

# **C++ PROGRAMMING**

## **OBJECTIVE QUESTIONS -**

**1. Which of the following function overloads an operator?**

- a. Friend function
- b. Null pointer
- c. Pointer variable
- d. Operator function

Correct answer – operator function

**2. A program that combines an object program with other programs in the library.**

- a. Pre-processor
- b. Loader
- c. Linker
- d. Integral

Correct answer – linker

**3. Which is a process of planning and creating a program.**

- a. Enumeration
- b. Programming
- c. Token

- d. Structured programming  
Correct answer - programming

**4. Which manipulator formats the output of floating point numbers to a specified number of decimal places ?**

- a. Fixed
  - b. Set precision
  - c. Showpoint
  - d. Setfill
- Correct answer – Set precision

**5. Assert function is used to :**

- a. Take input
  - b. Show point
  - c. Stop program execution when certain error occur
  - d. none
- Correct answer – Stop program execution when certain error occur

**6. ++a is an example:**

- a. Post – Increment
- b. Post – Decrement
- c. Pre – Increment
- d. Pre – Decrement

Correct answer – Pre – Increment

**7. The switch statement is also called**

- a. Choosing structure
- b. Selective structure
- c. Certain structure
- d. Bitwise structure

Correct answer – selective structure

**8. Which Keyword is used to define user defined function ?**

- a. Typedef
- b. Def
- c. Union
- d. Type

Correct answer – Typedef

**9. How many indicators are available in c++ ?**

- a. 3
- b. 4
- c. 2
- d. 1

Correct answer – 3

**10. A destructor is used to destroy the objects that have been created by a**

- a. Object
- b. Class
- c. Function
- d. Constructor

Correct answer - Constructor

## **SUBJECTIVE QUESTIONS -**

**1. What is meant by reference variable in C++?**

In C++, reference variable allows you create an alias (second name) for an already existing variable. A reference variable can be used to access (read/write) the original data. That means, both the variable and reference variable are attached to same memory location. In effect, if you change the

value of a variable using reference variable, both will get changed (because both are attached to same memory location).

## **2. Why to use “using” in C#?**

“Using” statement calls – “dispose” method internally, whenever any exception occurred in any method call and in “Using” statement objects are read only and cannot be reassignable or modifiable.

## **3. Explain namespaces in C#?**

Namespaces are containers for the classes. We will use namespaces for grouping the related classes in C#. “Using” keyword can be used for using the namespace in other namespace.

## **4. Why to use keyword “const” in C#? Give an example.**

“Const” keyword is used for making an entity constant. We can't reassign the value to constant.

## **5. What is the difference between “constant” and “readonly” variables in C#?**

“Const” keyword is used for making an entity constant. We cannot modify the value later in the

code. Value assigning is mandatory to constant variables.

“readonly” variable value can be changed during runtime and value to readonly variables can be assigned in the constructor or at the time of declaration.

### **6.Explain “static” keyword in C#?**

“Static” keyword can be used for declaring a static member. If the class is made static then all the members of the class are also made static. If the variable is made static then it will have a single instance and the value change is updated in this instance.

### **7.What is the difference between “dispose” and “finalize” variables in C#?**

Dispose – This method uses interface – “IDisposable” interface and it will free up both managed and unmanaged codes like – database connection, files etc.

Finalize – This method is called internally unlike Dispose method which is called explicitly. It is called

by garbage collector and can't be called from the code.

### **8. List out two different types of errors in C#?**

Below are the types of errors in C# -

Compile Time Error

Run Time Error

### **9. What are the differences between static, public and void in C#?**

Static classes/methods/variables are accessible throughout the application without creating instance. Compiler will store the method address as an entry point.

Public methods or variables are accessible throughout the application.

Void is used for the methods to indicate it will not return any value.

### **10. What is the difference between “StringBuilder” and “String” in C#?**

StringBuilder is mutable, which means once object for stringbuilder is created, it later be modified either using Append, Remove or Replace.

String is immutable and it means we cannot modify the string object and will always create new object in memory of string type.

**11. List out the differences between Array and ArrayList in C#?**

Array stores the values or elements of same data type but arraylist stores values of different datatypes.

Arrays will use the fixed length but arraylist does not uses fixed length like array.

**12. List out two different types of errors in C#?**

Below are the types of errors in C# -

Compile Time Error

Run Time Error

**13. What is the difference between “out” and “ref” parameters in C#?**

“out” parameter can be passed to a method and it need not be initialized where as “ref” parameter has to be initialized before it is used.

#### **14. Explain Jagged Arrays in C#?**

If the elements of an array is an array then it's called as jagged array. The elements can be of different sizes and dimensions.

#### **15. What is the difference between “as” and “is” operators in C#?**

“as” operator is used for casting object to type or class.

“is” operator is used for checking the object with type and this will return a Boolean value.

#### **16. What is the difference between CType and Directcast in C#?**

Ctype is used for conversion between type and the expression.

Directcast is used for converting the object type which requires run time type to be the same as specified type.

#### **17. What is enum in C#?**

enum keyword is used for declaring an enumeration, which consists of named constants and it is called

as enumerator lists. Enums are value types in C# and these can't be inherited.

**18. What is the difference between “continue” and “break” statements in C#?**

“continue” statement is used to pass the control to next iteration. This statement can be used with – “while”, “for”, “foreach” loops.

“break” statement is used to exit the loop.

**19. Explain the types of comments in C#?**

Below are the types of comments in C# -

Single Line Comment Eg : //

Multiline Comments Eg: /\* \*/

XML Comments Eg : ///

**20. What are reference types in C#?**

Below are the list of reference types in C# -

class

string

interface

object

