**Quiz # 03 | Attempt Date: July 08, 2014**

**01. \_\_\_\_\_\_\_\_\_\_\_ are not available in C language**

User defined functions
Built in functions
Library functions
**Inline functions**

**02. Special name which is substituted in code by its definition and as a result we get an expanded code is called**

Union
Directive
**Macro**
Array

**03. Windows operating system may itself takes memory from \_\_\_\_\_\_\_\_\_\_\_.**

**stack**
heap
lists

**04. The heap memory structure \_\_\_\_\_\_\_\_\_\_.**

remains constant
remains constant
**constantly changes in size**
is just like stack

**05. there is no ovethere is no overhead of function callsrhead of system calls**

macros are more efficient
there is no overhead of program calls

**06. C++ was developed by \_\_\_\_\_\_\_\_\_\_\_\_\_.**

Charles Babbage
Graham Bell
**Bejarne Stroustrup**
Von Nuemann

**07. The default visibility for the data members of the class is**

**private**
protected
public

**08. The object code of our program is combined with the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

source program
machine code of the operating system
**object code of the library functions**with header files

**09. void calloc(50,sizeof(int)) will return**

char pointer
**a memory chunk of 50 integers from heap**
a memory chunk of 50 integers from stack.
a memory chunk with zero pointer

**CS201 Quiz # 03 | Attempt Date: July 08, 2014**

**1. A class is a user defined data type it takes \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

4 bytes in memory
2 bytes in memory
no space in memory unless we create an object from it.
No space in memory unless we create constructors

**2. When a problem is broken into small pieces or modules and each small piece corresponds to a function this technique is called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ approach**

**Top-down structured programming**
down-top structured programming
object oriented programming
object oriented programming

**3. What will be the output of the given code #include #include void display( int = 1, float = 2.3, char = '@' ); main() { display(); // All three arguments default display( 5 ); // Provide 1st argument display( 6, 7.8 ); // Provide 1st and 2nd display( 9, 10.11, '**
**); // Provide all three argument get**

plus +
multiplication \*
dot .]
Division /

**4. The difference between malloc function and calloc function is that**

**the space is not initialized by the malloc function.**
the space is not initialized by the calloc function
the space is not allocated by the calloc function

**5. getche() is a \_\_\_\_\_\_\_\_\_\_\_\_\_ function and defined in \_\_\_\_\_\_\_\_\_\_\_ header file. Select correct option:**

**built-in function , conio.h**
built-in function, stlib.h
built -in function, iostream.h

**6. Constructor is itself a \_\_\_\_\_\_\_\_\_\_ of C++ and \_\_\_\_\_\_\_\_\_\_\_.**

class , can be overloaded
function , cannot be overloaded
**function, can be overloaded**
object, can not be initialized

**7. symbolic constant PI can be defined as:**

#define PI 3.14;
**#define PI 3.14**
#define PI=3.14
# include pi= 3.14

**8. Unix operating system was written in \_\_\_\_\_\_\_\_ language**

C++
Java
FORTRAN
C

**9. Constructor is special type of function :**

**which has no return type'**
which returns NULL pointer
which returns zero
which returns integer type data

**10. A class is**

a built in function
**a user defined data type**Non of these

**Quiz # 03 | Attempt Date: July 08, 2014**

**1. Windows operating system may itself takes memory from \_\_\_\_\_\_\_\_\_\_\_.**

stack
array
list
heap

**2. Look at the program code and identify the error. 1 #include 2 #define PI 3.1415926; // Defining PI 3 main() { 4 int radius = 5; 5 cout "Area of circle with radius " radius " = " PI \* radius \* radius; }**

It will be compiled successfully and will not generate error
It will be compiled and returns nothing
Error exists in line number 2. Semi colon is not allowed with define directive
The value of PI cannot be defined in the beginning

**3. getche() is a \_\_\_\_\_\_\_\_\_\_\_\_\_ function and defined in \_\_\_\_\_\_\_\_\_\_\_ header file.**

user-define function , conio.h
built-in function , conio.h
built-in function, stlib.h
built -in function, iostream.h

**4. A class is a user defined data type it takes \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

4 bytes in memory
2 bytes in memory
**no space in memory unless we create an object from it.**
No space in memory unless we create constructors

**5. For console input and output we use \_\_\_\_\_\_\_\_\_\_\_.**

**conio.h header file**stdlib.h header file
process.h header file
getch.h header file

**6. The compiler use a name mangling technique to \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

**Generate a unique token that is assigned to each function**
Generate unique functions
Compile the functions
Run the functions

**7. A class is \_\_\_\_\_\_\_\_\_\_\_\_\_**

a built in function
a user defined data type
an array
a member function

**8. Macros are categorized into \_\_\_\_\_\_\_\_\_ type(s).**

one
four
**two**
none of the given

**9. void calloc(50,sizeof(int)) will return**

char pointer
a memory chunk of 50 integers from heap
a memory chunk of 50 integers from stack.
a memory chunk with zero pointer

**10. What will be the output of the given code ? #include inline int max( int a, int b ) { if ( a > b ) return a; return b; } main() { int i, x, y; x = 23; y = 45; i = max( x++, y++ ); cout "x = " x " y = " y '\n'; }**

x= 23 y= 45
**x = 24 y = 46**
x= 22 y= 46
x=23 y= 47

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**1. An instance of a class is called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

structure
data type
**object**
member function

**2. With the use of dynamic allocation of memory, the system resources can be \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

wasted
**use efectively**

**3. We cannot use \_\_\_\_\_\_\_\_\_\_\_\_\_\_ pointer for storing and reading data from it.**

NULL integer double zero
NULL, integer, double, zero,
**NULL**

**4. The constructor contains \_\_\_\_\_\_\_\_\_\_\_\_\_.**

return type
**no return type**
objects
classes

**5. The function overloading requires\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

no arguments,,,,
the argument list to be the same,,,,
the arguments of integer type only,,,,,,
**the argument list to be different.**

**6. For casting, we normally declare a pointer of type \_\_\_\_\_\_\_\_\_\_\_\_\_.**

**void**
NULL

**7. A class is a user defined data type it takes \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

4 bytes in memory
2 bytes in memory
no space in memory unless we create an object from it.

**8. If you create a header file of your own and you save it in the “Headerfiles” folder which is located on the current working directory then you must enclose your header file within \_\_\_\_\_\_\_\_\_**

braces
**quotation marks # sign**
angle brackets

**9. The data members of the class are initialized \_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

within main program
outside the function
**at runtime**
at compile time

**10. Overloading means :**

**Using the same name to perform multiple tasks or different tasks depending on the situation.**
Using the different name to perform multiple tasks or different tasks depending on the situation
Using the same name to perform multiple tasks or same tasks depending on the situation
Using the same name to perform difficult tasks or complex tasks and it does not depend on the situation

**CS201 Quiz No 3 Rumaan July 8, 2014 at 12:29pm**

The memory allocation functions return a chunk of memory with a pointer of type\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

int

flost

ptr

**void**

When we include the header file in the angle brackets the compiler searches for it in ----------------------

current directory

**specific directory**

current folder

all the drives

Constructor has \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

no name

**the same name as of class**

the same name as data member

return type

The data members of the class are initialized \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

ahoo fer hun

within main program

outside the function

**at runtime**

at compile time

In a NULL pointer, all zeros are \_\_\_\_\_\_\_\_\_\_\_\_\_memory addresses

valid and constant

**invalid**

variable

aage chal

\_\_\_\_\_\_ is a special type of pointer we have to cast it before we use it.

integer

**void**

The main advantage of macros is that \_\_\_\_\_\_\_\_\_\_\_and program runs faster

there is no overhead of system calls

**there is no overhead of function calls**

macros are more efficient

symbolic constant PI can be defined as:

#define PI 3.14 ;

**#define PI 3.14**

#define PI=3.14

#define PI 3.14

if you create a header file of your own and you save it in the “Headerfiles” folder which is located on the current working directory then you must enclose your header file within \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

braces

**quotation marks**

# sign

Sometimes after allocating memory we need additional space, for this purpose we use \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

reallocation function

calloc function

**realloc function**

void pointer

reallocation

**CS201 Quiz No 3 Share By Ex Vu student on July 8, 2014**

Question # 1 of 10 ( Start time: 05:51:52 PM ) Total Marks: 1

The dynamic memory allocation uses \_\_\_\_\_\_\_\_\_\_\_ whereas static memory allocation uses \_\_\_\_\_\_\_\_\_.

Select correct option:

**heap , stack**
stack , lists
array , stack
classes , array

Question # 2 of 10 ( Start time: 05:52:47 PM ) Total Marks: 1

In a NULL pointer, all zeros are \_\_\_\_\_\_\_\_\_\_\_\_\_memory addresses

Select correct option:

valid and constant
variable
**invalid**
None of the above

Question # 3 of 10 ( Start time: 05:53:27 PM ) Total Marks: 1

A class is a user defined data type it takes \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Select correct option:

4 bytes in memory
2 bytes in memory
**no space in memory unless we create an object from it.**No space in memory unless we create constructors

Question # 4 of 10 ( Start time: 05:54:28 PM ) Total Marks: 1

Default constructor generated by \_\_\_\_\_\_\_\_\_\_\_\_\_\_does \_\_\_\_\_\_\_\_\_\_\_\_\_\_for us.

Select correct option:

compiler , initialization
compiler, no initialization
classes , initialization
main program, memory management

Question # 5 of 10 ( Start time: 05:55:30 PM ) Total Marks: 1

void calloc(50,sizeof(int)) will return

Select correct option:

char pointer
**a memory chunk of 50 integers from heap**
a memory chunk of 50 integers from stack.
a memory chunk with zero pointer

Question # 6 of 10 ( Start time: 05:56:17 PM ) Total Marks: 1

The data members of the class are initialized \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Select correct option:

within main program
outside the function
**at runtime**
at compile time

Question # 7 of 10 ( Start time: 05:57:01 PM ) Total Marks: 1

A class is \_\_\_\_\_\_\_\_\_\_\_\_\_.

Select correct option:

a built in function
**a user defined data type**
an array
a member function

Question # 8 of 10 ( Start time: 05:57:37 PM ) Total Marks: 1

The malloc function takes \_\_\_\_\_\_\_\_\_\_\_ argument(s).

Select correct option:

**two**
three
four
one

Question # 9 of 10 ( Start time: 05:58:54 PM ) Total Marks: 1

symbolic constant PI can be defined as:

Select correct option:

#define PI 3.14 ;
**#define PI 3.14**
#define PI=3.14
# include pi= 3.14