



Core Concepts of C++

This Test will cover the Inline Functions, Function Overloading, Constructor and Destructor, Namespace, Static Keyword, Const Keyword

Q. Function which is defined inside a class is by default treated as

- A. virtual
- B. public
- C. inline
- D. none of above

Correct Answer : OPTION C, inline

Q. Function overloading do not depend on _____ .

- A. number of parameter
- B. order of parameter
- C. return values
- D. differ in type of parameter

Correct Answer : OPTION C, return values

Q. Which of the following statement is correct?

- A. Overloaded functions can have at most one default argument.

- B. An overloaded function cannot have default argument.
- C. All arguments of an overloaded function can be default.
- D. A function if overloaded more than once cannot have default argument.

Correct Answer : OPTION C

Q. What will be the output of following code ?

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

void sum(int x,int y=0)
{
    cout << x+y;
}

int main()
{
    sum(10);
    sum(10,0);
    sum(10,10);
    return 0;
}
```

- A. 101020
- B. 1020
- C. error
- D. 01010

Correct Answer : OPTION A, 10 10 20

Q. Destructor are automatically called by the compiler when the object goes out of scope.

A. true

B. false

Correct Answer : OPTION A, true

Q. What does a compiler add to an empty class declaration in C++ ?

A. a constructor

B. a destructor

C. assignment operator

D. all of the above

Correct Answer : OPTION D, all of the above(a constructor, a destructor, assignment operator)

Q. Which of the following statement is not correct for a Namespace ?

A. Namespace definition doesn't terminates with a semicolon like in class definition.

B. You can use an alias name for your namespace name, for ease of use.

C. You can create instance of namespace.

D. Namespace definition must be done at global scope, or nested inside another namespace.

Correct Answer : OPTION C, You can create instance of namespace,is not correct for a Namespace

Q. What will be the output of following code ?

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

int main()
{
    int i=10;
    int &j=i;
    int k=20;
    j=k;
    cout << i << j<< k ;
    return 0;
}
```

- A. 102020
- B. 202020
- C. 101020
- D. error

Correct Answer : OPTION B, 20 20 20

Q) Destructor has the same name as the constructor and it is preceded by _____ .

- A. !
- B. ?
- C. ~
- D. \$

Correct Answer : OPTION C, ~

Q. _____ used to make a copy of one class object from another class object of the same class type ?

- A. constructor
- B. copy constructor
- C. destructor
- D. default constructor

Correct Answer : OPTION B, copy constructor

Q. What will be the output of following code ?

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

int main()
{
    const int i = 10;
    const int j = i+10;    // line 4
    cout << i++;         // line 5
}
```

- A. 10
- B. 11
- C. error at line 4
- D. error at line 5

Correct Answer : OPTION D, error at line number 5 because we are trying to modify a constant there.

Q. Member inside class are by default _____

- A. public
- B. private
- C. protected
- D. none of the above

Correct Answer : OPTION B, private

Q. Which of the following statement is not correct about References in C++ ?

- A. Reference must be initialized when it is created.
- B. Once initialized, we cannot reinitialize a reference.
- C. We can have a NULL reference.
- D. Reference is automatically dereferenced.

Correct Answer : OPTION C, We can have a NULL reference, is not correct about References in C++

Q. To have pointer to data member and member functions you need to make them public.

- A. true
- B. false

Correct Answer : OPTION A, true

Q. In default argument list ,the missing argument must be the _____ argument .

- A. trailing
- B. first
- C. any

Correct Answer : OPTION A, trailing

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