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C++ Programming MCQs Test 3

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

Q. Which of the following parameter passing mechanism(s) is/are supported by C++, but not by C?

A. Pass by value

B. Pass by reference

C. Pass by value-result

D. All of the above

Correct Answer : OPTION B, Pass by reference. As such C does not support pass by reference. But it can be simulated by using pointers.

Q. `cout` stands for _____.

A. class output

B. character output

C. common output

D. call output

Correct Answer : OPTION C, common output

Q. The following program _____.

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

void abc(int &p)
{
  cout << p;
}

void main(void)
{
  float m = 1.23;
    abc(m);
  cout << m;
}
```

A. results in a compilation error

B. results in a run time error

C. prints 1.23

D. prints 1

Correct Answer : OPTION A, results in a compilation error

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Q. `reference` is not same as a `pointer` because _____.

A. a reference can never be null

B. a reference once established cannot be changed.

C. reference doesn't need an explicit dereferencing mechanism.

D. they are one and same

Correct Answer : OPTION A, a reference can never be null

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Q. If a piece of code can be implemented as a `macro` or as an `inline` function, which of the following factors favour implementation as an `inline` function?

A. Speed of execution

B. Flexibility to manipulate as a pointer

C. Source code size

D. Interacting with other components(like variables in an expression), in the correct way.

Correct Answer : OPTION B, Flexibility to manipulate as a pointer

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Q. The fields in a structure of a C program are by default _____.

A. protected

B. public

C. private

D. none of the above

Correct Answer : OPTION B, public

Q. The fields in a class, of a C++ program are by default _____.

A. protected

B. public

C. private

D. none of the above

Correct Answer : OPTION C, private

Q. For the below declarations, Which of the following statements is/are illegal?

```
Declaration 1: char a;
Declaration 2: const char aa ='h';
Declaration 3: char *na;
Declaration 4: const char *naa;

Statement 1: aa = a;
Statement 2: na = &a;
Statement 3: na = &aa;
```

A. Only 1 and 2

B. Only 2 and 3

C. Only 1 and 3

D. All the three statements are illegal

Correct Answer : OPTION C, Only 1 and 3

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Q. Forgetting to include a file(like `cmath` or `math.h`) that is necessary will result in _____.

A. Compilation error

B. Warning when the program is run

C. Error at link time

D. Warning when the program is compiled

Correct Answer : OPTION C, error at link time

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Q. Assume that the random number generating function, `rand()`, returns an integer between `0` and `10000` (both inclusive). If you want to simulate the throwing of a die using this random function, you will use the expression _____.

A. rand()%6

B. rand()%6+1

C. rand()%5+1

D. none of the above

Correct Answer : OPTION B, rand()%6+1. It should randomly generate any integer between 1 and 6. rand()%6 returns an integer from 0 to 5. To make it 1 to 6, we need to add 1.

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Q. Assume that the random number generating function, `rand()`, returns an integer between `0` and `10000` (both inclusive). To randomly generate a number between `a` and `b` (both inclusive), you will use the expression _____.

A. rand()%(b-a)

B. (rand()%a) + b

C. (rand()%(b-a)) + a

D. (rand()%(b-a+1)) + a

Correct Answer : OPTION D, (rand()%(b-a+1)) + a

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Q. Which of the following comments about `inline comments` are true?

A. A function is declared inline by typing the keyword inline before the return value of the function.

B. A function is declared inline by typing the keyword inline after the return value of the function.

C. A function that is declared inline may not be treated inline.

D. Inline functions are essentially same as implementing a function as macro.

Correct Answer : OPTION A, A function is declared inline by typing the keyword inline before the return value of the function.

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Q. Which of the following decides if a function that is declared `inline`, is indeed going to be treated `inline` in the executable code?

    A. Compiler

    B. Linker

    C. Loader

    D. Preprocessor

    Correct Answer : OPTION A, Compiler

Q. Which of the following type of functions is an ideal candidate for being declared `inline` ?

    A. A function that is small and is not called frequently.

    B. A function that is small and is called frequently.

    C. A function that is not small and is not called frequently.

    D. A function that is not small and is called frequently.

    Correct Answer : OPTION B, A function that is small and is called frequently.

Q. One disadvantage of `pass-by-reference` is that the called function may inadvertently corrupt the caller's data. This can be avoided by :

    A. passing pointers

    B. declared the formal parameters constant

    C. declared the actual parameters constant

    D. all of the above

    Correct Answer : OPTION B, declared the formal parameters constant

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