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प्रश्नपुस्तिका क्रमांक
Question Booklet No.

O.M.R. Serial No.

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प्रश्नपुस्तिका सीरीज
Question Booklet Series
C

**M.Sc (Electronics) First Semester,
Examination, February/March-2022
ELC-103(N)**

C++ Programming and Data Structure

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, 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 निर्धारित प्रश्नों से अधिक प्रश्नों के उत्तर दिये जाते हैं तो उसके द्वारा हल किये गये प्रथमतः यथा निर्दिष्ट प्रश्नोत्तरों का ही मूल्यांकन किया 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 प्रश्नपुस्तिका बुकलेट एवं ओ०एम०आर० शीट पृथक-पृथक 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. Copy constructor is invoked when a/an:
 - (A) Argument is passed by value
 - (B) Argument is passed by reference
 - (C) Function returns for reference
 - (D) Function returns by value
2. Classes are useful because they:
 - (A) Can closely model objects in the real world
 - (B) Bring together all aspects of an entity in one place
 - (C) Permit data to be hidden from other classes
 - (D) Are removed from memory when not in use
3. In new operator:
 - (A) Each link contains data or a pointer to data
 - (B) Each link contains a pointer to the next link
 - (C) Links are stored in an array
 - (D) An array of pointers point to the links
4. Virtual functions allow to:
 - (A) Use same function call to execute member function of objects from different classes
 - (B) Group objects of different classes so they can all be assessed by the same function code
 - (C) Create functions that have no body
 - (D) Create an array of type pointer to base calls that can hold pointers to derived classes
5. The keyword void is used to declare:
 - (A) Objects that can be modified outside of program control
 - (B) A synonym for an existing type
 - (C) A member function that is defined in a subclass
 - (D) Absence of a type

6. A virtual base class is useful when:
- (A) It makes sense to use a base class is ambiguous
 - (B) Identification of a function in a base class is ambiguous
 - (C) There are multiple paths form one derived class to another
 - (D) Different functions in base and derived classes have the same name
7. Which of the following user-defined header file extension used in c++?
- (A) hg
 - (B) cpp
 - (C) h
 - (D) hf
8. Turbo C++ library function can be used:
- (A) Draw lines and circles
 - (B) Write text in variety of fonts and sizes
 - (C) Colour any closed figure
 - (D) All of these
9. Braking a program into several files is desirable because:
- (A) A program can be divided functionally
 - (B) Each programmer can work on a separate file.
 - (C) Some files donâ€™t need to be recompiled each time
 - (D) Files can be marketed in object form
10. In stock, the data item placed on the stack first is:
- (A) Given as index zero
 - (B) Not given as index number
 - (C) The first data item to be removed
 - (D) The last data item to be removed

11. The member function can always access the data in:
 - (A) Any object of the class of which it is a member
 - (B) The public part of its class
 - (C) The class of which it is member
 - (D) The object of which is a member
12. The public files in a class library usually contain:
 - (A) Variable definition
 - (B) Class declarations
 - (C) Constant definitions
 - (D) Member function definitions
13. In a linked list:
 - (A) Each link contains data or a pointer to data
 - (B) Links are stored in an array
 - (C) A array of pointers point to the link
 - (D) Each link contains a pointer to the next link
14. In C++, which of the following can legitimately be passed to a function?
 - (A) A constant
 - (B) A variable
 - (C) A structure
 - (D) All of these
15. In C++, a structure brings together a group of:
 - (A) Items of the same data type
 - (B) Integers with user-defined names
 - (C) Related data items, variables
 - (D) All of these

16. Elements double array [7] is which element of the array?
- (A) Sixth
 - (B) Seventh
 - (C) Eighth
 - (D) Impossible
17. The break statement causes an exit:
- (A) From the innermost loop or switch
 - (B) Only form the innermost switch
 - (C) Only from the innermost loop
 - (D) From all loops and switches
18. A function argument is a:
- (A) Value sent to function by the calling program
 - (B) Value returned by the function to the calling program
 - (C) Variable in the function that receives a value form the calling program
 - (D) Way that functions resist accepting the calling program values
19. In C++, a function contained within a class is called:
- (A) A method
 - (B) A class function
 - (C) Member function
 - (D) None of these
20. The function bad() is declared in the header file:
- (A) <iostream.h>
 - (B) <stdio.h>
 - (C) <math.h>
 - (D) <stdlib.h>

21. A static function:
- (A) Should be called when an object is destroyed
 - (B) Can be called using the class name and function
 - (C) Is closely connected with an individual object of a class
 - (D) Is used when a dummy object must be created
22. The dot operator connects which of the following two entities?
- (A) Class object and member of that class
 - (B) Class and member of that class
 - (C) Class object and a class
 - (D) Class member and class object
23. The library function `exit ()` causes an exit from:
- (A) The program in which it occurs
 - (B) The function in which it occurs
 - (C) The block in which it occurs
 - (D) The loop in which it occurs
24. A variable defined within a block is visible:
- (A) From the point of definition onward in the block
 - (B) From the point of definition onward in the function
 - (C) From the point of definition onward in the program
 - (D) Throughout the function
25. An enumerated data type brings together a group of:
- (A) Constant values, integers with user defined names
 - (B) Related data type
 - (C) Items of different data type
 - (D) All of these

26. The scope resolution operator usually:
- (A) Providing a useful conceptual frame work
 - (B) Specifies a particular class
 - (C) Tells what base class is derived form
 - (D) Limits the visibility of variables to a certain function
27. memorizing the new items used in C++ is:
- (A) Critically important
 - (B) Completely irrelevant
 - (C) The key to wealth and success
 - (D) Something you can return to later
28. Redirection redirects:
- (A) Screen from a device to a stream
 - (B) A device from the screen to a file
 - (C) A stream from a file to the screen
 - (D) A file from a device to a stream
29. _____ allocates memory, based on the data type of the variable.
- (A) Interpreter
 - (B) Link
 - (C) Converter
 - (D) Compiler
30. Which operator is used to compare numerical values?
- (A) Relational
 - (B) Conditional
 - (C) Assignment
 - (D) Arithmetic

31. _____ data types are structure, union, class and enumeration.
- (A) Derived
 - (B) Integer
 - (C) Built-in
 - (D) User defined
32. _____ refers to the process of changing the data type of the value stored in a variable.
- (A) Type char
 - (B) Type int
 - (C) Type float
 - (D) Type cast
33. Which punctuator is used to group a set of C++ statements?
- (A) {}
 - (B) []
 - (C) ()
 - (D) /
34. The names beginning with an underscore are reserved for _____ variable.
- (A) Global
 - (B) Local
 - (C) Internal system
 - (D) External system
35. What is the length of long double data type?
- (A) 8
 - (B) 16
 - (C) 32
 - (D) 80

36. Allows users to define the user defined data type identifier.
- (A) Class
 - (B) Data
 - (C) Identifier
 - (D) Type definition
37. Which storage class defines local variable known to the block in which they are defined?
- (A) Register
 - (B) Auto
 - (C) Extern
 - (D) Static
38. Every variable will be referred by its _____.
- (A) Data
 - (B) Int
 - (C) Name
 - (D) Address
39. _____ are data items whose value cannot be changed.
- (A) Class
 - (B) Return
 - (C) Constants
 - (D) Variable
40. The basic types are collectively called as _____.
- (A) Looping
 - (B) Tokens
 - (C) Expression
 - (D) Variables

41. Which one holds the values or constants in memory boxes?
- (A) Variable
 - (B) While
 - (C) Go to
 - (D) Switch
42. _____ literals are treated as array of characters.
- (A) Graphic
 - (B) Character
 - (C) String
 - (D) Non-graphic
43. What is a file?
- (A) A file is a selection of main storage used to store data.
 - (B) A file is another name for floppy disk.
 - (C) A file is a part of a program that is used to describe what the program should do.
 - (D) A file is a collection of information that has been given a name and its stored in secondary memory.
44. The statement `int A; b;` is invalid because _____.
- (A) Variable should be separated by Comma
 - (B) Capital A is not allowed
 - (C) Only one variable should be given
 - (D) All of these
45. When `a=6` and `c=a++` what is the value of `c`?
- (A) 6
 - (B) 7
 - (C) 8
 - (D) 9

46. When $a=6$, $c=++a$ what will be the value of c ?
- (A) 6
 - (B) 7
 - (C) 8
 - (D) 9
47. For example class boy, _____ is user defined data type of class.
- (A) Class
 - (B) Type
 - (C) Boy
 - (D) User
48. _____ variables are sensitive to the data type they point to.
- (A) Char
 - (B) Pointer
 - (C) Integer
 - (D) Float
49. Which one is the valid real constant?
- (A) 85.46
 - (B) 85
 - (C) 0.85
 - (D) Both (A) and (C)
50. Where a condition is checked to see whether to do one or more iteration is:
- (A) Definite iteration
 - (B) Sequencing
 - (C) Indefinite iteration
 - (D) None of these

51. The body of function contains_____.
- (A) Return statement declaration part
 - (B) A variable
 - (C) Processing part
 - (D) All the above
52. What type of integer starts with OX?
- (A) Decimal
 - (B) Binary
 - (C) Hexadecimal
 - (D) Octal
53. The special characters like tab, backspace, line feed, null, back slash are called _____ character constant:
- (A) Floating
 - (B) String
 - (C) Graphic
 - (D) Non-graphic
54. _____ variable of the same data type can be declared in a single declaration statement.
- (A) Two
 - (B) Three
 - (C) Only one
 - (D) More than one
55. In C++ programming language, to write data that contains variables of type float to an object of type ofstream, which of the following should be used?
- (A) Put ()
 - (B) Seekg ()
 - (C) Write ()
 - (D) Insertion operator

56. Keyword typed is used to declare:
- (A) A synonym for an existing type
 - (B) Absence of a type
 - (C) Objects that can be modified outside of a program control
 - (D) A member function that is defined in a subclass
57. When a language has the capability to produce new data types, it is called:
- (A) Extensible
 - (B) Encapsulated
 - (C) Reprehensible
 - (D) None of these
58. In a class specified, data or functions and designated private are accessible:
- (A) Only to public members of class
 - (B) Only if you know the password
 - (C) To any function in the program
 - (D) To member functions of that class
59. Which of the following are good reasons to use an object oriented language?
- (A) An object oriented program can be taught to correct its own errors
 - (B) Program statements are simpler than in procedural language
 - (C) We can define our own data types
 - (D) None of these
60. The enum, unsigned int, short int and int data type's uses _____ bits.
- (A) 8
 - (B) 16
 - (C) 32
 - (D) 64

61. _____ type is further divided into int and char.
- (A) Float
 - (B) Int
 - (C) Char
 - (D) Integral
62. _____ data type to indicate the function does not return a value.
- (A) Static
 - (B) Main
 - (C) Public
 - (D) Void
63. The operands and the operators are grouped in a specific logical way of evaluation is called _____.
- (A) Assignment
 - (B) Association
 - (C) Arithmetic
 - (D) Class
64. _____ are the kind of data that variables hold in a programming language.
- (A) Conditional type
 - (B) Constant type
 - (C) Variable type
 - (D) Data types
65. The address number starts at _____.
- (A) 1
 - (B) 2
 - (C) 3
 - (D) Null

66. _____ storage class global variable known to all functions in the current program.
- (A) Register
 - (B) Extern
 - (C) Static
 - (D) Auto
67. _____ class is another qualifier that can be added to a variable declaration.
- (A) Register
 - (B) Static
 - (C) Sub
 - (D) Storage
68. What are shift operator?
- (A) <<
 - (B) >>
 - (C) >
 - (D) Both (A) and (B)
69. _____ is an operator which returns the memory size requirements in terms of bytes.
- (A) Double
 - (B) Size
 - (C) Size of
 - (D) Long
70. How many fundamental data types are there in C++?
- (A) 1
 - (B) 2
 - (C) 3
 - (D) 4

71. _____ is a sequence of character surrounded by double quotes.
- (A) Constant
 - (B) Numeric
 - (C) Character
 - (D) String literal
72. _____ is the C increment Operator in C++.
- (A) ++
 - (B) +*
 - (C) *+
 - (D) - -
73. How many operators are classified in C++?
- (A) 11
 - (B) 13
 - (C) 14
 - (D) 15
74. _____ constant is a signed real number.
- (A) Char
 - (B) String
 - (C) Integer
 - (D) Floating point
75. What is the other name for variable?
- (A) While
 - (B) Visual
 - (C) Identifier
 - (D) Constant

76. The constant that should not have fractional part is _____.
- (A) Float
 - (B) Double
 - (C) Integer
 - (D) Exponent
77. What are bitwise operators?
- (A) &
 - (B) !
 - (C) ^
 - (D) All (A, B, and C)
78. Which operator requires three operands?
- (A) Unary
 - (B) Binary
 - (C) Ternary
 - (D) Bitwise
79. What is the length of double data type?
- (A) 8
 - (B) 16
 - (C) 32
 - (D) 64
80. Built in Data type is also called as _____ data type.
- (A) Fundamental
 - (B) Secondary
 - (C) Void
 - (D) Integer

81. _____ Type is used to declare a generic pointer in C++.
- (A) Int
 - (B) Void
 - (C) Static
 - (D) Float
82. _____ storage class variables are defined in another program.
- (A) Register
 - (B) Auto
 - (C) Extern
 - (D) Static
83. Auto variables get undefined values known as _____.
- (A) Garbage
 - (B) Auto
 - (C) Register
 - (D) Static
84. _____ Operator requires two operands.
- (A) Logical
 - (B) Binary
 - (C) Unary
 - (D) Ternary
85. Addressing is done using _____ number system.
- (A) Decimal
 - (B) Hexadecimal
 - (C) Octal
 - (D) Binary

86. Integer values are stored in _____ bit format in binary form.
- (A) 8
 - (B) 16
 - (C) 32
 - (D) 64
87. Variable names must begin with_____.
- (A) #
 - (B) \$
 - (C) Number
 - (D) Letter
88. Float and double are related to _____ fata type.
- (A) Void
 - (B) Floating
 - (C) Fixed
 - (D) Integral
89. How many C++ data types are broadly classified?
- (A) 2
 - (B) 3
 - (C) 4
 - (D) 5
90. _____ operators have lower precedence to relational and arithmetic operators.
- (A) Conditional
 - (B) Boolean
 - (C) Logical
 - (D) Relational

91. Logical AND (&&) and Logical OR (||) are _____ operators.
- (A) Logical
 - (B) Equality
 - (C) Class member
 - (D) Comma
92. Signed, unsigned, long and short are some of the _____.
- (A) Void
 - (B) Data
 - (C) Derived data
 - (D) Modifiers
93. How many storage specifiers are there in a C++?
- (A) 2
 - (B) 3
 - (C) 4
 - (D) 5
94. Auto, static, extern and register are called as _____.
- (A) Static
 - (B) Register
 - (C) Auto
 - (D) Storage specifier
95. Every variable should be separated by _____ separator.
- (A) Dot
 - (B) Colon
 - (C) Comma
 - (D) Semicolon

96. The modulus operator uses _____ character.
- (A) +
 - (B) *
 - (C) /
 - (D) %
97. What is a constant that contains a single character enclosed within single quotes?
- (A) Character
 - (B) Numeric
 - (C) Fixed
 - (D) Floating point
98. _____ is the smallest individual unit in a program.
- (A) Variable
 - (B) Control
 - (C) Character
 - (D) Token
99. Which one of the following is a keyword?
- (A) Size
 - (B) Key
 - (C) Jump
 - (D) Switch
100. C++ was developed by_____.
- (A) Thomas Kushz
 - (B) John Kemney
 - (C) Bjarne Stroutstrup
 - (D) James Goling

Rough Work / रफ कार्य

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