hybrid

27. The mechanism of deriving new class from an old one is called ____
    a) Inheritance
    b) Polymorphism
    c) Abstraction
    d) Encapsulation

28. In ____ inheritance combination of many inheritances are observed.
    a) Single
    b) Multiple
    c) Hybrid
    d) Multilevel

29. Identify the correct statement regarding to destructor.
    a) Destructor never takes any argument
    b) Destructor does not return any value
    c) Destructor is a member function
    d) All of these

30. In ____ Inheritance there is a single base class and multiple derived classes.
    a) Single
    b) Multiple
    c) Hierarchical
    d) Multilevel

31. The ____ class contains the details not needed for templatization.
    a) ios-base
    b) basic_ios
    c) basic_stream leaf
    d) basic_upstream

32. A file can be defined in ____ possible types.
    a) 1
    b) 2
    c) 3
    d) 4

33. If stream opens a file in ____ mode
    a) read
    b) write
    c) read_write
    d) append

34. fstream opens a file in ____ mode.
    a) read
    b) write
    c) read_write
    d) append

35. ____ function is useful for writing to files character by character.
    a) put ( )
    b) get ( )
    c) get c ( )
    d) string

36. ____ function is used to check the end of the file.
    a) write ( )
    b) read ( )
    c) get ( )
    d) off

37. ____ is useful for reading entire lines.
    a) getline ( )
    b) get ( )
    c) put ( )
    d) set ( )

38. ____ provides the mechanism to access the stream using lower level functions.
    a) basic_stream leaf
    b) basic_ostream
    c) basic_iostream
    d) basic_ios

39. ____ function is used without any arguments to close a file.
    a) put ( )
    b) get ( )
    c) close ( )
    d) write ( )

40. ____ function is used for reading files character by character.
    a) put ( )
    b) get ( )
    c) putchar ( )
    d) gets ( )

41. The errors that are caused by events beyond the control of the program are called as ___
    a) Synchronous exception
    b) Asynchronous exception
    c) Both (a) & (b)
    d) None of these

42. Exceptions are of _____ kinds.
    a) 1
    b) 2
    c) 3
    d) 4

43. Errors such as out of range index and overflow belongs to _____ exceptions.
    a) Synchronous
    b) Asynchronous
    c) Both (a) & (b)
    d) None of these

44. _____ is used to prepare a block of statements which may generate exceptions.
    a) Try
    b) Catch
    c) Throw
    d) Thrown

45. C++ provides mechanism for handling _____ exceptions.
    a) Synchronous
    b) Asynchronous
    c) Both (a) & (b)
    d) None of these

46. Taking corrective action means _____
    a) Handle the exception
    b) Hit the exception
    c) Throw the exception
    d) Catch the exception

47. C++ exception handling mechanism is basically built upon ____ keywords.
    a) 1
    b) 2
    c) 3
    d) 4

48. When an exception is thrown it will be caught by _____ statement associated with try block.
    a) catch
    b) try
    c) throw
    d) thrown

49. C++ exception handling mechanism is built upon following keywords.
    a) Try
    b) Throw
    c) Catch
    d) All of these

50. _____ block detects and throws an exception.
    a) Try
    b) Catch
    c) Both (a) & (b)
    d) None of these

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