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Roll No. _____

O.M.R. Serial No. :

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Question Booklet Number
3546670

BCA II Semester (NEP Back) Examination, 2025-26

Object Oriented Programming Using C++

Paper Code						
B	C	A	2	0	0	1

Question Booklet Series
B

Time : 1 : 30 Hours]

[Maximum Marks : 75

Instructions to the Examinee :

1. Do not open the booklet unless you are asked to do so.
2. The booklet contains 100 questions. Examinee is required to answer 75 questions in the OMR Answer-Sheet provided and not in the question booklet. **All** questions carry equal marks.
3. Examine the Booklet and the OMR Answer-Sheet very carefully before you proceed. Faulty question booklet due to missing or duplicate pages/questions or having any other discrepancy should be got immediately replaced.
4. Four alternative answers are mentioned for each question as – A, B, C & D in the booklet. The candidate has to choose the correct answer and mark the same in the OMR Answer-Sheet as per the direction :

(Remaining instructions on the last page)

परीक्षार्थियों के लिए निर्देश :

1. प्रश्न-पुस्तिका को तब तक न खोलें जब तक आपसे कहा न जाए।
2. प्रश्न-पुस्तिका में 100 प्रश्न हैं। परीक्षार्थी को 75 प्रश्नों को केवल दी गई OMR आन्सर-शीट पर ही हल करना है, प्रश्न-पुस्तिका पर नहीं। सभी प्रश्नों के अंक समान हैं।
3. प्रश्नों के उत्तर अंकित करने से पूर्व प्रश्न-पुस्तिका तथा OMR आन्सर-शीट को सावधानीपूर्वक देख लें। दोषपूर्ण प्रश्न-पुस्तिका जिसमें कुछ भाग छपने से छूट गये हों या प्रश्न एक से अधिक बार छप गए हों या उसमें किसी अन्य प्रकार की कमी हो, तो उसे तुरन्त बदल लें।
4. प्रश्न-पुस्तिका में प्रत्येक प्रश्न के चार सम्भावित उत्तर- A, B, C तथा D हैं। परीक्षार्थी को उन चारों विकल्पों में से सही उत्तर छँटना है। उत्तर को OMR उत्तर-पत्रक में सम्बन्धित प्रश्न संख्या में निम्न प्रकार भरना है :

(शेष निर्देश अन्तिम पृष्ठ पर)

1. How many static member functions can a class have?
 - (A) one
 - (B) two
 - (C) multiple
 - (D) none
2. Which of the following is correct syntax of inheritance?
 - (A) class A : public B
 - (B) class A inherits B
 - (C) class A -> B
 - (D) class A = B
3. What is function overloading?
 - (A) defining multiple functions with same name but different parameters
 - (B) defining multiple functions with different names
 - (C) defining functions inside functions
 - (D) defining functions without parameters
4. Function overloading is an example of:
 - (A) runtime polymorphism
 - (B) compile-time polymorphism
 - (C) inheritance
 - (D) abstraction
5. Which of the following is NOT considered for function overloading?
 - (A) number of parameters
 - (B) type of parameters
 - (C) return type only
 - (D) order of parameters
6. What will be the output?

```
for(int i=0; i<3; i++)
for(int j=0; j<2; j++)
cout << i << j << " ";
```

 - (A) 00 01 10 11 20 21
 - (B) 01 02 11 12 21 22
 - (C) 00 10 20 01 11 21
 - (D) infinite loop
7. What will be the output?

```
for(int i=1; i<=3; i++){
for(int j=i; j<=3; j++){
cout << j;
}
}
```

 - (A) 12323 3
 - (B) 12333
 - (C) 123 23 3
 - (D) 123233
8. What is a static data member?
 - (A) a variable shared among all objects of a class
 - (B) a variable unique to each object
 - (C) a local variable
 - (D) a constant variable

9. What is a virtual base class?
 - (A) a class used for loops
 - (B) a class used to avoid duplication in multiple inheritance
 - (C) a class with only virtual functions
 - (D) a static class
10. How many times base class constructor is called in virtual inheritance?
 - (A) once
 - (B) twice
 - (C) multiple times
 - (D) zero
11. What is a global object?
 - (A) object declared inside function
 - (B) object declared outside all functions
 - (C) static object
 - (D) constant object
12. Data hiding is achieved using:
 - (A) private members
 - (B) public members
 - (C) global variables
 - (D) static variables
13. Which feature allows same function name with different behavior?
 - (A) inheritance
 - (B) encapsulation
 - (C) polymorphism
 - (D) abstraction
14. Virtual base class ensures:
 - (A) multiple copies of base class
 - (B) single shared copy of base class
 - (C) no base class
 - (D) dynamic allocation
15. Which catch block catches all exceptions?
 - (A) catch(int x)
 - (B) catch()
 - (C) catch(float x)
 - (D) catch(...)
16. Which is true about multiple catch blocks?
 - (A) all execute
 - (B) only matching executes
 - (C) none executes
 - (D) random execution
17. Friend function is declared in:
 - (A) public section only
 - (B) private section only
 - (C) any section of class
 - (D) outside class only
18. What is a local class?
 - (A) class defined globally
 - (B) static class
 - (C) class inside another class
 - (D) class defined inside a function

- (A) inside class
- (B) outside class
- (C) inside function only
- (D) nowhere

20. What will be the output?

```
try {
    throw 5;
}
catch(...) {
    cout << "Caught";
}
```

- (A) error
- (B) Caught
- (C) nothing
- (D) 5

21. Can a local class access non-static local variables of function?

- (A) yes
- (B) no
- (C) only with pointer
- (D) only public variables

22. Which order is followed for global object destruction?

- (A) reverse of creation
- (B) same as creation
- (C) random
- (D) no destruction

- (A) global
- (B) inside a class
- (C) entire program
- (D) within the function

24. What will be the output?

```
class A {
public:
    A() { cout << "A"; }
};
class B : public A {
public:
    B() { cout << "B"; }
};
int main() {
    B obj;
}
```

- (A) AB
- (B) BA
- (C) A
- (D) B

25. What will be the output?

```
class A {
public:
    A() { cout << "A"; }
};
int main() {
    A *p = new A;
    delete p;
}
```

- (A) A
- (B) AA
- (C) AB
- (D) Error

26. What will be the output?

```
class A {  
    public:  
    A() { cout << "A"; }  
};  
int main() {  
    A a1, a2;  
}
```

- (A) A
- (B) AA
- (C) error
- (D) no output

27. Which constructor is called first?

- (A) base class constructor
- (B) derived class constructor
- (C) destructor
- (D) main function

28. What is a copy constructor?

- (A) Constructor with no parameters
- (B) Constructor with one parameter of same class type
- (C) Constructor with two parameters
- (D) Destructor

29. How many constructors can a class have?

- (A) one
- (B) two
- (C) many
- (D) none

30. Which of the following is correct syntax of constructor?

- (A) void A()
- (B) A()
- (C) int A()
- (D) class A()

31. What is the correct syntax for allocating memory for single variable?

- (A) int *p = new int;
- (B) int p = new int;
- (C) new int p;
- (D) int new p;

32. Which function is used to deallocate memory in C++?

- (A) free()
- (B) clear()
- (C) remove()
- (D) delete

33. Which operator is used for dynamic memory allocation in C++?

- (A) malloc
- (B) new
- (C) alloc
- (D) create

34. Static data members are created:
- (A) when object is created
 - (B) when program ends
 - (C) when function is called
 - (D) when class is loaded
35. Which of the following is true?
- (A) static member changes for each object
 - (B) static member is shared
 - (C) static member cannot be changed
 - (D) static member is constant
36. Which of the following is correct syntax?
- (A) static int x = 10; (inside class only)
 - (B) x = 10;
 - (C) A.x = 10;
 - (D) int A::x = 10;
37. Static data member is declared inside class but defined:
- (A) inside constructor
 - (B) inside function
 - (C) inside main
 - (D) outside class
38. Which keyword is optional in switch?
- (A) case
 - (B) break
 - (C) default
 - (D) switch
39. Which operator is used in switch statement?
- (A) ==
 - (B) =
 - (C) :
 - (D) none
40. Which is correct syntax of if-else?
- (A) if condition then
 - (B) if(condition) { } else { }
 - (C) if { } else { }
 - (D) condition if else
41. Which statement is used for decision making?
- (A) if statement
 - (B) loop
 - (C) function
 - (D) class
42. Which of the following syntax is used for class template?
- (A) template <class T> class A
 - (B) class template <T> A
 - (C) template class A<T>
 - (D) class <T> template A

43. Which of the following is true about template functions?

- (A) they are executed only once
- (B) they generate code for each data type used
- (C) they are interpreted at runtime
- (D) they cannot be reused

44. What is a class template?

- (A) a class with generic data types
- (B) a class with fixed data types
- (C) a function
- (D) a pointer

45. What happens when a template is used with different data types?

- (A) same function is reused
- (B) program checks
- (C) runtime conversion happens
- (D) separate functions are generated

46. Which feature allows extending existing code?

- (A) inheritance
- (B) encapsulation
- (C) abstraction
- (D) polymorphism

47. Templates are resolved at:

- (A) runtime
- (B) compile-time
- (C) execution time
- (D) linking time

48. Template supports which concept?

- (A) inheritance
- (B) polymorphism
- (C) generic programming
- (D) encapsulation

49. Template arguments are specified using:

- (A) ()
- (B) {}
- (C) []
- (D) <>

50. Templates are useful for:

- (A) writing separate functions for each data type
- (B) writing generic code
- (C) avoiding functions
- (D) avoiding classes

51. Constructors are called:
- (A) Explicitly by user
 - (B) Automatically when object is created
 - (C) Only once in program
 - (D) By main function
52. Can constructors be overloaded?
- (A) Yes
 - (B) No
 - (C) Only in C++
 - (D) Only in Java
53. If no constructor is defined, what happens?
- (A) Program gives error
 - (B) Compiler provides default constructor
 - (C) Object cannot be created
 - (D) Program stops
54. What is a friend function in C++?
- (A) a member function of a class
 - (B) a constructor
 - (C) a static function
 - (D) a function that can access private and protected members of a class
55. How are arguments passed to a friend function?
- (A) through objects
 - (B) through pointers only
 - (C) through arrays
 - (D) through files
56. Which of the following is a primitive data type?
- (A) array
 - (B) structure
 - (C) int
 - (D) class
57. Which data type is used to store true or false?
- (A) int
 - (B) bool
 - (C) char
 - (D) float
58. Which of the following is user-defined data type?
- (A) int
 - (B) float
 - (C) struct
 - (D) char

59. Friend function can be declared in:
- (A) one class only
 - (B) multiple classes
 - (C) only global scope
 - (D) only main function
60. What is inheritance in OOP?
- (A) a way to create loops
 - (B) a data type
 - (C) a method of input/output
 - (D) a mechanism to acquire properties of another class
61. Which access specifier makes members accessible in derived class only?
- (A) public
 - (B) private
 - (C) protected
 - (D) static
62. Which symbol is used for inheritance in C++?
- (A) .
 - (B) :
 - (C) #
 - (D) ->
63. What happens to private members of a base class in inheritance?
- (A) they are inherited and directly accessible
 - (B) they are not inherited at all
 - (C) they are inherited but not directly accessible
 - (D) they become protected
64. Which type of inheritance can cause ambiguity?
- (A) single
 - (B) multilevel
 - (C) hierarchical
 - (D) multiple
65. Can a try block have multiple throw statements?
- (A) yes
 - (B) no
 - (C) only one allowed
 - (D) only in loops
66. Which class is used to write data into a file?
- (A) ifstream
 - (B) iostream
 - (C) fstream
 - (D) ofstream

67. Which mode is used to open a file for writing?
- (A) ios::in
 - (B) ios::out
 - (C) ios::app
 - (D) ios::binary
68. Which function is used to read a line from file?
- (A) getline()
 - (B) read()
 - (C) input()
 - (D) scan()
69. What will happen if file does not exist and opened in ios::in mode?
- (A) file is created
 - (B) program crashes
 - (C) file will not open
 - (D) file is deleted
70. Which block is used to write code that may generate exception?
- (A) catch
 - (B) throw
 - (C) try
 - (D) error
71. Multiple catch blocks are used to:
- (A) handle different types of exceptions
 - (B) increase speed
 - (C) reduce memory
 - (D) avoid try block
72. Which type of polymorphism is resolved at compile time?
- (A) runtime polymorphism
 - (B) dynamic polymorphism
 - (C) compile-time polymorphism
 - (D) hybrid polymorphism
73. What is 'this' pointer in C++?
- (A) a pointer to the previous object
 - (B) a pointer to the current object
 - (C) a pointer to class
 - (D) a pointer to function
74. What will happen if no exception occurs in try block?
- (A) catch block executes
 - (B) catch block is skipped
 - (C) program stops
 - (D) error occurs
75. Which of the following is NOT true about exception handling?
- (A) it handles runtime errors
 - (B) it improves program reliability
 - (C) it removes syntax errors
 - (D) it uses try-catch blocks

76. Which of the following is correct usage of 'this'?
- (A) `this->x = x;`
 - (B) `this.x = x;`
 - (C) `this = x;`
 - (D) `x = this;`
77. Which of the following supports runtime polymorphism?
- (A) pointers
 - (B) references
 - (C) virtual functions
 - (D) all of the above
78. What does 'this' pointer contain?
- (A) address of class
 - (B) address of variable
 - (C) address of function
 - (D) address of current object
79. By default, members of a class in C++ are:
- (A) public
 - (B) private
 - (C) protected
 - (D) static
80. Which access specifier makes members accessible everywhere?
- (A) private
 - (B) protected
 - (C) public
 - (D) static
81. Private members of base class are:
- (A) directly accessible in derived class
 - (B) not accessible directly in derived class
 - (C) always public
 - (D) always protected
82. Which access specifier makes members accessible only inside the class?
- (A) private
 - (B) protected
 - (C) public
 - (D) friend
83. Which of the following is not a member of a class?
- (A) data member
 - (B) member function
 - (C) local variable of `main()`
 - (D) constructor
84. Which of the following correctly defines an object?
- (A) a function inside class
 - (B) a loop
 - (C) a data type
 - (D) an instance of class

85. Which keyword is used to access class members outside the class?
 (A) this
 (B) dot operator
 (C) scope resolution
 (D) pointer
86. Can a class have multiple objects?
 (A) yes
 (B) no
 (C) only one
 (D) only two
87. Destructor name is same as class name with:
 (A) # symbol
 (B) * symbol
 (C) @ symbol
 (D) ~ symbol
88. How many destructors can a class have?
 (A) one
 (B) two
 (C) multiple
 (D) none
89. What is the return type of destructor?
 (A) int
 (B) void
 (C) float
 (D) no return type
90. Which operator cannot be overloaded?
 (A) +
 (B) -
 (C) ::
 (D) *
91. Operator overloading can be implemented using:
 (A) member functions
 (B) friend functions
 (C) both (A) and (B)
 (D) none
92. Which operator is used to access members and cannot be overloaded?
 (A) .
 (B) ->
 (C) +
 (D) []
93. Which of the following is true about unary operator overloading?
 (A) takes two operands
 (B) takes one operand
 (C) takes no operand
 (D) takes multiple operands

94. When overloading a binary operator using member function, number of arguments required is:
- (A) 0
 - (B) 1
 - (C) 2
 - (D) 3
95. Which of the following is true about destructor?
- (A) it can return values
 - (B) it can take arguments
 - (C) it cannot be overloaded
 - (D) it is static
96. Which operator is used for pointer access and can be overloaded?
- (A) .
 - (B) ::
 - (C) ->
 - (D) sizeof
97. Which inheritance forms a chain of classes?
- (A) single
 - (B) hierarchical
 - (C) multilevel
 - (D) hybrid
98. What is a static member function?
- (A) a function that works on individual objects
 - (B) a function that belongs to the class rather than objects
 - (C) a constructor
 - (D) a friend function
99. Static member functions do not have access to:
- (A) static variables
 - (B) global variables
 - (C) non-static data members directly
 - (D) constant variables
100. What is the main advantage of operator overloading?
- (A) improves readability
 - (B) increases code complexity
 - (C) reduces memory
 - (D) avoids classes