



C++ Programming MCQs Test 1

This Test will cover complete C++ with very important questions, starting off from basics to advanced level.

Q. What is cfront ?

- A. cfront is the front end of a C compiler
- B. cfront is the pre-processor of a C compiler
- C. cfront is a tool that translates a C++ code to its equivalent C code
- D. None of the above

Correct Answer : OPTION C, is a tool that translates a C++ code to its equivalent C code

Q. The following program fragment _____.

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

int i = 10;
int main()
{
    int i = 20;
    {
        int i = 30;
        cout << i << ::i;
    }
    return 0;
}
```

- A. prints 3010
- B. prints 3020
- C. will results in a runtime error
- D. None of the above

Correct Answer : OPTION A, prints 3010. :: is basically meant to manipulate a global variable, in case a local variable also has the same name.

Q. Which of the following are procedural languages?

- A. Pascal
- B. Smalltalk
- C. C++
- D. C

Correct Answer : OPTION A, Pascal

Q. For the below defined function `abc` , Which of the following function calls is/are illegal? (Assume `h` , `g` are declared as integers)

```
void abc(int x=0, int y=0)
{
    cout << x<< y;
}
```

- A. `abc();`
- B. `abc(h);`
- C. `abc(h, h)`
- D. None of the above

Correct Answer : OPTION D, none of the above. Both the arguments are optional. All calls are legal.

Q. The following C++ code results in :

```
#include "iostream"
void main(void)
{
    cout << (int i=5) << (int j=6);
}
```

- A. Compilation error
- B. Runtime error
- C. Linktime error
- D. None of the above

Correct Answer : OPTION A, compilation error

Q. Reusability is a desirable feature of a language as it _____.

- A. decreases the testing time
- B. lowers the maintenance cost
- C. reduces the compilation time
- D. reduces the execution time

Correct Answer : OPTION A, decreases the testing time. Reusable code is an already used code, as the name implies. Hence it is bug-free and pre-tested. There is no need to test it.

Q. Choose the correct statements regarding `inline` functions.

- A. They speed up execution
- B. They slow down execution

- C. They increase the code size
- D. They decrease the code size

Correct Answer : OPTION A, it speeds up execution

Q. If many functions have the same name, which of the following information, if present, will be used by the compiler to invoke the correct function to be used?

- A. The operator ::
- B. The return value of the function
- C. Function signature
- D. None of the above

Correct Answer : OPTION A, The operator ::

Q. The below statement outputs _____?

```
int a = 5;
cout << "FIRST" << (a<<2) << "SECOND";
```

- A. FIRST52SECOND
- B. FIRST20SECOND
- C. SECOND25FIRST
- D. An Error Message

Correct Answer : OPTION B, FIRST20SECOND

Q. Choose the correct remarks.

- A. C++ allows any operator to be overloaded.

- B. Some of the existing operators cannot be overloaded.
- C. Operator precedence cannot be changed
- D. All of the above

Correct Answer : OPTION B, Some of the existing operators cannot be overloaded

Q. A constructor is called whenever _____.

- A. an object is declared
- B. an object is used
- C. a class is declared
- D. a class is used

Correct Answer : OPTION A, an object is declared

Q. Which of the following remarks about the differences between constructors and destructors are correct?

- A. Constructors can take arguments but destructors cannot.
- B. Constructors can be overloaded but destructors cannot be overloaded.
- C. Destructors can take arguments but constructors cannot.
- D. Destructors can be overloaded but constructors cannot be overloaded.

Correct Answer : OPTION A, Constructors can take arguments but destructors cannot. Since destructors do not take arguments, the question of overloading does not arise at all.

Q. The following program fragment _____.

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

int main()
{
    int x = 10;
    int &p = x;
    cout<< &p<< &x;
    return 0;
}
```

- A. prints 10 and the address of x
- B. results in a runtime error
- C. prints the address of x twice
- D. prints the address of p twice

Correct Answer : OPTION C, prints the address of x twice. int &p=x aliases p to x. This means they refer to the same memory location. So, the address of x will be same as that of p.

Q. The declaration `int x; int &p=x;` is same as the declaration `int x, *p; p=&x;`. This remark is?

- A. true
- B. false
- C. sometimes true
- D. none of above

Correct Answer : OPTION B, false

Q. The following program segment _____.

```
const int m=10;
int &n=m;
n=11;
cout << m << n;
```

A. results in compile time error

B. results in run time error

C. prints 1111

D. prints 1011

Correct Answer : OPTION A, results in compile time error

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