

Roll No.-----

Paper Code

3 6 3

(To be filled in the
OMR Sheet)

प्रश्नपुस्तिका क्रमांक
Question Booklet No.

O.M.R. Serial No.

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प्रश्नपुस्तिका सीरीज
Question Booklet Series

C

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 भरे, अन्यथा मूल्यांकन में किसी भी प्रकार की विसंगति की दशा में उसकी जिम्मेदारी स्वयं परीक्षार्थी की होगी।
 2. इस प्रश्नपुस्तिका में 100 प्रश्न हैं, जिनमें से केवल 75 प्रश्नों के उत्तर परीक्षार्थियों द्वारा दिये जाने हैं। 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 प्वाइंट 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 जाँच कर देख लें कि प्रश्नपुस्तिका के सभी पृष्ठ भलीभाँति 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. 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
2. The arrays of variable that are of the type class :
 - (A) Array of object
 - (B) Pointer
 - (C) Object
 - (D) Structure
3. 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
4. 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
5. 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)

6. A member function for unary operator overloading takes _____ arguments.
- (A) Zero
 - (B) One
 - (C) Two
 - (D) None
7. 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
8. 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
9. 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
10. How many default constructors per class are possible ?
- (A) Only one
 - (B) Two
 - (C) Three
 - (D) Unlimited

11. The function contain in the class iomanip to set width :
- (A) setw()
 - (B) set precision()
 - (C) set fill()
 - (D) setiosflags()
12. The function contain in the ios class to set width :
- (A) width()
 - (B) precision()
 - (C) fill()
 - (D) setf()
13. Conversion of data type is called :
- (A) Self referencing
 - (B) Type casting
 - (C) Virtual function
 - (D) Abstract class
14. _____ is the universal handler class for exceptions.
- (A) Maths
 - (B) Object
 - (C) Exceptions
 - (D) Errors
15. 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

16. A derived class is also called a _____.
(A) Small class
(B) Subclass
(C) Noticeable class
(D) Big class
17. 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
18. Which of the following keywords is used to control access to a class member ?
(A) Default
(B) Break
(C) Protected
(D) Asm
19. 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
20. 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

21. Strings are character arrays. The last index of it contains the null-terminated character :
- (A) `\n`
 - (B) `\t`
 - (C) `\0`
 - (D) `\1`
22. Which of the following is not a valid relational operator ?
- (A) `==`
 - (B) `=>`
 - (C) `>=`
 - (D) `>=`
23. How many times is a do while loop guaranteed to loop ?
- (A) 0
 - (B) Infinitely
 - (C) 1
 - (D) Variable
24. 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
25. 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`

26. Which of the following is a correct comment ?
- (A) `*/ Comments */`
 - (B) `** Comment **`
 - (C) `/* Comment */`
 - (D) `{ Comment }`
27. Which of the following is selection statement in C++ ?
- (A) `break`
 - (B) `goto`
 - (C) `exit`
 - (D) `switch`
28. We declare a function with _____ if it does not have any return type.
- (A) Long
 - (B) Double
 - (C) Void
 - (D) Int
29. Array indexing always starts with the number :
- (A) 0
 - (B) 1
 - (C) 2
 - (D) \0
30. A _____ is the name of the storage location :
- (A) Identifier
 - (B) Variable
 - (C) Keyword
 - (D) Token

31. 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
32. _____ refer to the names of variables, functions, arrays, classes, etc.
- (A) Identifiers
 - (B) Operators
 - (C) Punctuators
 - (D) Manipulators
33. _____ are the reserved words of the programming language.
- (A) Tokens
 - (B) Literals
 - (C) Separators
 - (D) Keywords
34. The function used to display one line at a time :
- (A) get()
 - (B) put()
 - (C) getline()
 - (D) write()
35. The function used to receive one line at a time :
- (A) get()
 - (B) put()
 - (C) getline()
 - (D) write()

36. The function used to display one character at a time :
- (A) get()
 - (B) put()
 - (C) getline()
 - (D) write()
37. The function used to receive one character at a time :
- (A) get()
 - (B) put()
 - (C) getline()
 - (D) write()
38. The standard library inherited from istream & ostream :
- (A) ios
 - (B) istream
 - (C) ifstream
 - (D) ofstream
39. Which function is in the istream class :
- (A) get()
 - (B) put()
 - (C) write
 - (D) cout
40. Which function is in the ostream class :
- (A) get()
 - (B) read()
 - (C) write
 - (D) cin

41. The class that derived from standard library ios contain output functions :
- (A) Ios
 - (B) iostream
 - (C) istream
 - (D) ostream
42. The class that derived from standard library ios contain input functions :
- (A) Ios
 - (B) iostream
 - (C) istream
 - (D) ostream
43. A stream of byte that is the interface between IO and IO devices :
- (A) Streams
 - (B) Class
 - (C) Object
 - (D) File
44. The empty virtual function are called :
- (A) Pure / do nothing
 - (B) Virtual table
 - (C) Polymorphism
 - (D) Virtual base class
45. The pointer refers to an object that has called the member function currently :
- (A) This
 - (B) Address
 - (C) Virtual function
 - (D) None

46. The memory management operator in c++ :
- (A) New & delete
 - (B) Malloc
 - (C) Calloc
 - (D) Free
47. The variable that contains the address of constant or variable :
- (A) Function
 - (B) Array
 - (C) Pointer
 - (D) Structure
48. A friend function for binary operator overloading takes _____ arguments.
- (A) Zero
 - (B) One
 - (C) Two
 - (D) None
49. A friend function for unary operator overloading takes _____ arguments.
- (A) Zero
 - (B) One
 - (C) Two
 - (D) None
50. The operators can't be overloaded :
- (A) Binary operators
 - (B) Unary operators
 - (C) Ternary operator
 - (D) None

51. 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
52. A derived class with only one base class :
- (A) Multilevel inheritance
 - (B) Multiple inheritance
 - (C) Single inheritance
 - (D) Hierarchical inheritance
53. 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
54. 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 constructed
 - (D) Depends on how many objects are constructed
55. A destructor takes _____ arguments.
- (A) One
 - (B) Two
 - (C) Three
 - (D) No

56. 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
57. 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
58. Destructor has the same name as the constructor and it is preceded by _____.
- (A) !
 - (B) ?
 - (C) ~
 - (D) \$
59. A constructor that accepts _____ parameters is called the default constructor.
- (A) One
 - (B) Two
 - (C) No
 - (D) Three
60. Which of the following also known as an instance of a class ?
- (A) Friend functions
 - (B) Object
 - (C) Member functions
 - (D) Member Variables

61. 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
62. Which of the following is not a type of constructor ?
(A) Copy constructor
(B) Friend constructor
(C) Default constructor
(D) Parameterized construct
63. A function calling itself :
(A) Inline function
(B) Static function
(C) Friend function
(D) Recursion
64. 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
65. _____ are normally used to maintain values common to the entire class.
(A) Dynamic variables
(B) Static variables
(C) Private variables
(D) Public variables

66. _____ 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
67. 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
68. The functions declared inside the class is known as _____.
- (A) Data members
 - (B) Library functions
 - (C) Member functions
 - (D) User defined functions
69. _____ refers to the use of the same thing for different purpose.
- (A) Function declaration
 - (B) Overloading
 - (C) Function calling
 - (D) Prototyping
70. The qualifier _____ tells the compiler that the function should not modify the argument.
- (A) Const
 - (B) Static
 - (C) Constant
 - (D) Inline

71. _____ 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
72. 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
73. Identify the unary operator :
- (A) ? , :
 - (B) ++
 - (C) +
 - (D) %
74. C++ is originally developed by :
- (A) Nicolas Wirth
 - (B) Dennis Ritchi
 - (C) Bjarne Stroustrup
 - (D) Ken Thompson
75. Which one of the following is the correct operator to compare two values :
- (A) :=
 - (B) =
 - (C) Equal
 - (D) ==

76. Which of the following function that must contain in all C++ Programs :
- (A) start()
 - (B) system()
 - (C) main()
 - (D) program()
77. By default, the members of a C++ class are :
- (A) Private
 - (B) Public
 - (C) Protected
 - (D) None of these
78. Which of the following is not a feature of OOPs?
- (A) Polymorphism
 - (B) Inheritance
 - (C) Dynamic binding
 - (D) None of these
79. The multiple use of input and output operator is called _____.
- (A) Polymorphism
 - (B) Inheritance
 - (C) Cascading
 - (D) None of these
80. In C++ default return type for all the functions is _____.
- (A) Int
 - (B) Void
 - (C) Float
 - (D) None of these

81. _____ contains function prototype for the standard input and output functions.
- (A) iomanip.h
 - (B) iostream.h
 - (C) stdlib.h
 - (D) Both (A) & (B)
82. The >> operator is known as _____.
- (A) Put to
 - (B) Get from
 - (C) Extraction
 - (D) Both (B) & (C)
83. The << operator is known as _____.
- (A) Put to
 - (B) Get from
 - (C) Insertion
 - (D) Both (A) & (C)
84. A _____ for an object is a request for execution of a procedure.
- (A) Object
 - (B) Functions
 - (C) Dynamic binding
 - (D) Message discuss
85. _____ 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

86. _____ provides interface between the object's data and program.
- (A) Object
 - (B) Functions
 - (C) Class
 - (D) Polymorphism
87. Classes are _____ datatype.
- (A) Derived
 - (B) User-defined
 - (C) Built-in
 - (D) Both (A) & (C)
88. The technique of Hiding internal details in an object is called _____.
- (A) Encapsulation
 - (B) Functions
 - (C) Abstraction
 - (D) Inheritance
89. OOPs follows _____ approach during program design.
- (A) Top down
 - (B) Bottom-up
 - (C) Both (A) & (B)
 - (D) None of these
90. What are the basic run time entities in an object oriented program ?
- (A) Objects
 - (B) Functions
 - (C) Datas
 - (D) None of these

91. The _____ principle helps the programmer to build secure programs.
- (A) Operator overloading
 - (B) Encapsulation
 - (C) Data hiding
 - (D) Polymorphism
92. Through _____ we can eliminate redundant code and extend the use of existing class.
- (A) Inheritance
 - (B) Operator overloading
 - (C) Encapsulation
 - (D) Both (A) & (B)
93. Objects communicate with one another by using _____.
- (A) Message passing
 - (B) Operator overloading
 - (C) Inheritance
 - (D) Both (A) & (B)
94. 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
95. 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

96. In OOP which concept provides the idea of reusability :
- (A) Inheritance
 - (B) Encapsulation
 - (C) Data hiding
 - (D) Polymorphism
97. 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
98. The wrapping up of data and functions into a single unit is called _____.
- (A) Inheritance
 - (B) Encapsulation
 - (C) Data hiding
 - (D) Polymorphism
99. Which one is the Object Oriented Programming language ?
- (A) Cobol
 - (B) C
 - (C) C++
 - (D) Both C & C++
100. In object oriented Programming the program is divided into _____.
- (A) Class
 - (B) Object
 - (C) Function
 - (D) None of these

Rough Work / रफ कार्य

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