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Question Paper Version : A

Third Semester B.E./B.Tech. Degree Examination, Dec.2023/Jan.2024

Programming in C++

Time: 1 hr.]

[Max. Marks: 50

INSTRUCTIONS TO THE CANDIDATES

1. Answer all the **fifty** questions, each question carries one mark.
2. Use only **Black ball point pen** for writing / darkening the circles.
3. **For each question, after selecting your answer, darken the appropriate circle corresponding to the same question number on the OMR sheet.**
4. Darkening two circles for the same question makes the answer invalid.
5. **Damaging/overwriting, using whiteners** on the **OMR** sheets are strictly prohibited.

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1. The process of combining data and functional attributes of an entity is known as ____
a) Class b) Object c) Inheritance d) Encapsulation
 2. ____ is an instance of a class.
a) Object b) Method c) Function d) All of these
 3. When the objects of a class behave like a data type the class is known as ____
a) Abstract data type b) Method c) Template d) Function
 4. ____ hides unnecessary things and reveals only those that the user needs to manipulate.
a) Inheritance b) Abstract c) Polymorphism d) Class
 5. The idea of extending an already defined class is known as ____
a) Polymorphism b) Encapsulation c) Inheritance d) Abstraction
 6. A class with no objects is called as ____
a) Abstraction Class b) Inherited Class
c) Arrived Class d) Friend Class
 7. ____ is the ability of a single object to appear in many forms.
a) Inheritance b) Encapsulation c) Abstraction d) Polymorphism
 8. ____ Polymorphism is related to functions that behave differently with set of arguments.
a) Dynamic b) Parametric c) Adhoc d) Both (a) & (b)
 9. Function overloading is an example for ____
a) Dynamic Polymorphism b) Parametric Polymorphism
c) Adhoc Polymorphism d) Both (a) & (b)

10. Identify example for runtime Polymorphism.
 a) Adhoc b) Dynamic c) Parametric d) Both (a) & (c)
11. _____ refer to the name of variables, functions, arrays , classes etc created by the programmer.
 a) Keywords b) Constants c) Identifiers d) Strings
12. _____ refer the fixed values that do not change during execution of a program.
 a) Variable b) Identifier c) String d) Constant
13. _____ operator can be used to uncover a hidden variable.
 a) Assignment b) Relational c) Arithmetic d) Scope resolution
14. _____ expressions combine two or more relational expression and produces too type results.
 a) Logical b) Constant c) Pointer d) Integral
15. The operator += is called _____.
 a) Assignment b) Scope resolution
 c) Compound Assignment d) Addition
16. In C++ , << is called _____.
 a) Insertion operator b) Extraction operator
 c) Scope resolution operator d) Pointer to member declarator
17. Identify the invalid variable.
 a) al b) la c) y d) x
18. Following line in the program is an example for _____.
 Float volume (float x, float y , float 2) ;
 a) Function definition b) Function call c) Function prototype d) Both (a) & (b)
19. Identify the relational expression
 a) $x \leq y$ b) $x + y$ c) $20 + 5 / 2.0$ d) $m * n - 5$
20. _____ expressions produce address values.
 a) Integer b) Pointer c) Integral d) Constant
21. _____ is a special member function whose task is to initialize the object of its class.
 a) Constructor b) Destructor c) Virtual function d) Template
22. A constructor that accepts no parameters is called _____.
 a) Default b) Parameterized c) Virtual d) Single
23. _____ is used to destroy the objects that have been invalid.
 a) Constructor b) Destructor c) Virtual function d) Class
24. The name of _____ member function is preceded by a tilde
 a) Constructor b) Destructor c) Abstract function d) Virtual function

41. The errors that are caused by events beyond the control of the program are called as ____
a) Synchronous exception b) Asynchronous exception
c) Both (a) & (b) d) None of these
42. Exceptions are of ____ kinds.
a) 1 b) 2 c) 3 d) 4
43. Errors such as out of range index and overflow belongs to ____ exceptions.
a) Synchronous b) Asynchronous c) Both (a) & (b) d) None of these
44. ____ is used to prepare a block of statements which may generate exceptions.
a) Try b) Catch c) Throw d) Thrown
45. C++ provides mechanism for handling ____ exceptions.
a) Synchronous b) Asynchronous c) Both (a) & (b) d) None of these
46. Taking corrective action means ____
a) Handle the exception b) Hit the exception
c) Throw the exception d) Catch the exception
47. C++ exception handling mechanism is basically built upon ____ keywords.
a) 1 b) 2 c) 3 d) 4
48. When an exception is thrown it will be caught by ____ statement associated with try block.
a) catch b) try c) throw d) thrown
49. C++ exception handling mechanism is built upon following keywords.
a) Try b) Throw c) Catch d) All of these
50. ____ block detects and throws an exception.
a) Try b) Catch c) Both (a) & (b) d) None of these
