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Paper Code

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(To be filled in the OMR Sheet)

O.M.R. Serial No.

प्रश्नपुस्तिका क्रमांक
Question Booklet No.

प्रश्नपुस्तिका सीरीज
Question Booklet Series

B

BCA (Second Semester) Examination, July-2022

BCA-2001

Object Oriented Programming Using C++

Time : 1:30 Hours   **Maximum Marks-100**

जब तक कहा न जाय, इस प्रश्नपुस्तिका को न खोलें

निर्देश :–

1. परीक्षार्थी अपने अनुक्रमांक, विषय एवं प्रश्नपुस्तिका की सीरीज का विवरण यथास्थान सही– सही भरें, अन्यथा मूल्यांकन में किसी भी प्रकार की विसंगति की दशा में उसकी जिम्मेदारी स्वयं परीक्षार्थी की होगी।

2. इस प्रश्नपुस्तिका में 100 प्रश्न हैं, जिनमे से केवल 75 प्रश्नों के उत्तर परीक्षार्थियों द्वारा दिये जाने है। प्रत्येक प्रश्न के चार वैकल्पिक उत्तर प्रश्न के नीचे दिये गये हैं। इन चारों में से केवल एक ही उत्तर सही है। जिस उत्तर को आप सही या सबसे उचित समझते हैं, अपने उत्तर पत्रक (O.M.R. ANSWER SHEET) में उसके अक्षर वाले वृत्त को काले या नीले बाल प्वांइट पेन से पूरा भर दें। यदि किसी परीक्षार्थी द्वारा किसी प्रश्न का एक से अधिक उत्तर दिया जाता है, तो उसे गलत उत्तर माना जायेगा।

3. प्रत्येक प्रश्न के अंक समान हैं। आप के जितने उत्तर सही होंगे, उन्हीं के अनुसार अंक प्रदान किये जायेंगे।

4. सभी उत्तर केवल ओ०एम०आर० उत्तर पत्रक (O.M.R. ANSWER SHEET) पर ही दिये जाने हैं। उत्तर पत्रक में निर्धारित स्थान के अलावा अन्यत्र कहीं पर दिया गया उत्तर मान्य नहीं होगा।

5. ओ०एम०आर० उत्तर पत्रक (O.M.R. ANSWER SHEET) पर कुछ भी लिखने से पूर्व उसमें दिये गये सभी अनुदेशों को सावधानीपूर्वक पढ़ लिया जाय।

6. परीक्षा समाप्ति के उपरान्त परीक्षार्थी कक्ष निरीक्षक को अपनी ओ०एम०आर० शीट उपलब्ध कराने के बाद ही परीक्षा कक्ष से प्रस्थान करें।

7. निगेटिव मार्किंग नहीं है।

महत्वपूर्ण :– प्रश्नपुस्तिका खोलने पर प्रथमतः जॉच कर देख लें कि प्रश्नपुस्तिका के सभी पृष्ठ भलीभॉति छपे हुए हैं। यदि प्रश्नपुस्तिका में कोई कमी हो, तो कक्ष निरीक्षक को दिखाकर उसी सीरीज की दूसरी प्रश्नपुस्तिका प्राप्त कर लें।

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1. The operators can't be overloaded :

   (A) Binary operators

   (B) Unary operators

   (C) Ternary operator

   (D) None

2. A friend function for unary operator overloading takes _____ arguments.

   (A) Zero

   (B) One

   (C) Two

   (D) None

3. A friend function for binary operator overloading takes _____ arguments.

   (A) Zero

   (B) One

   (C) Two

   (D) None

4. The variable that contains the address of constant or variable :

   (A) Function

   (B) Array

   (C) Pointer

   (D) Structure

5. The memory management operator in c++ :

   (A) New & delete

   (B) Malloc

   (C) Calloc

   (D) Free

6. The pointer refers to an object that has called the member function currently :

(A) This

(B) Address

(C) Virtual function

(D) None

7. The empty virtual function are called :

(A) Pure / do nothing

(B) Virtual table

(C) Polymorphism

(D) Virtual base class

8. A stream of byte that is the interface between IO and IO devices :

(A) Streams

(B) Class

(C) Object

(D) File

9. The class that derived from standard library ios contain input functions :

(A) Ios

(B) iostream

(C) istream

(D) ostream

10. The class that derived from standard library ios contain output functions :

(A) Ios

(B) iostream

(C) istream

(D) ostream

11. Which function is in the ostream class :

(A) get()

(B) read()

(C) write

(D) cin

12. Which function is in the istream class :

(A) get()

(B) put()

(C) write

(D) cout

13. The standard library inherited from istream & ostream :

(A) Ios

(B) iostream

(C) ifstream

(D) ofstream

14. The function used to receive one character at a time :

(A) get()

(B) put()

(C) getline()

(D) write()

15. The function used to display one character at a time :

(A) get()

(B) put()

(C) getline()

(D) write()

16. The function used to receive one line at a time :

    (A) get()

    (B) put()

    (C) getline()

    (D) write()

17. The function used to display one line at a time :

    (A) get()

    (B) put()

    (C) getline()

    (D) write()

18. _____ are the reserved words of the programming language.

    (A) Tokens

    (B) Literals

    (C) Separators

    (D) Keywords

19. _____ refer to the names of variables, functions, arrays, classes, etc.

    (A) Identifiers

    (B) Operators

    (C) Punctuators

    (D) Manipulators

20. Write the range of value of the data type 'char' :

    (A) 0 to 128

    (B) 0 to 255

    (C) -255 to 255

    (D) -128 to 127

21. A _____ is the name of the storage location :

    (A) Identifier

    (B) Variable

    (C) Keyword

    (D) Token

22. Array indexing always starts with the number :

    (A) 0

    (B) 1

    (C) 2

    (D) \0

23. We declare a function with _____ if it does not have any return type.

    (A) Long

    (B) Double

    (C) Void

    (D) Int

24. Which of the following is selection statement in C++ ?

    (A) break

    (B) goto

    (C) exit

    (D) switch

25. Which of the following is a correct comment ?

    (A) */ Comments */

    (B) ** Comment **

    (C) /* Comment */

    (D) { Comment }

26. To increase the value of c by one which of the following statement is wrong ?

(A) c++;

(B) c = c + 1;

(C) c + 1 => c;

(D) c + = 1

27. When following piece of code is executed, what happens ? b = 3; a = b++; ?

(A) A contains 3 and b contains 4

(B) A contains 4 and b contains 4

(C) A contains 4 and b contains 3

(D) A contains 3 and b contains 3

28. How many times is a do while loop guaranteed to loop ?

(A) 0

(B) Infinitely

(C) 1

(D) Variable

29. Which of the following is not a valid relational operator ?

(A) = =

(B) =>

(C) >=

(D) >=

30. Strings are character arrays. The last index of it contains the null-terminated character :

(A) \n

(B) \t

(C) \0

(D) \1

31. What will be the values of x, m and n after the execution of the following statements ?

Int x, m, n; m = 10; n = 15; x = ++m + n++;

(A) x=25, m=10, n=15

(B) x=26, m=11, n=16

(C) x=27, m=11, n=16

(D) x=27, m=10, n=15

32. Consider the following statements : int x = 22, y=15; x = (x>y) ? (x+y) : (x-y); What will be the value of x after executing these statements ?

(A) 22

(B) 37

(C) 7

(D) Error. Cannot be executed

33. Which of the following keywords is used to control access to a class member ?

(A) Default

(B) Break

(C) Protected

(D) Asm

34. Which of the following means "The use of an object of one class in definition of another class" ?

(A) Encapsulation

(B) Inheritance

(C) Composition

(D) Abstraction

35. A derived class is also called a _____.

(A) Small class

(B) Subclass

(C) Noticeable class

(D) Big class

36. Which of these inheritances is shown in case we inherit some base class from another class, then one of the classes derives it ?

(A) Single

(B) Multiple

(C) Multi-level

(D) Hierarchical

37. _____ is the universal handler class for exceptions.

(A) Maths

(B) Object

(C) Exceptions

(D) Errors

38. Conversion of data type is called :

(A) Self referencing

(B) Type casting

(C) Virtual function

(D) Abstract class

39. The function contain in the ios class to set width :

(A) width()

(B) precision()

(C) fill()

(D) setf()

40. The function contain in the class iomanip to set width :

(A) setw()

(B) set precision()

(C) set fill()

(D) setiosflags()

41. How many default constructors per class are possible ?

    (A) Only one

    (B) Two

    (C) Three

    (D) Unlimited

42. How many times a constructor is called in the life-time of an object ?

    (A) Only once

    (B) Twice

    (C) Thrice

    (D) Depends on the way of creation of object

43. The mechanism of deriving one base class with more than one derived classes :

    (A) Multilevel inheritance

    (B) Multiple inheritance

    (C) Hybrid inheritance

    (D) Hierarchical inheritance

44. Which of the following is not correct :

    (A) Only existing operator can be overloaded

    (B) The overloaded operator must have at least one operand

    (C) We can change the basic meaning of the operator

    (D) Overloaded operators follow the syntax rule of original operator

45. A member function for unary operator overloading takes _____ arguments.

    (A) Zero

    (B) One

    (C) Two

    (D) None

46. Which of the following function / type of function cannot be overloaded ?

(A) Member function

(B) Static function

(C) Virtual function

(D) Both (B) and (C)

47. Copy constructor must receive its arguments by _____ .

(A) Either pass-by-value or pass-by-reference

(B) Only pass-by-value

(C) Only pass-by-reference

(D) Only pass by address

48. The break statement causes an exit :

(A) From the innermost loop only

(B) Only from the innermost switch

(C) From all loops & switches

(D) From the innermost loop or switch

49. The arrays of variable that are of the type class :

(A) Array of object

(B) Pointer

(C) Object

(D) Structure

50. Which of the following type of data member can be shared by all instances of its class ?

(A) Public

(B) Inherited

(C) Static

(D) Friend

51. In object oriented Programming the program is divided into _____ .

(A) Class

(B) Object

(C) Function

(D) None of these

52. Which one is the Object Oriented Programming language ?

(A) Cobol

(B) C

(C) C++

(D) Both C & C++

53. The wrapping up of data and functions into a single unit is called _____ .

(A) Inheritance

(B) Encapsulation

(C) Data hiding

(D) Polymorphism

54. The process by which objects of one class acquire the properties of objects of another class is called _____ .

(A) Abstraction

(B) Inheritance

(C) Encapsulation

(D) Polymorphism

55. In OOP which concept provides the idea of reusability :

(A) Inheritance

(B) Encapsulation

(C) Data hiding

(D) Polymorphism

56. The process of making an operator to exhibit different behaviours in different instances is called _____.

 (A) Function overloading

 (B) Operator overloading

 (C) Inheritance

 (D) None of these

57. The process of making a function to exhibit different behaviours in different instances is called _____.

 (A) Function overloading

 (B) Operator overloading

 (C) Inheritance

 (D) None of these

58. Objects communicate with one another by using _____.

 (A) Message passing

 (B) Operator overloading

 (C) Inheritance

 (D) Both (A) & (B)

59. Through _____ we can eliminate redundant code and extend the use of existing class.

 (A) Inheritance

 (B) Operator overloading

 (C) Encapsulation

 (D) Both (A) & (B)

60. The _____ principle helps the programmer to build secure programs.

 (A) Operator overloading

 (B) Encapsulation

 (C) Data hiding

 (D) Polymorphism

61. What are the basic run time entities in an object oriented program ?

(A) Objects

(B) Functions

(C) Datas

(D) None of these

62. OOPs follows _____ approach during program design.

(A) Top down

(B) Bottom-up

(C) Both (A) & (B)

(D) None of these

63. The technique of Hiding internal details in an object is called _____.

(A) Encapsulation

(B) Functions

(C) Abstraction

(D) Inheritance

64. Classes are _____ datatype.

(A) Derived

(B) User-defined

(C) Built-in

(D) Both (A) & (C)

65. _____ provides interface between the object's data and program.

(A) Object

(B) Functions

(C) Class

(D) Polymorphism

66.	_____ refers to the linking of procedure call to the code to be executed in response to the call.

(A)	Polymorphism

(B)	Functions

(C)	Dynamic binding

(D)	Object

67.	A _____ for an object is a request for execution of a procedure.

(A)	Object

(B)	Functions

(C)	Dynamic binding

(D)	Message discuss

68.	The << operator is known as _____.

(A)	Put to

(B)	Get from

(C)	Insertion

(D)	Both (A) & (C)

69.	The >> operator is known as _____.

(A)	Put to

(B)	Get from

(C)	Extraction

(D)	Both (B) & (C)

70.	_____ contains function prototype for the standard input and output functions.

(A)	iomanip.h

(B)	iostream.h

(C)	stdlib.h

(D)	Both (A) & (B)

71. In C++ default return type for all the functions is _____.

    (A) Int

    (B) Void

    (C) Float

    (D) None of these

72. The multiple use of input and output operator is called _____.

    (A) Polymorphism

    (B) Inheritance

    (C) Cascading

    (D) None of these

73. Which of the following is not a feature of OOPs?

    (A) Polymorphism

    (B) Inheritance

    (C) Dynamic binding

    (D) None of these

74. By default, the members of a C++ class are :

    (A) Private

    (B) Public

    (C) Protected

    (D) None of these

75. Which of the following function that must contain in all C++ Programs :

    (A) start()

    (B) system()

    (C) main()

    (D) program()

76. Which one of the following is the correct operator to compare two values :

(A) :=

(B) =

(C) Equal

(D) = =

77. C++ is originally developed by :

(A) Nicolas Wirth

(B) Dennis Ritchi

(C) Bjarne Stroustrup

(D) Ken Thompson

78. Identify the unary operator :

(A) ? , :

(B) ++

(C) +

(D) %

79. The _____ are used to check the relationship between two numeric operands or expressions.

(A) Logical operators

(B) Relational operators

(C) Arithmetic operators

(D) Bitwise operators

80. _____ is a function that is expanded in line when it is invoked.

(A) Library function

(B) User defined function

(C) Inline function

(D) None of these

81. The qualifier _____ tells the compiler that the function should not modify the argument.

(A) Const

(B) Static

(C) Constant

(D) Inline

82. _____ refers to the use of the same thing for different purpose.

(A) Function declaration

(B) Overloading

(C) Function calling

(D) Prototyping

83. The functions declared inside the class is known as _____.

(A) Data members

(B) Library functions

(C) Member functions

(D) User defined functions

84. Calling a member function by using its name from another member function of the same class is known as _____.

(A) Grouping of member function

(B) Member function group

(C) Nesting of member function

(D) Nested group of member function

85. _____ function can only be called by another function that is a member of its class.

(A) Member function

(B) Private member function

(C) Nested member function

(D) Public member function

86. _____ are normally used to maintain values common to the entire class.

(A) Dynamic variables

(B) Static variables

(C) Private variables

(D) Public variables

87. A static variable is initialized to _____ when the first object of its class is created.

(A) 1

(B) Null

(C) 0

(D) None of these

88. A function calling itself :

(A) Inline function

(B) Static function

(C) Friend function

(D) Recursion

89. Which of the following is not a type of constructor ?

(A) Copy constructor

(B) Friend constructor

(C) Default constructor

(D) Parameterized construct

90. Constructor is executed when _____.

(A) An object is created

(B) An object is used

(C) A class is declared

(D) An object goes out of scope

91. Which of the following also known as an instance of a class ?

    (A) Friend functions

    (B) Object

    (C) Member functions

    (D) Member Variables

92. A constructor that accepts _____ parameters is called the default constructor.

    (A) One

    (B) Two

    (C) No

    (D) Three

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

    (A) !

    (B) ?

    (C) ~

    (D) $

94. Which constructor function is designed to copy objects of the same class type ?

    (A) Create constructor

    (B) Object constructor

    (C) Dynamic constructor

    (D) Copy constructor

95. Which of the following statement is correct ?

    (A) A constructor has the same name as the class in which it is present

    (B) A constructor has a different name than the class in which it is present

    (C) A constructor always returns an integer

    (D) A constructor cannot be overloaded

96. A destructor takes _____ arguments.

   (A) One

   (B) Two

   (C) Three

   (D) No

97. Destructor calls are made in which order of the corresponding constructor calls ?

   (A) Reverse order

   (B) Forward order

   (C) Depends on how the object is constructe

   (D) Depends on how many objects are constructed

98. Which allows you to create a derived class that inherits properties from more than one base class ?

   (A) Multilevel inheritance

   (B) Multiple inheritance

   (C) Hybrid inheritance

   (D) Hierarchical inheritance

99. A derived class with only one base class :

   (A) Multilevel inheritance

   (B) Multiple inheritance

   (C) Single inheritance

   (D) Hierarchical inheritance

100. The duplication of inherited members due to the multiple paths can be avoided by making a common base class is called :

   (A) Abstract class

   (B) Virtual base class

   (C) Multiple inheritance

   (D) Nesting of classes

******

Rough Work / रफ कार्य

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