CS201 QUIZ NO: 4 SOLUTION FILE

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1. Templates provide way of abstracting _____ information. **Answer: type**
2. Class is a user defined _____ **Answer: data type**
3. New operator is used to allocate memory from the free store during. **Answer: run time**
4. Which one of the following is not a possible state for a pointer? **Answer: point to a type**
5. Local variable are stored in an area called _____ **Answer: stack**
6. Types of templates in c++ language are _____ **Answer: 2**
7. _____ Variables are those that are defined outside of main. **Answer: Global**
8. The return type of operator function for << operator is _____ **Answer: reference of ostream class (ostream&)**
9. The return type of operator function for >> operator is _____ **Answer: reference of istream class (istream&)**
10. The first parameter of operator function for << operator _____ **Answer: must be passed by reference**
11. What does the following statements mean? Int (*fp) (char*) **Answer: pointer to function talking a char* argument and returns an int.**
12. When an object of a class is defined inside another class then, **Answer: constructor of enclosing class will be called first**
13. Ostream is an _____ operator **Answer: standalone**
14. What is the role of constructor in classes? **Answer: to initialize the data member of an object when it is created**
15. We cannot define friends for the _____ that are already written and not in our control. **Answer: functions**
16. A template function must have **Answer: one are more than one argument**
17. Ostream class is _____ are not under our control. **Answer: built in**
18. :: is called _____ Answer: scope resolution operator
19. How many destructors are allowed in a class? **Answer: 1**
20. A variable which is defined inside a function is called **Answer: none of the given option**
21. The first parameter of operator function for << operator _____ **Answer: must be object of class**
22. _____ Variables are defined in the main. **Answer: local**
23. Which value can we not assign to reference? **Answer: null**
24. Court << i << " ";Court << d << " "; Court << f ;

25. Above statement can be written within statement of one line as: **Answer: cout << I << " "cout << d << " "Cout << f ;**
26. When a variable is defined as static in a class than_____ **Answer: only one copy is created for all objects of this class**
27. What is the use of function get operator? Answer: **overloading the objects**
28. What will happen when the function call operator is overloaded? **Answer: it will not modify the functions**
29. When an objects of a class is defined inside another class then, **Answer: destructor of inner object will be called first**
30. Endl is a parameter-less _____ manipulator that insert the new line besides flushing the buffer. **Answer: built – in**
31. The stream insertion and extraction operators are not already overloaded for _____**Answer: built – in data types**
32. Variable are those that are defined outside of main. **Answer: global**
33. Ostream class is _____ and not under our control. **Answer: built – in**
34. Automatic variable are created on _____ **Answer: stack**
35. Templates provide way of abstracting _____ information. **Answer: type**
36. Which of the following is an example of static memory allocation? **Answer: array**
37. Variable are defined in a main. **Answer: local**
38. Variable are used to maintain state. **Answer: static**
39. Local variable are stored in an area called _____ **Answer: stack**
40. :: is called **Answer: scope resolution operator**
41. Variable has a single copy for the whole class. **Answer: local**
42. Static variable which is defined in a function is initialized _____ **Answer: only once during its life time**
43. The operator used for dereferencing or indirection is _____ **Answer: ***
44. What does STL stand for? Answer: **standard template library**
45. Local variable are stored in an area called _____ **Answer: free memory**
46. The stream insertion and extraction operators are not already overloaded for _____ **Answer: user – defined data types**
47. What is stl constructor? **Answer: a constructor to initialize an object with the values of another object.**
48. In the member initializer list the data members are initialized. **Answer: in the order in which they are defined within class**
49. Which one of the following is not a possible state for a pointer? **Answer: hold the address of the specific object**
50. Local variable are stored in an area called _____ **Answer: stack**
51. The first parameter of operator function for << operator _____ **Answer: must be passed by reference**
52. Static data members of a class can be _____ **Answer: public and private**
53. In statement Matrix m2 = m1; **Answer: Assignment operator is being used**
54. The operator function for << (stream insertion) >> and stream extraction must be **Answer: non-member function of class**
55. Choose the right option. String* x, y; **Answer: x is a pointer to a string, y is a string**

56. Which one of the following is not a possible state for a pointer? **Answer: point to a type**
57. Class is a user defined _____ **Answer: data type**
58. What does the following statement mean? Answer: pointer to a pointer
59. Automatic variable are created on _____ **Answer: stat storage**
60. New operator allocates memory from free state and return _____ **Answer: a pointer/ a float number/an integer number**
61. When an object of a class is defined inside another class then, **Answer: none of the given option**
62. What is role of a constructor in classes? **Answer: to initialize the data members of an object when it is created**
63. To get the memory address of a variable we use _____ **Answer: &**
64. When a variable is defined as static in a class than_____ **Answer: a copy of this variable is created for only static objects.**
65. Variable has a single copy for the whole class. **Answer: static**
66. We cannot define friends for the _____ that are already written and not in our control. **Answer: classes**
67. When an object of a class is defined inside another class then, **Answer: none of the given option**