C++ Programming MCQs Test 6

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

Q. Consider that the variable `str` is of type `std:string`. What is the correct way to get the C-style string from `str`?

A. Cast `str` to const char* as in((const char*)&str)

B. Use `str.get_c_style_string()`

C. Use `str.c_str()`

D. Use `str.data()`

Correct Answer : OPTION C, Use str.c_str()

Q. Which of the following cast operators can be used for converting a pointer of type `void(*)()` to `void *`?

A. const_cast

B. static_cast

C. dynamic_cast

D. reinterpret_cast

Correct Answer : OPTION D, reinterpret_cast

Q. Which of the following is true when we apply `&(addressof)` operator to a reference variable?

A. The address of the object pointed by the reference is returned.

B. The address of the reference is returned

C. Compiler issues an error when we try to get the address of a reference variable.

D. Compiler issues a warning when we try to get the address of a reference variable.

Correct Answer : OPTION A, The address of the object pointed by the reference is returned.

Q. Which of the following Adaptor class is not a basic Sequential container?

A. Vector

B. Queue

C. Dequeue

D. List

Correct Answer : OPTION B, queue

Q. What is the difference between `Map` and `MultiMap` associative containers?

A. A map allows only unique keys wheras a multimap can have duplicate keys.

B. A map allows only unique values wheras a multimap can have duplicate values.

C. A multimap is made-up of maps.

D. It is possible to create many copies of multimap. It is possible to create only unique objects of map.

Correct Answer : OPTION A, A map allows only unique keys wheras a multimap can have duplicate keys.

Q. Which of the following member is not recommended in a header file?

A. Type definitions(typedefs)

B. Class definitions

C. Function definitions

D. Template definitions

Correct Answer : OPTION C, Function definitions

Q. If the class name is `X`, what is the type of its `this` pointer(in a non static, non-const member function)?

A. (const X* const)

B. (X* const)

C. (X*)

D. (X&)

Correct Answer : OPTION B, (X* const)

Q. Which of the following is the most preferred way of throwing and handling exceptions?

A. Throw by value and catch by reference.

B. Throw by reference and catch by reference.

C. Throw by value and catch by value.

D. Throw the pointer value and provide catch for the pointer type.

Correct Answer : OPTION A, Throw by value and catch by reference.

Q. If class `A` is friend of class `B` and if class `B` is friend of class `C`, which of the following is true?

A. Class C is friend of Class A

B. Class A is friend of class C

C. Class A and Class C do not have a friend relationships

D. None of the above

Correct Answer : OPTION C, Class A and Class C do not have a friend relationships

Q. Which of the following `STL` containers store the elements internally using a Tree data structure?

A. std::vector

B. std::list

C. std::dequeue

D. std::set

Correct Answer : OPTION D, std::set

Q. Which of the following `STL` sequential containers will you choose if there are lots of `insertions` and `deletions` (and only a few search operations)?

A. std::vector

B. std::list

C. std::dequeue

D. std::queue

Correct Answer : OPTION D, std::queue

Q. Which of the following type of class allows only one object of it to be created?

A. Virtual class

B. Abstract class

C. Singleton class

D. Friend class

Correct Answer : OPTION C, Singleton class

Q. Why `reference` is not same as a `pointer` ?

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. All of the above.

Correct Answer : OPTION D, All of the above

Q. How `Late binding` is implemented in C++?

A. Using C++ tables

B. Using Virtual tables

C. Using Indexed virtual tables

D. Using polymorphic tables

Correct Answer : OPTION B, Using Virtual tables

Q. Which of the following cannot be used with the keyword `virtual` ?

A.class

B. member functions

C. constructor

D. destructor

Correct Answer : OPTION C, constructor

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