

- 1 Which of the following keyword can not be appeared inside the class? **c**
  - a)virtual
  - b)static
  - c)template
  - d)friend
- 2 What is template? **a**
  - a)Template is formula for creating a generic class
  - b)Template is used to manipulate class
  - c)Template is used for creating functions
  - d)None of these
- 3 Select the correct syntax of template: **b**
  - a)Template
  - b)Template<>
  - c)Temp
  - d)None of thes
- 4 A class is generated from template class is called \_\_\_\_\_. **c**
  - a)inherited class
  - b)derived class
  - c)generated class
  - d)subclass
- 5 \_\_\_\_\_ is useful when template of template is used? **c**
  - a)Friend function
  - b)Static function
  - c)Typedef
  - d)Inheritance
- 6 Which of the C++ feature allows you to create classes that are dynamic for using data types? **a**
  - a)Templates
  - b)Inheritance
  - c)Polymorphism
  - d)Information hiding
- 7 A function template means \_\_\_\_\_. **b**
  - a)creating a function having exact type
  - b)creating a function without having to specify exact type
  - c)both a and b
  - d)none of these
- 8 Which of the following is used to describe the function using placeholder type? **a**
  - a)Template type parameter
  - b)Template parameter
  - c)Template type
  - d)None of these
- 9 String template is used \_\_\_\_\_. **b**
  - a)to replace a string.
  - b)to replace a string with another string
  - c)to delete a string
- 10 Maximum number of template argument in function template is \_\_\_\_\_. **d**
  - a)two
  - b)three
  - c)four
  - d)many
- 11 Template function must have **a**
  - a)one or more than one argument

- b)zero argument  
c)only one argument  
d)at least two arguments
- 12** Template function must have at least \_\_\_\_\_ generic data type. **b**  
a)zero  
b)one c)two  
d)none of these
- 13** Templates provide way of abstracting \_\_\_\_\_ information. **a**  
a)type  
b)data  
c)method d)access
- 14** If you create instantiation of a class template with an int and then create a second instantiation with a double then **c**  
a)once the function is used for one data type it becomes unavailable for other type  
b)you can not perform this kind of operation in C++  
c)you must precede each function call with the word int or double  
d)none of these
- 15** If templates were removed from C++,Which of the following will be true? **d**  
I. Some algorithms could no longer be implemented  
II. Any particular algorithms could still be implemented but often less elegantly.  
a)Only I is true  
b)Only II is true  
c)Both I and II is true  
d)None of these
- 16** In the template <class T>declaration of T stands for \_\_\_\_\_. **c**  
a)integer data type  
b)arbitrary class  
c)generic data types  
d)none of these
- 17** What will be the output of the following code? **b**
- ```
#include<iostream>
using namespace std;
template <class
T> class TEST
{
    public:
        T I;
        TEST(T j):i(j){cout<<"TEST";
}
};
int main()
{
    TEST<int>obj(1.1
); cout
<<obj.i<<endl;
return 0;
}
```
- a)TEST1.1  
b)TEST1  
c)1  
d)Syntax error
- 18** What will be the output of the following code? **a**

```

#include<iostrea
m>      using
namespace  std;
class TEST
{
    public:
        T I;
        TEST(T j):i(j){cout<<"TEST";}
};
int main()
{
    TEST<double>obj(1.1)
    cout<<obj.i<<en
dl; return 0;
}
a)TEST1.1
b)TEST1
c)1
d)Syntax error

```

**19** What is the meaning of template parameter? **a**

- a)It is used to pass a type as argument
- b)It is used to evaluate a type
- c)It has no return type
- d)None of these

**20** What can be passed by non-type template parameter during compile time? **d**

- a)int
- b)double
- c)char
- d)constant expression

**21** What will be the output of the following code? **d**

```

#include<iostream>
using namespace std;
template <class T1,T2>
int min(T1 t1,T2 t2)
{
    if(t1<t2)
        return 1;
    else
        return 0;
}
int main()
{
    cout<<min(10,20)<<endl;
    return 0;
}
a)0          b)1
c)2          d)Syntax error

```

**22** What will be the output of the following code? **b**

```

#include<iostream>
using namespace std;
template <class T1,typename T2>
int min(T1 t1,T2 t2)
{
    if(t1<t2)

```



```

    p=Max(100,20
    0);
    cout<<p<<endl
    ; return 0;
}
a)100          b)200
c)Syntax error d)1

```

26 What will be the output of the following code?

a

```

#include<iostream>
using namespace std;
template <class T1>
inline t square(Tx)
{
    T result;
    result=x*x
    ;
    return
    result;
};
int main()
{
    int a,aa;
    double
    b,bb;
    a=10;
    b=10.1;
    aa=square
    (a);
    cout<<a<<"
    "<<aa<<endl;
    bb=square(b);
    cout<<b<<"
    "<<bb<<endl; return
    0;

}
a) 10 100          b)10 100
   10.1 102.01      10 100
c)Syntax error     d)None of these

```

27 What will be the output of the following code?

a

```

#include<iostream>
#include<string>
using namespace std;
template<typename T>
void display(T result)
{
    cout<<result<<endl;
}

```

```
int main()
{
    double val=11.11;
    string str("test String");
    display(val);
    display(str);
    return 0;
}
```

- a)11.11 Test String
- b) 11.11
- c)Test String
- d)None of these

**28** How many types of templates are there in c++? **a**

- a)two
- b)Three c)Four
- d)None Of These

What is the task of compiler while handling template?

**29** a)type association **cs**  
 b)portability  
 c)code elimination d)all of the above

What should be the name of the parameter that the template should take?

**30** a)same as class **c**  
 b)same as function c)same as template  
 d) none of these

Which keyword can be used with template?

**31** a)typename **c**  
 b)class  
 c)both a and b  
 d)None of these

Which of the following describes a difference between template function and

**32** template class in c++? **a**

- a)The compiler determines the type of a template function's arguments, but the types of template classes must be stated explicitly when declaring objects
- b)template functions cannot be defined for user-defined types, but template classes can.
- c)template classes cannot be defined for user-defined types, but template functions can.
- d)None Of These

**33** What is the validity of templet parameter? **b**

- a. Inside the class
- b. Inside the block c. whole program d. None of these

**34** Consider the following code Frangmangment **a**

```
Template<typename t>
void swap(T &a,T&b)
{
    T temp; temp=a;

    b=temp;
}
```

Determinning the right choice of typeparameter T occurs at\_\_\_\_\_

---

- a. Compile time only  
b. Run time only c. link time only  
d. partly at Compile time and partly at run time
- 35 Which of the following does not required installation ? d  
a. Non virtual member function  
b. Member class  
c. Function  
d. All of above
- 36 What does STL stand for ? d  
a. Source templete Library  
b. stream Templete library  
c. Standard Templete library  
d. Standard Temporary library
- 37 For STL iterator itr,the statement ++itr does the following: d  
a)post increment the item to which the iterator points  
b)pre-increment the item to which the iterator points  
c)increase by 1 the size of container pointed to by it  
d)advances the iterator to the next item
- 38 Which of the following data structure is not container implemented in STL? c  
a)List  
b)stack  
c)Hash Table  
d)Vector
- 39 Choose the correct option c  
I.Vector implementation uses on array and dequeuea's implementation uses multiple arrays  
II.insertion at the front od dequeue is more efficient than insertion at the front of a vector  
a)only I is true b)only II is true  
c)Both I and II are true d)neither I nor II is true
- 40 Consider following code fragrent b  
vector <int> arr(10);  
Arr.push\_back(100);  
at the end of execution of above statemnet,the size of vector Arr will be  
a)10 b)11  
c)100  
d)None Of These
- 41 In STL Vectors\_\_refers to the maximum number of items that can be stored without resizing and\_\_refers to the number of items stored. d  
a)range,domain  
b)domain,range  
c)size,capacity  
d)capacity,size
- 42 Following are the main elements of STL. c  
I. Iterators  
II.exception handlers

III. Algorithms a) Only I and II  
b) Only II and III  
c) Only I, III

- 43 In STL, the common interface between algorithm and containers is provided by means of \_\_\_\_.  
a) iterators  
b) arrays  
c) virtual Functions  
d) pointers a
- 44 If Arr is an STL vector, then the effect of following statement Arr.push\_back(x) is to \_\_\_\_.  
a) append x to array if there is room otherwise overwrite the last element of Arr  
b) append x to array if the size of Arr is less than capacity of Arr.  
c) Checks whether the capacity of Arr if necessary, and append x to Arr  
d) None of these c
- 45 Vector <int> Arr(5,10) means \_\_\_\_.  
a) an array of 10 integers each of size 5  
b) an array of 5 integers each initialized to 10  
c) an array of ints, indexed from 5 to 10  
d) none of these b
- 46 Access to ranges of elements in an STL container is typically handled by \_\_\_\_.  
a) Pointers  
b) References  
c) iterators  
d) None of these c
- 47 The size of STL vector is defined to be \_\_\_\_.  
a) Total size of data members in the vector class  
b) Number of bytes the vector occupies in memory  
c) number of elements currently stored in the vector  
d) none of these c
- 48 Execution of which statement sets the STL iterator ITR to point to the first element of container ARR?  
a) ARR.reset(ITR);  
b) ARR.begin(ITR);  
c) ITR=ARR.begin();  
d) None of these c
- 50 STL is based on following programming paradigm \_\_\_\_.  
a) template  
b) inheritance  
c) polymorphism  
d) None of These a
- 51 STL is based on following programming paradigm \_\_\_\_.  
a) structured programming  
b) function programming  
c) object oriented programming b

- d)none of these
- 52 The use of namespace is to\_\_\_\_. b  
 a)structure the program into logical units  
 b)to encapsulate data  
 c)to indicate the beginning of program  
 d)none of these
- 53 Which operator is used to signify namespace? c  
 a)Binary  
 b)Ternary  
 c)scope  
 d)None of these
- 54 If I wish to access the namespace variable,then the syntax being used is,\_\_\_\_ b  
 a)namespace:operator  
 b)namespace::operator  
 c)namespace-> Operator  
 d)None Of These
- 55 Which keyword is used to access the variable in namespace\_\_\_\_. d  
 a)dynamic  
 b)virtual  
 c)constant  
 d)using
- 56 Choose the correct statement b  
 a)namespace std;  
 b)using namespace std;  
 c)namespace std using;  
 d)namespace using std;
- 57 Which of the following correctly describe the namespace feature in C++ ? c  
 a)Namespaces memory space allocated for names used in a program  
 b)Namespaces refer to the names that are used in the program  
 c)namespaces provide facility for organising the names in the program to avoid name clashes
- 58 What will be the output of the following code? d

```
#include <iostream>
using namespace std;
namespace test
{
    int a = 10;
}

int main ()
{
    int a =
    20;
    test::a;
    cout<<a; return 0;
}
```

- a) 10 b) 20  
 c)Syntax error

d)Runtime error

59 What will be the output of the following code ?

c

```
#include
<iostream> using
namespace std;
namespace test1
{
    int a = 10;
}
namespace test2
{
    int a = 20;
}
int main ()
{
    test1::a=test2::a=30;
    cout<<test1::a<<"
    "<<test2::a; return 0;
}
```

a) 10 b) 20

c) 30 d)

syntax error

60 What is the output of the following code ?

c

```
#include
<iostream> using
namespace std;
namespace test
{
    void f(char *s)
    {
        cout<<s;
    }
    void f(int a)
    {
        cout<<a;
    }
}

int main()
{
    using
    test::f(int);
    f(10);
    return 0;
}
```

- a) 10
- b) Garbage value
- c) Syntax error
- d) None of these

61 What will be the output of the following code ?

c

```
#include
<iostream> using
namespace std;
namespace test
{
void f(char *s)
{
    cout<<s;
}
void f(int a)
{
    cout<<a;
}}

int main()
{
    using
    test::f;
    f(10);
    f("Hello");
    return 0;
}
```

- a) 10
- b) Hello
- c) 10Hello
- d) Syntax error

62 What will be the output of the following code ?

b

```
#include
<iostream> using
namespace std;
namespace test
{
void f(char *s)
{
    cout<<s;
}
void f(int *a)
{
    cout<<*a;
}}

int main()
{
```

```

        int i =10;
        using
        test::f;
        f(i);
        f("Hello")
        ; f(&i);
        return 0;
    }

```

- a) 10
- b) 10Hello10
- c) 10Hello Garbagevalue
- d) Syntax error

63 Which keyword is used to handle the exception ? b

- a) try
- b) catch c) throw
- d) exception

64 What is the use of the keyword finally ? b

- a) It is used at the start of the program for handling all the exceptions
- b) It is used at the end of the program to handle all the exceptions
- c) It can be used anywhere in the program to handle all the exceptions
- d) None of these

65 Which of the following most preferred way of throwing and handling exception? a

- a) Throw by value and catch by reference b) Throw by reference and catch by value
- c) Throw by value and catch by value
- d) None of these

66 Which of the following is the most general exception handler that catches exception of any type? c

- a) Catch(std::exception) b) Catch(std::any\_exception)
- c) Catch(...) d) Catch()

67 Which of the following causes an exception d

- a) Missing parenthesis in main()
- b) Calling a function which is not present
- c) A syntax error
- d) A runtime error

68 What will be the output of following code ? c

```

#include<iostream>
using namespace std;
double division(int a,int b)
{
    if (b==0)
    {
        throw"Error!!!Division by zero!!!";
    }
    return(a/b);
}

```





- 77 For handling the exception in C++ \_\_\_\_\_ are used b  
a)catch handlers  
b)exception handlers  
c)pointers  
d)none of these
- 78 For handling the exceptions in C++ \_\_\_\_\_ is used . b  
a)handler function  
b)terminate function  
c)both a & b  
d)none of these
- 79 How many parameters does the throw expression can have ? b  
a)0 b)1 c)2 d)3
- 80 What kind of exceptions are used in C++ b  
a)Handled  
b) Unhandled  
c)Static  
d)Dynamic
- 81 What will happen when exception is uncaught? a  
a)Arise an error  
b)program will run c)execute  
in a loop  
d)none of these
- 82 Choose the correct statement b  
a)A function can throw any type of exception  
b)a function can throw an exception of certain type only  
c)A exception can't throw any type of exception  
d)none of these
- 83 What fuunction will be called when we have uncaught exception? c  
a)catch  
b)throw  
c)terminate  
d)none of these
- 84 What will happen when a programs throws any other of exception  
other than specified ? c  
a)still execute  
b)terminate  
c)raise an error d)none of  
these.
- 85 Which alternative can replace the throw statement ? d  
a)exit  
b)for  
c)break d)return
- 86 What are predefined exception in c++? c  
a)memory allocation errors  
b)i/o errors  
c)both a&b  
d)none of these
- 87 What is run-time type information? a  
a)information about an object's datatype  
b)information about the variables

- c)information about the block  
d)none of these
- 88 Which of the following operators is used to obtain the dynamic type of an object? b  
a)dynamic\_cast  
b)typeid  
c)typeid  
d)none of these
- 89 To which type of class the RTTI can be applied? c  
a)encapsulated  
b)derived  
c)polymorphic d)none of these
- 90 The typeid operator means \_\_\_\_\_ b  
a)the type information returned by dynamic\_cast operator  
b)the type information returned by typeid operator  
c)the type information returned by static cast  
d)none of these
- 91 In C++, the RTTI is available only for the classes which have at least one \_\_\_\_\_ b
- 92 The input and output streams cin and cout are \_\_\_\_\_ therefore have \_\_\_\_\_. b  
a)structure, functions  
b)objects, member functions  
c)functions, objects  
d)none of these
- 93 The operator functions for <<(stream insertion)>> and stream extraction must be \_\_\_\_\_. b  
a)member function of class  
b)non member function of class  
c)both member and non member function  
d)non of these
- 94 A file to be opened for writing requires the \_\_\_\_\_. b  
a)ofstream  
b)ifstream c)ifstream  
d)ifstream
- 95 A file to be opened for reading requires the \_\_\_\_\_ stream c  
a)ofstream  
b)ifstream c)ifstream  
d)ifstream
- 96 If we create a file by ifstream then we can \_\_\_\_\_. b  
a)read from as well as write into the file  
b)read data from file  
c)write data to file  
d)none of these
- 97 To perform stream I/O with disk files in C++, you should a  
a)use the classes derived from ios  
b)include iostream.h  
c)use C language library functions to read and write data  
d)none of these

- 98 The purpose of using files is \_\_\_\_\_ d  
a)avoid typing data multiple times in program  
b)to deal with large quantities of data  
c)to store quantities of data c)to store data permanently  
d)all of these
- 99 The eof() is used to a  
a)check end of file  
b)check end of sentence c)check end of sentence  
d)none of these
- 100 What is the output of the following code? c  

```
#INCLUDE<Iostream>
using namespace std;
int main()
{
    Int I;
    cout<<"enter the integer value:";
    cin>>i+10;
return 0;
}
```

a)10 b)0  
c)syntax error  
d)none of these
- 101 Read() is a member function of \_\_\_\_\_ c  
a)ostream class  
b)file class  
c)istream class d)none of these
- 102 Choose correct object about instantiation of output stream\_\_\_\_\_ d  
a)cout  
b)cerr c)clog  
d)all of these
- 103 What must be specified when we construct an object of class ostream? b  
a)stream  
b)streambuf  
c)memory  
d)none of these
- 104 How many groups of operations are there in c++? b  
a)1  
b)2 c)3 d)4
- 105 Which operator is used for input stream? c  
a) >  
b) <  
c) <<d) >>
- 106 cin will stop encountering the extraction when it encounters? c  
a) (  
b) )  
c) blank space  
d) none of these

- 107 Which of the following object is used to get the input at runtime ? b  
a) cout  
b) cin c) coi  
d) none of these
- 108 For reading with cin object we need to include\_\_\_\_\_files. c  
a) fstream.h  
b) stdio.h  
c) iostream.h  
d) none of these
- 109 From the following \_\_\_\_\_ is not a manipulator. b  
a) dec  
b) scientific  
c) endl  
d) none of these
- 110 What will be the output of the following code ? c  

```
#include<iostream>
using namespace std;
int main()
{
    char a[100];
    cin.getline(a, 100,'\n');
    cout<<a; return 0;
}
```

  
a) blank line  
b) 100  
c) the contents that we type on the console will be displayed.  
d) syntax error
- 111 The cin will start processing the input when \_\_\_\_\_ a  
a) we hit the enter key  
b) we press the blank space  
c) both a & b  
d) none of these
- 112 Which operator is used to insert data into the file ? a  
a) <<  
b) >>  
c) <  
d) none of these
- 113 How many object are used for input and output to a string ? d  
a) 0  
b) 1 c) 2 d) 3
- 114 Which of the following is the correct format of reading the binary input ? a  
a) infile.read((char\*)&v,sizeof(v))  
b) infile.read(sizeof(v))  
c) infile.read(char\*,size(v))  
d) read(char\*,sizeof(v))
- 115 Choose the correct option c  
I. data is transferred between console and program  
II. data is transferred between the program and disk file.  
a) only I is true b) only II

- is true
- c) both I and II is true
- d) neither I nor II is true

- 116 Choose the correct option a  
I. stream acts as an interface between file and a program  
II. the read() and write() handles the data in text format  
a) only I is true b) only II  
is true  
c) both I and II is true  
d) neither I nor II is true
- 117 Which of the following will act as intermediate between I/O operations and c  
physical file ?  
a)  
memory  
b) RAM  
c) stream buffer d)  
none of these
- 118 From the following which functions does the buffer flushing ? b  
a) fopen  
b) fclose c) copy  
d) none of these
- 119 Which of the funtions return the current position of get or put pointers in b bytes ?  
a) tellg() b) tellp()  
c) tell()  
d) both a and b
- 120 Which of these are binary file operations ? b  
a) get() and put()  
b) read() and write()  
~~c) both a and b d) none of~~  
these
- 
- 121 Which one of the following statement connects the file stream object named b  
fin with external file test.text ?  
a) fin="test.txt"  
b) fin.open("test.txt");  
c) fin.open(test.txt);  
d) none of these
- 122 A file stream that receives or reads data from file into program is referred to c  
as\_\_\_\_.  
a) cout  
b) output file stream  
c) input file stream  
d) cin
- 123 Which of the following header file does not exist ? d  
a) <iostream>  
b) <string>c)  
<sstring>d) <sstream>
- 124 The \_\_\_\_ objects have the values that can be tested for various error d  
conditions  
a) ostream b) ofstream  
c)

stream

d)

ifstream

- 125 If you use same variable for two getline statements\_\_\_\_\_
- a)you can not use same variable for two getline statements
  - b)both the inputs are stored in that variable
  - c) the second input overwrites the first one
  - d)none of these

c