1) Which of the following is not a type of constructor?
   A. Copy constructor
   B. Friend constructor
   C. Default constructor
   D. Parameterized constructor
   **Answer: B**

2) Which of the following is not the member of class?
   A. Static function
   B. Friend function
   C. Const function
   D. Virtual function
   **Answer: B**

3) Which of the following concepts means determining at runtime what method to invoke?
   A. Data hiding
   B. Dynamic Typing
   C. Dynamic binding
   D. Dynamic loading
   **Answer: C**

4) The friend functions are used in situations where:
   A. We want to have access to unrelated classes
   B. Dynamic binding is required
   C. Exchange of data between classes to take place
   D. None of the above
   **Answer: D**

5) The keyword friend does not appear in
   A. The class allowing access to another class
   B. The class desiring access to another class
   C. The private section of a class
   D. The public section of a class
   **Answer: C**

6) The term ______ means the ability to take many forms.
   A. Inheritance
   B. Polymorphism
   C. Member function
   D. Encapsulation
   **Answer: B**

7) C++ was originally developed by
   A. Clocksin and Melish
   B. Donald E.Knuth
   C. Sir Richard Hadlee
   D. Bjarne Stroustrup
   **Answer: D**

8) A variable defined within a block is visible
   A. From the point of definition onward in the program
   B. From the point of definition onward in the function
   C. From the point of definition onward in the block
   D. Throughout the function
   **Answer: C**

9) Which of the following term is used for a function defined inside a class?
   A. Member Variable
   B. Member function
   C. Class function
   D. Classic function
   **Answer: B**

10) Which of the following concept of oops allows compiler to insert arguments in a function call if it is not specified?
    A. Call by value
    B. Call by reference
    C. Default arguments
    D. Call by pointer
    **Answer: C**

11) How many instances of an abstract class can be created?
    A. 1
    B. 5
    C. 13
    D. 0
    **Answer: D**

12) Which of the following cannot be friend?
    A. Function
    B. Class
    C. Object
    D. Operator function
    **Answer: C**

13) Which of the following concepts of OOPS means exposing only necessary information to client?
    A. Encapsulation
    B. Abstraction
    C. Data hiding
    D. Data binding
    **Answer: C**
14) In structured programming, the problem is divided into various ____.
   A. modules  
   B. functions  
   C. structures  
   D. objects  
   **Answer: B**

15) In Object-oriented programming, the problem is divided into ____.
   A. classes & objects  
   B. functions  
   C. structures  
   D. modules  
   **Answer: A**

16) A class is ____ datatype.
   A. primitive  
   B. derived  
   C. user-defined  
   D. All of these  
   **Answer: C**

17) A class is a collection of ____ and ____.
   A. data-members & member functions  
   B. data-members, member functions and main()  
   C. data-members, member functions, main() and include statements  
   D. None of these  
   **Answer: A**

18) An object is ____.
   A. a variable of class datatype.  
   B. same as a class.  
   C. just like a global variable.  
   D. collection of data-members and member functions.  
   **Answer: A**

19) Wrapping up of data & functions together in a class is known as ____.
   A. Overloading  
   B. Data Abstraction  
   C. Polymorphism  
   D. Encapsulation  
   **Answer: D**

20) Including only necessary details and ignoring additional details while defining a class is known as ____.
   A. Overloading  
   B. Data Abstraction  
   C. Polymorphism  
   D. Encapsulation  
   **Answer: B**

21) Preventing direct access of data-members of the class from outside world is known as ____.
   A. Polymorphism  
   B. Encapsulation  
   C. Data Hiding  
   D. scope resolution.  
   **Answer: C**

22) What are cin and cout?
   A. pointers  
   B. functions  
   C. operators  
   D. stream objects  
   **Answer: C**

23) Which header file must be included for cin and cout?
   A. stdio.h  
   B. conio.h  
   C. iostream.h  
   D. Both iostream.h and conio.h  
   **Answer: C**

24) Creating a new class using one or more existing classes is known as ____.
   A. Polymorphism  
   B. Encapsulation  
   C. Overloading  
   D. Inheritance  
   **Answer: D**

25) Ability of an operator or function call to take different forms is known as ____.
   A. Polymorphism  
   B. Encapsulation  
   C. Overloading  
   D. Inheritance  
   **Answer: A**

26) cout is a/an ____.
   A. operator  
   B. function  
   C. object  
   D. macro  
   **Answer: C**

27) Which of the following concepts provides facility of using object of one class inside another class?
   A. Encapsulation  
   B. Abstraction  
   C. Composition  
   D. Inheritance  
   **Answer: C**
28) How many types of polymorphisms are supported by C++?
A. 1
B. 2
C. 3
D. 4
Answer: B

29) Which of the following is an abstract data type?
A. int
B. double
C. string
D. Class
Answer: D

30) A _______ is a special method used to initialize the instance variable of a class.
A. Member function
B. Destructor
C. Constructor
D. Structure
Answer: C

31) Which of the following concepts means adding new components to a program as it runs?
A. Data hiding
B. Dynamic typing
C. Dynamic binding
D. Dynamic loading
Answer: D

32) Which of the following statement is correct?
A. A constructor is called at the time of declaration of an object.
B. A constructor is called at the time of use of an object.
C. A constructor is called at the time of declaration of a class.
D. A constructor is called at the time of use of a class.
Answer: A

33) Which of the following approach is adapted by C++?
A. Top-down
B. Bottom-up
C. Right-left
D. Left-right
Answer: B

34) Which of the following is correct about class and structure?
A. class can have member functions while structure cannot.
B. class data members are public by default while that of structure are private.
C. Pointer to structure or classes cannot be declared.
D. class data members are private by default while that of structure are public by default.
Answer: D

35) Which of the following concepts means wrapping up of data and functions together?
A. Abstraction
B. Encapsulation
C. Inheritance
D. Polymorphism
Answer: B

36) Which of the following concepts means waiting until runtime to determine which function to call?
A. Data hiding
B. Dynamic casting
C. Dynamic binding
D. Dynamic loading
Answer: C

37) Which of the following operator is overloaded for object cout?
A. >>
B. <<
C. +
D. =
Answer: B

39) Which of the following is the correct class of the object cout?
A. iostream
B. istream
C. ostream
D. ifstream
Answer: C

40) Which of the following cannot be used with the keyword virtual?
A. class
B. member functions
C. constructor
D. destructor
Answer: C
41) Which of the following functions are performed by a constructor?
A. Construct a new class
B. Construct a new object
C. Construct a new function
D. Initialize objects
Answer: D

42) Which of the following is the correct way of declaring a function as constant?
A. const int ShowData(void) { /* statements */ }
B. int const ShowData(void) { /* statements */ }
C. int ShowData(void) const { /* statements */ }
D. Both A and B
Answer: C

43) Which of the following statement is correct?
A. C++ allows static type checking.
B. C++ allows dynamic type checking.
C. C++ allows static member function be of type const.
D. Both A and B.
Answer: D

44) Which of the following header file includes definition of cin and cout?
A. istream.h
B. ostream.h
C. iomanip.h
D. iostream.h
Answer: D

45) What will happen if a class is not having any name?
A. It cannot have a destructor.
B. It cannot have a constructor.
C. It is not allowed.
D. Both A and B.
Answer: D

46) Which one of the following is correct about the statements given below?
   All function calls are resolved at compile-time in Procedure Oriented Programming.
   All function calls are resolved at compile-time in OOPS.
A. Only II is correct.
B. Both I and II are correct.
C. Only I is correct.
D. Both I and II are incorrect.
Answer: C

47) Which one of the following options is correct?
A. Friend function can access public data members of the class.
B. Friend function can access protected data members of the class.
C. Friend function can access private data members of the class.
D. All of the above.
Answer: D

48) Which of the following statements is correct in C++?
A. Classes cannot have data as protected members.
B. Structures can have functions as members.
C. Class members are public by default.
D. Structure members are private by default.
Answer: B

49) Which of the following access specifier is used as a default in a class definition?
A. protected
B. public
C. private
D. friend
Answer: C

50) What is correct about the static data member of a class?
A. A static member function can access only static data members of a class.
B. A static data member is shared among all the object of the class.
C. A static data member can be accessed directly from main().
D. Both A and B.
Answer: D

51) Which of the following provides a reuse mechanism?
A. Abstraction
B. Inheritance
C. Dynamic binding
D. Encapsulation
Answer: B

53) Which of the following statement is correct?
A. Class is an instance of object.
B. Object is an instance of a class.
C. Class is an instance of data type.
D. Object is an instance of data type.
Answer: B
53) The process of building new classes from existing one is called
   A. Structure
   B. Inheritance
   C. Polymorphism
   D. Template
   Answer: B

54) In a class, member variables are often called its _______, and its member functions are sometimes referred to as its behaviour, or __________.
   A. attributes, methods
   B. none of these
   C. values, morals
   D. data, activities
   Answer: A

55) Which of these keywords are access specifiers?
   A. near and far
   B. opened and closed
   C. table and row
   D. private and public
   Answer: D

56) An Object can be declared prior to the class definition
   A. True
   B. False:
   Answer: False

57) Use of _______ protects data from inadvertent modifications
   A. protect() member function
   B. private access specifier
   C. class protection operator, @
   D. none of these
   Answer: B

58) A suitable place to store Class declarations is _______.
   A. none of these
   B. their own header files
   C. Auxiliary .cpp file
   D. main .cpp files, along with function definitions
   Answer: B

59) Inline Functions are invoked at
   A. Run time
   B. Compile time
   C. Depends on how it is invoked
   D. Both b and c above
   Answer: B

60) which of the following operator is used to define member function outside the class?
   A. ::
   B. ?
   C. ?
   D. %
   Answer: A

61) function call mechanism that passes arguments to a function by passing a copy of the values of the arguments is ________
   (A) call by name
   (B) call by value
   (C) call by reference
   (D) call by value result
   Answer: B

62) Data members which are static
   (A) cannot be assigned a value
   (B) can only be used in static functions
   (C) cannot be defined in a Union
   (D) can be accessed outside the class
   Answer: B

63) Which of the following is false for cin?
   (A) It represents standard input.
   (B) It is an object of istream class.
   (C) It is a class of which stream is an object.
   (D) Using cin the data can be read from user's terminal
   Answer: C

64) It is possible to declare as a friend
   (A) a member function
   (B) a global function
   (C) a class
   (D) all of the above
   Answer: D

65) Given a class named Book, which of the following is not a valid constructor?
   (A) Book () {}
   (B) Book ( Book b) {}
   (C) Book ( Book &b) {}
   (D) Book (char* author, char* title) {}
   Answer: B
66) How many constructors can a class have?
(A) 0
(B) 1
(C) 2
(D) any number
Answer: D

66) The new operator
A) returns a pointer to the variable
B) creates a variable called new
C) obtains memory for a new variable
D) tells how much memory is available
Answer: C

67) A static function
A. should be called when an object is destroyed
B. is closely connected with and individual object of a class
C. can be called using the class name and function name
D. is used when a dummy object must be created
Answer: C

68) We can output text to an object of class ostream using the insertion operator<< because
(A) the ostream class is a stream
(B) the insertion operator works with all classes
(C) we are actually outputting to cout
(D) the insertion operator is overloaded in ostream
Answer: D

69) Which of the following is not the characteristic of constructor?
(A) They should be declared in the public section.
(B) They do not have return type.
(C) They can not be inherited.
(D) They can be virtual.
Answer: D

70) A class defined within another class is:
(A) Nested class
(B) Inheritance
(C) Containership
(D) Encapsulation
Answer: A

71) Which of the following statements are true in c++?
(A) Classes cannot have data as public members
(B) Structures cannot have functions as members
(C) Class members are public by default
(D) None of these
Answer: B

72) The following can be declared as friend in a class
(A) an object
(B) a class
(C) a public data member
(D) a private data member
Answer: B

73) A copy constructor takes
(A) no argument
(B) one argument
(C) two arguments
(D) arbitrary no. of arguments
Answer: B

74) Which can be passed as an argument to a function?
(A) constant
(B) expression
(C) another function
(D) all of the above.
Answer: A

75) Member functions, when defined within the class specification:
(A) are always inline.
(B) are not inline.
(C) are inline by default, unless they are too big or too complicated.
(D) are not inline by default.
Answer: A

76) An entity representing some characteristics and behaviour is-
(a) object
(b) class
(c) struct
(d) none of the above
Answer: A
77) Which of the following is not the feature of OOPs?
a) Data Encapsulation
b) Inheritance
c) Polymorphism
d) None of the above
Answer: D

78) The wrapping up of data and functions into a single unit is
a) Data Abstraction
b) Data Encapsulation
c) Both (a) & (b)
d) None of the above
Answer: B

79) Which of the following feature supports reusability and extensibility of classes?
a) Inheritance
b) Overloading
c) Polymorphism
d) None of the above
Answer: A

80) Inheritance is ............ in nature.
a) Intransitive
b) Transitive
c) Both (a) & (b)
d) None of the above
Answer: B

81) ......... is the ability for a message or data to be processed in more than one form
a) Class
b) Abstraction
c) Polymorphism
d) None of the above
Answer: C

82) The smallest individual unit in a program is ............
a) Keyword
b) Identifier
c) Token
d) None of the above
Answer: C

83) Which of the following features of procedure oriented programming is false?
a) Large programs are divided into small or units called functions.
b) Employs bottom-up approach in program design.
c) Most of the functions share global data.
d) None of the above.
Answer: B

84) Which of the following features of object oriented programming is false?
a) Data is hidden and is not available to external functions.
b) New data & functions can be added easily.
c) Objects may communicate with each other through functions.
d) Emphasis is on the procedure rather than data.
Answer: D

85) The following is the C++ style comment
a) //
b) /*..*/
c) –
d) None of the above
Answer: A

86) Which of the following statements is false?
a) Every C++ program must have a main().
b) In C++, white spaces and carriage returns are ignored by the compiler.
c) C++ statements terminate with semicolon.
d) Main() terminates with semicolon.
Answer: D

87) An identifier in C++
a) Must begin with a letter only
b) Is not differentiated by cases
c) Contains all characters as significant
d) None of the above
Answer: C

88) ......... Provides a value for a variable
a) declaration statement
b) assignment statement
c) definition statement
d) None of the above
Answer: B

89) A collection of variables referred under one name
a) Structure
b) Class
c) Union
d) None of the above
Answer: A

90) A memory location shared by two or more different variables
a) Structure
b) Class
c) Union
d) None of the above
Answer: C
91) The constants defined using enum keyword are
   a) Symbols
   b) Enumerators
   c) Keywords
   d) None of the above
   Answer: B

92) The operator ?: is
   a) Logical operator
   b) Relational operator
   c) Conditional operator
   d) Arithmetic operator
   Answer: C

93) A loop containing other loop is
   a) Nested
   b) Inner
   c) Outer
   d) None of the above
   Answer: A

94) The following statement forces the next iteration of the loop to take place
   a) break
   b) continue
   c) goto
   d) None of the above
   Answer: B

95) gets() function is available in
   a) stdio.h
   b) string.h
   c) ctype.h
   d) stdlib.h
   Answer: A

96) In C++, the statements are enclosed within
   a) parenthesis
   b) square brackets
   c) curly brackets
   d) None of the above
   Answer: C

97) The following tells the compiler where the program begins
   a) Function prototype
   b) Forward declaration of class
   c) main()
   d) None of the above
   Answer: C

98) << operator is
   a) stream insertion operator
   b) stream extraction operator
   c) left shift operator
   d) None of the above
   Answer: A

99) “H” is an example of
   a) character literal
   b) string literal
   c) variable
   d) None of the above
   Answer: B

100) Which of the following statements regarding comments is false?
   a) /*..*/
   b) Comment beginning with // extends to the end of the line
   c) Comments may be nested
   d) Comments are used to describe a program
   Answer: C

101) C++ is
   a) Procedural programming language
   b) Structural programming language
   c) Object oriented programming language
   d) None of the above
   Answer: C

102) y=x=2; in C++ will result in
   a) compilation error
   b) runtime error
   c) assignment of value to x then to y
   d) None of the above
   Answer: C

103) 31. In C++, .......... is the statement terminator
   a) semicolon
   b) colon
   c) new line
   d) None of the above
   Answer: A

104) Modulus operator (%) has higher precedence than
   a) Divide (/) operator
   b) Multiply (*) operator
   c) Negation (unary minus)
   d) Bitwise left shift operator
   Answer: C
105) The result of the following statement is
int y = 7;
int ans = ++y;
cout<"ans="<<ans;
cout<"y"<<y;

a) ans=7, y=7
b) ans=8, y=7
c) ans=8, y=8;
d) none of the above

**Answer: C**

106) Consider the following if construct
If(x=0)
cout<"Inside loop!";
cout<"Outside loop";
The result of the above code segment is.
a) inside loop
b) outside loop
c) both (a) & (b)
d) none of the above

**Answer: B**

107) The result of 2 & 3 is
a) 2
b) 3
c) 5
d) none of the above

**Answer: A**

108) Which of the following statements regarding enumerators is false?
a) Enumeration is an alternative method for naming integer constants/
b) An enumerator value can't be changed in a program
c) An integer value may be assigned to an enumerated variable
d) An enum defined within a structure is local to the structure

**Answer: C**

109) Which of the following statements is false?
a) typedef defines new data types
b) Using typedef does not replace the standard C++ data type name with the new name
c) The new name defined by typedef, can be used as a type for another typedef
d) None of the above

**Answer: A**

110) Data members and member functions are enclosed within
a) class
b) structure
c) union
d) None of the above

**Answer: A**

111) Inline functions are
a) Declared in the class defined outside the class
b) Defined outside the class using keyword intime
c) Defined inside the class using keyword inline
d) None of the above

**Answer: B**

112) The default class access scope is
a) Private
b) Public
c) Protected
d) None of the above

**Answer: A**

113) The default scope for a structure is
a) Private
b) Public
c) Protected
d) None of the above

**Answer: B**

114) The private data members of a class are accessible
a) Directly to objects of that class
b) Only to the member functions
c) To any function defined outside a class
d) None of the above

**Answer: B**

115) The objects can directly access
a) Public members
b) Private members
c) Both (a) & (b)
d) None of the above

**Answer: A**

116) The following is a valid statement in C++
a) int x=(int)2.50;
b) int x=int(2.50);
c) Both (a) & (b)
d) None of the above

**Answer: C**
117) Which of the following operator can be overloaded
a) Member access operator ( . & .*)
b) Conditional operator (?:)
c) Scope resolution operator (::)
d) None of the above  
Answer: D

118) Using same function name to perform different tasks is
a) Function polymorphism 
b) Runtime polymorphism 
c) Function prototype 
d) None of the above  
Answer: A

119) Default argument is
a) Specified in function definition 
b) Specified in function declaration 
c) Specified from left to right 
d) None of the above  
Answer: B

120) What is wrong with the following statement?
float s_interest (float principal, int rate=0.25, int time);
a) variables must not be specified in function prototype 
b) arguments may only be defaulted from right to left 
c) the default value must be specified when making a function call 
d) none of the above  
Answer: B

121) Which of the following statements regarding function overloading is not true.
a) If is used to handle different data types at one place 
b) When making a function call, if no exact match is found, promotion is the only criteria to find a match. 
c) The default arguments can not be used instead of overloading 
d) Unrelated functions should not be overloaded  
Answer: C

122) The private members of a class implement the OOP concept of
a) Data abstraction 
b) Data hiding 
c) Message passing 
d) None of the above  
Answer: B

123) When a member function of a class call another member function, it is
a) Nesting of classes 
b) Nesting of functions 
c) Nesting of objects 
d) None of the above  
Answer: B

124) A function defined inside a class is called
a) A class function 
b) A friend function 
c) A member function 
d) None of the above  
Answer: C

125) Information is made shareable through
a) inheritance 
b) data encapsulation 
c) data abstraction 
d) none of the above  
Answer: A

126) Functions can returns
a) arrays 
b) reference 
c) object 
d) all of the above  
Answer: D

127) The memory for date members is allocated
a) When a class is defined 
b) When an object is initialized 
c) When an object is created 
d) None of the above  
Answer: B

128) The memory for member functions is allocated
a) When a class is defined 
b) When a object is initialized 
c) When an object is created 
d) None of the above  
Answer: A

129) The dot operator relates
a) A class member and a class object 
b) A class object and a class 
c) A class and a member of that class 
d) A class object and member of that class  
Answer: D
130) A class having another class definition is a) Nested class
    b) Subordinate class
c) Enclosing class
d) None of the above
Answer: C

131) A class whose member functions are friends of other class is a) Friend class
    b) Abstract class
c) Virtual class
d) None of the above
Answer: A

132) The data members of a class are initialized a) in class definition
    b) by a non-member function
c) through constructor function when a class object is created
d) none of the above
Answer: C

133) A constructor function is a) A friend function to a class
    b) A member function with the same name as its class
c) A non-member function
d) None of the above
Answer: B

134) An enumerated type is composed of a) Integer values with user defined name
    b) Variables of different data types
c) Constant numeric values
d) None of the above
Answer: A

135) In C++, the arguments by default are passed by a) call be reference
    b) call be value
c) both (a) & (b)
d) none of the above
Answer: B

136) is an example of a) unary operator
    b) binary operator
c) ternary operator
d) none of the above
Answer: C

137) new operator is used a) to define a new variable
    b) to create a new data type
c) to allocate memory dynamically
d) none of the above
Answer: C

138) A constructor function is generally defined a) In the public section of a class
    b) In the private section of a class
c) In the protected section of a class
d) None of the above
Answer: A

139) A class having no public constructors is a) A private class
    b) A public class
c) An abstract class
d) None of the above
Answer: A

140) If a constructor function is defined in private section of a class, then a) The object cannot be created
    b) Only member functions and friends may declare objects of the class
c) Both (a) & (b)
d) None of the above
Answer: C

141) A constructor with no argument is a) Default constructor
    b) Parameterized constructor
c) Copy constructor
d) None of the above
Answer: A

142) If default arguments are provided to a constructor function, then it becomes a) Default constructor
    b) Copy instructor
c) Parameterized constructor
d) None of the above
Answer: A

143) The class of which the objects are not instantiated is a) Abstract class
    b) Virtual class
c) Static class
d) None of the above
Answer: A
144) && denotes
a) logical OR
b) logical AND
c) Bitwise AND
d) None of the above
**Answer:** B

145) The parameterized constructor
a) Needs initial values as arguments during creation of an object
b) Can be invoked explicitly only
c) Can be invoked implicitly only
d) None of the above
**Answer:** A

146) Explicit call to a constructor means
a) Providing the constructor name explicitly to invoke it
b) Not providing the construction name at all
c) Is the shorthand method
d) None of the above
**Answer:** A

147) Classes in C++ are
a) Fundamental data type
b) Primitive data type
c) Desired data type
d) None of the above
**Answer:** C

148) A copy constructor is called
a) When an object is defined and initialized with another object
b) When an object is passed by value
c) When a function returns an object
d) All of the above
**Answer:** D

149) Which of the following regarding constructor function is false?
a) Constructor functions don’t have return type, not even void
b) Constructors can’t be inherited
c) We can refer to their addresses
d) Constructors cannot be virtual
**Answer:** C

150) If new operator is used, then the constructor function is
a) Parameterized constructor
b) Copy constructor
c) Dynamic constructor
d) Default constructor
**Answer:** C

151) Which of the following statements regarding constructor is false?
a) A constructor may be defined static
b) Constructor can have default arguments
c) Member functions may be invoked from within a constructor
d) None of the above
**Answer:** A

152) The antonym of constructor is
a) Creator
b) Destructor
c) Destroyer
d) None of the above
**Answer:** B

153) Variable .......... of void type
a) May be declared
b) Cannot be declared
c) Can be initialized
d) None of the above
**Answer:** B

154) A destruction function
a) Takes no argument and has no return type not even void
b) Has name similar to that of class, preceded by tilde(~) symbol
c) Is used to destruct an object, constructed through constructor function
d) All of the above
**Answer:** D

155) Which of the following statements regarding destructor function is false?
a) Destorctors do not accept any arguments, nor do they return any values
b) Destractors can be inherited
c) Member functions may be called from within a destructor
d) Destructor functions are called automatically when an object is destroyed
**Answer:** B

156) Function overloading
a) Involves several function definitions under one name, but different argument types
b) Implements polymorphism
c) Reduces the number of comparison in a program, hence increases the execution speed of a program
d) All of the above
**Answer:** D
157) The signature of function is
a) The number & type of arguments
b) The return type of a function
c) The class definition
d) None of the above
Answer: A

158) Overloading of constructor function
a) is similar to function overloading
b) different from an overloaded function as it can't return a value
c) not permitted in C++
d) none of the above
Answer: B

159) The binding of a function call at runtime is
a) Static binding
b) Early binding
c) Late binding
d) Runtime binding
Answer: C

160) The process of giving special meaning to an operator is
a) Operator overloading
b) Operator mechanism
c) Operator definition
d) None of the above
Answer: A

161) What is a comment in C++?
a) comments are parts of the source code disregarded by the compiler
b) comments are executed by compiler to find the meaning of the comment
c) comments are executable
d) none of the mentioned
Answer: a

162) What type of comments does C++ support?
a) single line
b) multi line
c) single line and multi line
d) none of the mentioned
Answer: C

163) What is the use of the indentation in C++?
a) distinguishes between comments and code
b) distinguishes between comments and outer data
c) both a and b
d) none of the mentioned
Answer: A