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C++ Programming MCQs Test 4

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

Q. A function that does the same operation on different data types is to be implemented using _____.

A. macros

B. overloading

C. function templates

D. default arguments

Correct Answer : OPTION C, function templates

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Q. At what time a variable comes into existence in memory, is determined by its _____.

A. scope

B. storage class

C. data type

D. all of the above

Correct Answer : OPTION B, storage class

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Q. Which of the following specifiers need not be honoured by the compiler?

A. register

B. inline

C. static

D. extern

Correct Answer : OPTION A, register. Register and inline are not compiler directives but rather request to the compiler. These requests need not be honored by the compiler.

Q. Which of the following cannot be declared `static` ?

A. Class

B. Object

C. Functions

D. Member variables

Correct Answer : OPTION A, Class

Q. The order in which operands are evaluated in an expression is predictable if the operator is?

A. *

B. +

C. %

D. &&

Correct Answer : OPTION D, &&

Q. Which of the following correctly describes C++ language?

A. **Statically typed language**

B. **Dynamically typed language**

C. **Both statically and dynamically typed language**

D. **Type-less language**

Correct Answer : OPTION A, Statically typed language

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Q. Which of the following `keyword` supports dynamic method resolution?

A. **abstract**

B. **virtual**

C. **dynamic**

D. **typeid**

Correct Answer : OPTION B, virtual. The virtual keyword indicates that the virtual method will be resolved at runtime(i.e., the method resolution is dynamic

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Q. Which of the following language feature is not supported by C++?

A. **Exception Handling**

B. **Reflection**

C. **Operator Overloading**

D. **Namespaces**

Correct Answer : OPTION B, Reflection

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Q. What does `STL` stands for?

A. **Simple Template Library**

B. Standard Template Library

C. Static Type Library

D. Single Type-based Library

Correct Answer : OPTION B, Standard Template Library

Q. Which of the following is the most common way of implementing C++?

A. C++ programs are directly compiled into native code by a compiler.

B. C++ programs are first compiled to intermediate code by a compiler and then executed by a virtual machine.

C. C++ programs are interpreted by an interpreter.

D. A C++ editor directly compiles and executes the programs.

Correct Answer : OPTION A, C++ programs are directly compiled into native code by a compiler.

Q. What is the `implicit pointer` that is passed as the first argument for non-static member functions?

A. 'self' pointer

B. std::auto_ptr pointer

C. 'myself' pointer

D. 'this' pointer

Correct Answer : OPTION D, 'this' pointer

Q. If `x` is the name of the class, what is the correct way to declare copy constructor of `x` ?

A. X(X arg)

B. X(X* arg)

C. X(const X* arg)

D. X(const X& arg)

Correct Answer : OPTION D, X(const X& arg). The copy constructor takes a const reference to the class type as the argument.

Q. Which of the following operators cannot be overloaded?

A. = (assignment operator)

B. == (equality operator)

C. -> (arrow operator)

D. :: (scope resolution operator)

Correct Answer : OPTION D, ::(scope resolution operator)

Q. How many copies of a class's static member are shared between objects of the class?

A. A copy of the static member is shared by all objects of a class.

B. A copy is created only when at least one object is created from that class.

C. A copy of the static member is created for each instantiation of the class.

D. No memory is allocated for static members of a class.

Correct Answer : OPTION A, A copy of the static member is shared by all objects of a class.

Q. Which of the following member functions is resolved dynamically?

A. static member function

B. const member function

C. virtual member function

D. non virtual member function

Correct Answer : OPTION C, virtual member function

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