



Virtual University

About Us

CS201  
Solved Final Terms Papers

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Year  
2017

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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

In the Name of Allāh, the Most Gracious, the Most Merciful

### Paper Pattern

MCQS 40 each 1 mark  
Short 4 each 2 marks  
Short 4 each 3 marks  
long 4 each 5 marks

Question No : 1 of 52

Marks: 1 (Budgeted Time 1 Min)

In Flow Chart, flow of control is represented by \_\_\_\_\_.

Answer ( Please select your correct option )

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☐ Rectangle

☐ Circle

☐ Diamond

☐ Arrow

correct

Made by: Waqar Siddhu

Question No : 2 of 52

Marks: 1 (Budgeted Time 1 Min)

You can use a \_\_\_\_\_ statement to transfer control elsewhere out of the nested structure.

Answer ( Please select your correct option )

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☐ continue

☐ goto

correct

☐ pause

☐ break

Made by: Waqar Siddhu

Question No : 3 of 52

Marks: 1 (Budgeted Time 1 Min)

Which of the given operators is not a valid compound assignment operator ?

Answer ( Please select your correct option )

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☐ >>=

☐ ==>>

correct

☐ \*=

☐ &=

Made by: Waqar Siddhu

Question No : 4 of 52

Marks: 1 (Budgeted Time 1 Min)

The purpose of using cout<< is to \_\_\_\_\_

Answer ( Please select your correct option )

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☐ Display information on the screen

correct

☐ Read the data from keyboard

☐ Read the data from a file

☐ Write into a file

Made by: Waqar Siddhu

Question No : 5 of 52

Marks: 1 (Budgeted Time 1 Min)

Assignment operator is used for \_\_\_\_\_

Answer ( Please select your correct option )

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☐ calculation

☐ reading

☐ assigning values to variables

correct

☐ equality checking

Made by: Waqar Siddhu



Question No : 6 of 52

Marks: 1 (Budgeted Time 1 Min)

Missing semicolon ';' at the end of C++ statement causes a \_\_\_\_\_ error.

Answer ( Please select your correct option )

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☐ Logical

☐ Syntax

correct

☐ Runtime

☐ Compile time

Made by: Waqar Siddhu

Question No : 7 of 52

Marks: 1 (Budgeted Time 1 Min)

Which of the following is not an example of int data type?

Answer ( Please select your correct option )

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☐ 0

☐ -32

☐ 65531

☐ -4.0

correct

Made by: Waqar Siddhu

Question No : 8 of 52

Marks: 1 (Budgeted Time 1 Min)

For which array, the size of the array should be one more than the number of elements in an array?

Answer ( Please select your correct option )

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☐ int

☐ double

☐ float

☐ char

correct

Made by: Waqar Siddhu

Question No : 9 of 52

Marks: 1 (Budgeted Time 1 Min)

If an integer takes 4 bytes in the memory then how many bytes will be allocated in the memory for the following code?

```
#include<iostream.h>
#include<stdlib.h>

int main()
```

Answer ( Please select your correct option )

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☐ 12 bytes☐ 24 bytes☐ 48 bytes☐ 32 bytes

Made by: Waqar Siddhu

Question No : 9 of 52

Marks: 1 (Budgeted Time 1 Min)

```
{
    int (*p)[4];
    p = (int (*) [4])malloc(3 *sizeof(*p));
    return 0;
}
```

Answer ( Please select your correct option )

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☐ 12 bytes☐ 24 bytes☐ 48 bytes☐ 32 bytes

Made by: Waqar Siddhu

Question No : 10 of 52

Marks: 1 (Budgeted Time 1 Min)

Which header file should be included to use functions like malloc() and calloc?

Answer ( Please select your correct option )

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☐ memory.h☐ iostream.h☐ stdlib.h☐ conio.h

correct

Made by: Waqar Siddhu



Question No : 11 of 52

Marks: 1 (Budgeted Time 1 Min)

Using a segment of source code again by adding new functionalities with slight or no modification is termed as \_\_\_\_\_.

Answer ( Please select your correct option )

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- ☐ code efficiency
- ☐ code reusability
- ☐ code modification
- ☐ code compatibility

correct

Made by: Waqar Siddhu

Question No : 12 of 52

Marks: 1 (Budgeted Time 1 Min)

The programs in which we allocate static memory run essentially on \_\_\_\_\_.

Answer ( Please select your correct option )

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- ☐ Heap
- ☐ System Cache
- ☐ Free Store
- ☐ Stack

correct

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Question No : 13 of 52

Marks: 1 (Budgeted Time 1 Min)

TWAIN stands for \_\_\_\_\_.

Answer ( Please select your correct option )

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- ☐ Technology With An Interesting Name
- ☐ Technology Without An Informative Name
- ☐ Technology Without An Interesting Name
- ☐ Technology With An Informative Name

correct

Made by: Waqar Siddhu



Question No : 14 of 52

Marks: 1 (Budgeted Time 1 Min)

Which of the following will be the correct function call for function prototype given below?  
int func (int &);

Answer ( Please select your correct option )

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☐ func(int num);

☐ func(&num);

correct

☐ func(num);

☐ func(\*num);

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Question No : 15 of 52

Marks: 1 (Budgeted Time 1 Min)

The operator used for casting in C is standard \_\_\_\_\_ operator.

Answer ( Please select your correct option )

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☐ binary

☐ cast

correct

☐ cost

☐ const

Made by: Waqar Siddhu

Question No : 16 of 52

Marks: 1 (Budgeted Time 1 Min)

Which header file should be included in the program to use stream manipulators?

Answer ( Please select your correct option )

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☐ iostream.h

☐ stdlib.h

☐ stdio.h

☐ iomanip.h

correct

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Question No : 17 of 52

Marks: 1 (Budgeted Time 1 Min)

The stream insertion and extraction operators \_\_\_\_\_.

Answer ( Please select your correct option )

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- ☐ must be overloaded as member function
- ☐ must be overloaded as non-member function
- ☐ can be overloaded either as member or non-member
- ☐ always overloaded in class functions

correct

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Question No : 18 of 52

Marks: 1 (Budgeted Time 1 Min)

The operator function for stream insertion(>>) and stream extraction (<<) must be \_\_\_\_\_.

Answer ( Please select your correct option )

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- ☐ A member function of class
- ☐ Non-member function of class
- ☐ Can be a member and non-member function
- ☐ A constructor of the class

correct

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Question No : 19 of 52

Marks: 1 (Budgeted Time 1 Min)

In statement Matrix m2 = m1 ;

Answer ( Please select your correct option )

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- ☐ Assignment operator is being used
- ☐ Copy constructor is being used
- ☐ Statement has syntax error
- ☐ Statement has logical error

correct

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Question No : 20 of 52

Marks: 1 (Budgeted Time 1 Min)

Which of the following is true while overloading operators?

Answer ( Please select your correct option )

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- ☐ Precedence of an operator can be changed
- ☐ The arity (number of operands) can be changed
- ☐ No new operators can be created
- ☐ Associativity of an operator can be changed

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Question No : 21 of 52

Marks: 1 (Budgeted Time 1 Min)

Which of the following is true about operator overloading?

Answer ( Please select your correct option )

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- ☐ The operator works with only objects of the class in which it is overloaded.
- ☐ The operator works with objects and primitive data types regardless of parameters.
- ☐ The operator works with both objects and primitive data types depending on parameters.
- ☐ The operator must have a constant and an object as parameters.

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Question No : 22 of 52

Marks: 1 (Budgeted Time 1 Min)

A template function must have at least \_\_\_\_\_ generic data type.

Answer ( Please select your correct option )

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- ☐ Zero
- ☐ One
- ☐ Two
- ☐ Three

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Question No : 23 of 52

Marks: 1 (Budgeted Time 1 Min)

Templates provide way of abstracting \_\_\_\_\_ information.

Answer ( Please select your correct option )

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☐ type

☐ data

☐ method

☐ access

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Question No : 24 of 52

Marks: 1 (Budgeted Time 1 Min)

The appropriate data type to store the number of rows and columns of the matrix is \_\_\_\_\_.

Answer ( Please select your correct option )

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☐ int

☐ char

☐ float

☐ strings

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Question No : 25 of 52

Marks: 1 (Budgeted Time 1 Min)

ANSI stands for \_\_\_\_\_.

Answer ( Please select your correct option )

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☐ Asian National Standards Institute

☐ American National Standards Institute

☐ American Neutral Standards Institute

☐ Australian National Standards Institute

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Question No : 26 of 52

Marks: 1 (Budgeted Time 1 Min)

Which of the following option will be true, if we overload "==" operator?

Answer ( Please select your correct option )

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- ☐ only - operator needs to be overloaded
- ☐ Minus (-) and = operators need to be overloaded
- ☐ the == operator need to be overloaded explicitly
- ☐ the - and = operators need to be overloaded implicitly

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Question No : 27 of 52

Marks: 1 (Budgeted Time 1 Min)

In operator overloading, a non-member unary operator function takes \_\_\_\_\_ arguments.

Answer ( Please select your correct option )

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- ☐ 0
- ☐ 2
- ☐ 1
- ☐ 3

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Question No : 28 of 52

Marks: 1 (Budgeted Time 1 Min)

By using objects as class members, \_\_\_\_\_ is achieved.

Answer ( Please select your correct option )

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- ☐ Accessibility
- ☐ Reliability
- ☐ Reusability
- ☐ Usability

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Question No : 29 of 52

Marks: 1 (Budgeted Time 1 Min)

A class whose object is contained as const object, must have \_\_\_\_\_.

Answer ( Please select your correct option )

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- ☐ Getter/Setter Functions
- ☐ Default Constructor
- ☐ Parameterized Constructor
- ☐ Operator Overloading Functions

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Question No : 30 of 52

Marks: 1 (Budgeted Time 1 Min)

The initializer list is used to initialize the contained objects of a class at \_\_\_\_\_.

Answer ( Please select your correct option )

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- ☐ Debugging time
- ☐ Construction time
- ☐ Compile time
- ☐ Run time

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Question No : 31 of 52

Marks: 1 (Budgeted Time 1 Min)

Which of the following statement is true about Assignment operator (=) and output stream 'cout'?

Answer ( Please select your correct option )

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- ☐ Assignment operator is left associative whereas cout is right associative.
- ☐ Assignment operator is right associative whereas cout is left associative.
- ☐ Both (Assignment operator, output stream 'cout') are right associative.
- ☐ Both (Assignment operator, output stream 'cout') are left associative.

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Question No : 32 of 52

Marks: 1 (Budgeted Time 1 Min)

The stream insertion and stream extraction operators are already overloaded for \_\_\_\_\_.

Answer ( Please select your correct option )

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☐ User-defined data types

☐ Built-in data types

☐ User-defined and built-in data types

☐ Constants

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Question No : 33 of 52

Marks: 1 (Budgeted Time 1 Min)

The input/output streams cin and cout are \_\_\_\_\_ therefore have \_\_\_\_\_.

Answer ( Please select your correct option )

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☐ Structures, function

☐ Objects, member functions

☐ Functions, objects

☐ Structures, non member functions

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Question No : 34 of 52

Marks: 1 (Budgeted Time 1 Min)

When an object of a class is defined inside an other class then \_\_\_\_\_.

Answer ( Please select your correct option )

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☐ Constructor of enclosing class will be called first

☐ Constructor of inner object will be called first

☐ Constructor and Destructor will be called simultaneously

☐ Only destructor will be called

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Question No : 35 of 52

Marks: 1 (Budgeted Time 1 Min)

If text is a pointer of class String then purpose of statement below is to \_\_\_\_\_.

text = new String [5];

Answer ( Please select your correct option )

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☐

Create an array of 5 string objects statically

☐

Create an array of 5 string objects dynamically

☐

Create an array of pointers to String

☐

Create an object of String

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Question No : 36 of 52

Marks: 1 (Budgeted Time 1 Min)

Which of the following is NOT a preprocessor directive?

Answer ( Please select your correct option )

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☐

#error

☐

#define

☐

#line

☐

#undef

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Question No : 37 of 52

Marks: 1 (Budgeted Time 1 Min)

The function free() returns back the allocated memory got through calloc and malloc to \_\_\_\_\_.

Answer ( Please select your correct option )

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☐

stack

☐

heap

☐

free memory store

☐

both to heap and stack

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Question No : 38 of 52

Marks: 1 (Budgeted Time 1 Min)

Which value is returned by the destructor of a class?

Answer ( Please select your correct option )

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- ☐ A pointer to the class.
- ☐ An object of the class.
- ☐ A status code determining whether the class was destructed correctly
- ☐ Destructors do not return a value.

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Question No : 39 of 52

Marks: 1 (Budgeted Time 1 Min)

(\*this) represents \_\_\_\_\_.

Answer ( Please select your correct option )

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- ☐ The current function of the class
- ☐ The current pointer of the class
- ☐ The current object of the class
- ☐ A value of the data member

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Question No : 40 of 52

Marks: 1 (Budgeted Time 1 Min)

When we define an array of objects then \_\_\_\_\_.

Answer ( Please select your correct option )

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- ☐ Constructor will never call
- ☐ Depends on the size of array
- ☐ Constructor will be called once for whole array
- ☐ Constructor will be called for each object of the array

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Question No : 41 of 52

Marks: 2 (Budgeted Time 4 Min)

Which bit of the number is used as a sign bit?

Answer ( [Please click here to Add Answer](#) )

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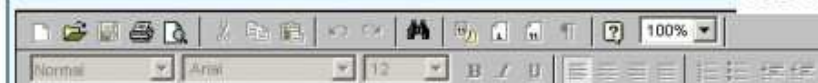
Question No : 42 of 52

Marks: 2 (Budgeted Time 4 Min)

Suppose we want to pass a variable by reference to a function and we also don't want the function to change the original value of that variable. How can we achieve this in C++?

Answer ( [Please click here to Add Answer](#) )

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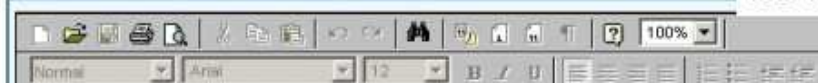
Question No : 43 of 52

Marks: 2 (Budgeted Time 4 Min)

Write the C++ code for the declaration of overloaded stream extraction(>>) and stream insertion(<<) operator for the object d of type Date.

Answer ( [Please click here to Add Answer](#) )

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Question No : 44 of 52

Marks: 2 (Budgeted Time 4 Min)

Suppose we have a class Student which contains an object of class String as its data member. Now if we create an object of Student type then what will be the construction sequence of objects ?

Answer ( [Please click here to Add Answer](#) )

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Question No : 45 of 52

Marks: 3 (Budgeted Time 6 Min)

Can we pass the first parameter of a stream extraction or stream insertion operator by value? If not then why?

Answer ( [Please click here to Add Answer](#) )

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Question No : 46 of 52

Marks: 3 (Budgeted Time 6 Min)

Determine the output for code given below.

```
main()
{
    int x = 5 ;
    (
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 46 of 52

Marks: 3 (Budgeted Time 6 Min)

```
int x = 5 ;
{
    int x = 10 ;
    cout << x ;
    cout << endl ;
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 46 of 52

Marks: 3 (Budgeted Time 6 Min)

```
cout << x ;
cout << endl ;
}
cout << x ;
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 47 of 52

Marks: 3 (Budgeted Time 6 Min)

Is it possible using operator overloading to change the behavior of - (minus operator) on integers? Justify your answer.

Answer ( [Please click here to Add Answer](#) )

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Question No : 48 of 52

Marks: 3 (Budgeted Time 6 Min)

Consider the following code segment. What will be the output of the following code segment?

```
class class1{  
public:  
    class class2{  
public:
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 48 of 52

Marks: 3 (Budgeted Time 6 Min)

```
class class2{  
public:  
    class2(){  
        cout << "Calling default constructor of class2\n";  
    }  
};
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 48 of 52

Marks: 3 (Budgeted Time 6 Min)

```
cout << "Calling default constructor of class2\n";  
}  
};  
class1(){  
    cout << "Calling default constructor of class1\n";  
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 48 of 52

Marks: 3 (Budgeted Time 6 Min)

```
class1(){
    cout << "Calling default constructor of class1\n" ;
}
main(){
    class1::class2 obj1;
```

Answer ( [Please click here to Add Answer](#) )

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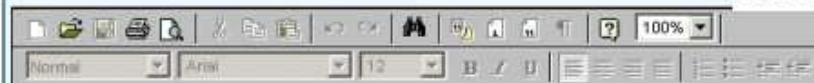
Question No : 48 of 52

Marks: 3 (Budgeted Time 6 Min)

```
main(){
    class1::class2 obj1;
    class1 obj2;
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 49 of 52

Marks: 5 (Budgeted Time 10 Min)

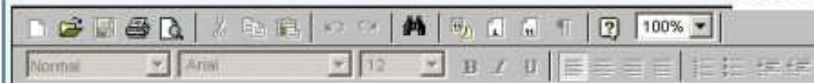
Write the main function in which you have to add three integer elements in template class queue, and then call print function. After that, remove two elements from the queue.

```
//C++_Class_Templates.cpp

#include <iostream.h>
#include <vector>
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 49 of 52

Marks: 5 (Budgeted Time 10 Min)

```
template <typename T>
class MyQueue
{
    std::vector<T> data;
public:
    void Add(T const &);
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 49 of 52

Marks: 5 (Budgeted Time 10 Min)

```
void Add(T const &);
void Remove();
void Print();
};

template <typename T> void MyQueue<T> ::Add(T const &d)
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 49 of 52

Marks: 5 (Budgeted Time 10 Min)

```
template <typename T> void MyQueue<T> ::Add(T const &d)
{
    data.push_back(d);
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 49 of 52

Marks: 5 (Budgeted Time 10 Min)

```
/
template <typename T> void MyQueue<T>::Remove()
{
    data.erase(data.begin() + 0, data.begin() + 1);
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 49 of 52

Marks: 5 (Budgeted Time 10 Min)

```
)
template <typename T> void MyQueue<T>::Print()
{
    std::vector<int>::iterator It1;
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 49 of 52

Marks: 5 (Budgeted Time 10 Min)

```
std::vector<int>::iterator It1;
It1 = data.begin();
for (It1 = data.begin(); It1 != data.end(); It1++)
    cout << " " << *It1 << endl;
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 50 of 52

Marks: 5 (Budgeted Time 10 Min)

Determine the output of the following program.

```
#include <iostream.h>
```

```
int addValue (int *);
```

```
int main () {
```

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Answer ( [Please click here to Add Answer](#) )

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Question No : 50 of 52

Marks: 5 (Budgeted Time 10 Min)

```
int x, y;  
x = 6;  
cout << "Value of x before calling addValue ()\n" << x << endl;  
y = addValue (&x);  
cout << "Value of x after calling addValue ()\n" << x << endl;  
cout << "Value of y:\n" << y;
```

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Answer ( [Please click here to Add Answer](#) )

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Question No : 50 of 52

Marks: 5 (Budgeted Time 10 Min)

```
system("pause");  
}
```

```
int addValue (int *a){  
    *a = *a + 2;
```

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Answer ( [Please click here to Add Answer](#) )

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Question No : 50 of 52

Marks: 5 (Budgeted Time 10 Min)

```
int addValue (int *a){  
    *a = *a + 2;  
    return *a;  
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 51 of 52

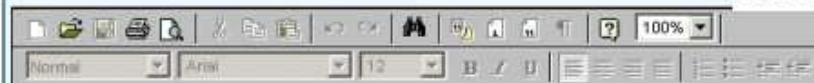
Marks: 5 (Budgeted Time 10 Min)

Find the errors in given code segment and also correct them.

```
class Data  
{  
    private:  
    const int data;  
    public:
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 51 of 52

Marks: 5 (Budgeted Time 10 Min)

```
public:  
Data()  
{  
    cout<<"Constructor Called...\n";  
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 51 of 52

Marks: 5 (Budgeted Time 10 Min)

```
void getIncrement()
{
cout<<"Data = " << ++ data;
}
};
```

Answer ( [Please click here to Add Answer](#) )

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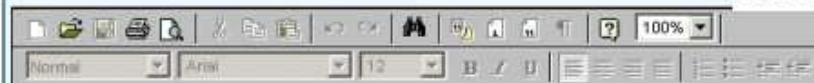
Question No : 51 of 52

Marks: 5 (Budgeted Time 10 Min)

```
void main()
{
char *String ;
String = New char[15];
String = "Welcome To VU";
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 51 of 52

Marks: 5 (Budgeted Time 10 Min)

```
String = New char[15];
String = "Welcome To VU";
cout<<String;
free (String);
}
```

Answer ( [Please click here to Add Answer](#) )

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Question No : 52 of 52

Marks: 5 (Budgeted Time 10 Min)

Write a small program which defines a user define manipulator named star, this manipulator should display the output separated by four stars.

For example the output of the program should look like this

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Answer ( [Please click here to Add Answer](#) )

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