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Roll No. _____

Question Booklet Number

3552439

O.M.R. Serial No. :

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BCA II Semester Examination, 2025-26

Object Oriented Programming

Using C++

Paper Code

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Question Booklet
Series

C

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 छानना है। उत्तर को OMR उत्तर-पत्रक में सम्बन्धित प्रश्न संख्या में निम्न प्रकार भरना है :

(शेष निर्देश अन्तिम पृष्ठ पर)

SECRET

1. What happens if you try to throw an exception that no catch block handles?
 - (A) The program continues normally.
 - (B) The program terminates abnormally.
 - (C) The exception is ignored.
 - (D) A default catch block is called.
2. In the stream class hierarchy, which class is at the very top (the root)?
 - (A) iostream
 - (B) istream
 - (C) ios
 - (D) fstream
3. What is the purpose of the close() function for a file stream?
 - (A) To delete the file.
 - (B) To flush the buffer and close the file connection.
 - (C) To clear the file contents.
 - (D) To open another file.
4. To perform error handling during file I/O, which member function can be used to check the state of the stream?
 - (A) good()
 - (B) bad()
 - (C) fail()
 - (D) All of the above
5. Which of the following is an example of an exception?
 - (A) Syntax error
 - (B) Logical error
 - (C) Out-of-memory error during new
 - (D) Compilation error
6. If multiple catch statements are provided, they are checked in order, and the:
 - (A) First matching catch block is executed
 - (B) Last matching catch block is executed
 - (C) All matching catch blocks are executed
 - (D) Program will show an ambiguity error.
7. Which function is used to read a line of text from a file?
 - (A) get()
 - (B) getline()
 - (C) read()
 - (D) >> operator
8. Which function is used to read a single character from a file?
 - (A) >> operator
 - (B) read()
 - (C) get()
 - (D) getline()
9. In a file, the ios::ate mode means:
 - (A) Open file in append mode (data is written at the end).
 - (B) Open file and go to the end, but you can write anywhere.
 - (C) Truncate the file.
 - (D) Open file for reading only.
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11. What will a catch(...) block do?
- (A) Catch only integer exceptions.
 - (B) Catch only character pointer exceptions.
 - (C) Catch any type of exception.
 - (D) It is a syntax error.
12. The keyword used to actually signal/raise an exception is:
- (A) try
 - (B) catch
 - (C) raise
 - (D) throw
13. The block of code that handles a specific exception is:
- (A) try block
 - (B) catch block
 - (C) throw block
 - (D) handle block
14. The block of code that monitors for exceptions is:
- (A) catch block
 - (B) throw block
 - (C) try block
 - (D) except block
15. The keywords used in exception handling are:
- (A) try, catch, throw
 - (B) try, except, finally
 - (C) try, catch, finally
 - (D) throw, catch, final
16. The mechanism to handle runtime anomalies like division by zero is called:
- (A) Error handling
 - (B) Exception handling
 - (C) Debugging
 - (D) Signal handling
17. Which of the following is a correct way to check if a file was opened successfully?
- (A) if (file.is_open())
 - (B) if (file.good())
 - (C) if (file)
 - (D) All of the above
18. The base class for all file stream classes is:
- (A) iostream
 - (B) fstreambase
 - (C) ios
 - (D) stdio
19. The seekp() function is used with:
- (A) if stream objects
 - (B) of stream objects
 - (C) Both if stream and of stream
 - (D) cin object

20. The `tellg()` function is used to:
- (A) Get the current position of the get (input) pointer.
 - (B) Get the current position of the put (output) pointer.
 - (C) Move the input pointer to the end.
 - (D) Move the output pointer to the beginning.
21. To open a file for writing in C++, you typically create an object of type:
- (A) `ifstream`
 - (B) `ofstream`
 - (C) `fstream` with `ios::out` flag
 - (D) Both (B) and (C)
22. Which class can be used for both input and output file operations?
- (A) `ifstream`
 - (B) `ofstream`
 - (C) `fstream`
 - (D) `iostr`
23. The class that provides input file operations is:
- (A) `ifstream`
 - (B) `ofstream`
 - (C) `fstream`
 - (D) `iostream`
24. The class that provides output file operations is:
- (A) `ifstream`
 - (B) `ofstream`
 - (C) `fstream`
 - (D) `iostream`
25. Which header file is necessary for file I/O in C++?
- (A) `<iostream>`
 - (B) `<fstream>`
 - (C) `<iomanip>`
 - (D) `<cstdio>`
26. Template parameters can be:
- (A) Only data types
 - (B) Only constants
 - (C) Data types or constants
 - (D) Only classes
27. What is meant by the template parameter?
- (A) It can be used to pass a type as an argument.
 - (B) It can be used to evaluate a type
 - (C) It can of no return type
 - (D) It can be used to delete a type
28. Which parameter is legal for non-type template?
- (A) pointer to member
 - (B) object
 - (C) class
 - (D) baseclass
29. A class template with one parameter class T can be instantiated with:
- (A) Only built-in data types like `int`, `float`.
 - (B) Only user-defined types like `Student`
 - (C) Any data type, built-in or user-defined.
 - (D) Only pointer types.

30. When you overload a template function, you are providing:

- (A) Another template with different parameters.
- (B) A non-template function with the same name.
- (C) Both (A) and (B) are possible.
- (D) None of the above.

31. Which of the following is correct about templates?

- (A) It is a type of compile time polymorphism
- (B) It allows the programmer to write one code for all data types
- (C) Helps in generic programming
- (D) All of the mentioned

32. Which of the following is a valid function template?

- (A) `template <typename T> T add(T a, T b) { return a+b; }`
- (B) `T add(T a, T b) template <typename T> { return a+b; }`
- (C) `template <typename T> T add(T a, b) { return a+b; }`
- (D) `template <class T1, T2> T1 add(T1 a, T2 b) { return a+b; }`

33. Creating a specific function from a function template is called:

- (A) Overloading
- (B) Instantiation
- (C) Abstraction
- (D) Derivation

34. If a class template has multiple parameters, they are separated by:

- (A) Semicolon (;)
- (B) Colon (:)
- (C) Comma (,)
- (D) Period (.)

35. Which of the following is used for generic programming?

- (A) Virtual functions
- (B) Modules
- (C) Templates
- (D) Abstract Classes

36. A function template is also known as a:

- (A) Macro function
- (B) Generic function
- (C) Virtual function
- (D) Friend function

37. Which of the following correctly defines a class template with one parameter?

(A) `template <typename T> class MyClass {};`

(B) `class template <T> MyClass {};`

(C) `template <class T> class MyClass {};`

(D) Both (A) and (C)

38. The keyword used to start a template is:

(A) `class`

(B) `typename` or `class`

(C) `generic`

(D) `template`

39. A class that is defined with placeholder types for its data members and member functions is called a:

(A) Virtual class

(B) Abstract class

(C) Class template

(D) Friend class

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40. The feature in C++ that allows writing code that works with any data type is called:

(A) Polymorphism

(B) Inheritance

(C) Encapsulation

(D) Templates/Generic Programming

41. Which function cannot be overloaded?

(A) `+` operator

(B) `=` operator

(C) `::` operator

(D) `++` operator

42. Operator overloading is:

(A) Defining a new operator.

(B) Giving new meaning to an existing operator for user-defined types.

(C) Deleting an operator's functionality.

(D) Making all operators work for classes.

43. A pure virtual function is declared by assigning:

(A) 0

(B) NULL

(C) void

(D) nullptr

44. Which of the following cannot be inherited?
- (A) Public member functions
 - (B) Protected data members
 - (C) Private data members
 - (D) Constructors and Destructors
45. When a derived class object is created, what is the order of constructor calls?
- (A) Derived class constructor first, then base class constructor.
 - (B) Base class constructor first, then derived class constructor.
 - (C) Only base class constructor is called.
 - (D) Only derived class constructor is called.
46. When a derived class object is destroyed, what is the order of destructor calls?
- (A) Base class destructor first, then derived class destructor.
 - (B) Derived class destructor first, then base class destructor.
 - (C) Only derived class destructor is called
 - (D) Only base class destructor is called
47. If a class is derived from two base classes, it is called:
- (A) Single inheritance
 - (B) Multilevel inheritance
 - (C) Multiple inheritance
 - (D) Hierarchical inheritance
48. Which of the following is used to resolve the ambiguity in multiple inheritance when a common base class is inherited through multiple paths?
- (A) Virtual function
 - (B) Abstract class
 - (C) Virtual base class
 - (D) Friend function
49. A virtual function is a function that:
- (A) Is declared with the virtual keyword in the base class and overridden in a derived class.
 - (B) Cannot be overridden.
 - (C) Is static by default.
 - (D) Is always private.
50. Which of the following is an example of runtime polymorphism?
- (A) Function overloading
 - (B) Operator overloading
 - (C) Virtual functions
 - (D) Templates

51. Overloading an operator falls under which category of polymorphism?
- (A) Runtime polymorphism
 - (B) Compile-time polymorphism
 - (C) Inclusion polymorphism
 - (D) Parametric polymorphism
52. The ability of a message/function to be processed in more than one form is called:
- (A) Inheritance
 - (B) Polymorphism
 - (C) Encapsulation
 - (D) Abstraction
53. The "is-a" relationship is represented by:
- (A) Aggregation
 - (B) Composition
 - (C) Inheritance
 - (D) Association
54. A "part-of" or "containership" relationship where the part cannot exist without the whole is called:
- (A) Aggregation
 - (B) Inheritance
 - (C) Composition
 - (D) Generalization
55. The "has-a" relationship between classes is known as:
- (A) Inheritance
 - (B) Aggregation/Composition
 - (C) Polymorphism
 - (D) Encapsulation
56. In protected derivation, the public and protected members of the base class become _____ in the derived class
- (A) Public
 - (B) Private
 - (C) Protected
 - (D) Static
57. Which type of derivation makes public members of the base class become private members of the derived class?
- (A) public
 - (B) protected
 - (C) private
 - (D) friend
58. The derived class is also known as:
- (A) Parent class
 - (B) Base class
 - (C) Super class
 - (D) Sub class

59. The base class is also known as:
- (A) Derived class
 - (B) Child class
 - (C) Super class
 - (D) Sub class
60. The capability of a class to derive properties from another class is called:
- (A) Polymorphism
 - (B) Abstraction
 - (C) Inheritance
 - (D) Encapsulation
61. "Garbage Collection" in C++ refers to:
- (A) Automatic de-allocation of unused memory by the compiler.
 - (B) Manual de-allocation using delete.
 - (C) The process of creating objects.
 - (D) It is not a feature of C++.
62. Memory allocated using new is located on:
- (A) Stack
 - (B) Heap
 - (C) Code segment
 - (D) Data segment
63. Memory for a local object is allocated on:
- (A) Heap
 - (B) Free store
 - (C) Stack
 - (D) Disk
64. The functions of a class that define the operations on an object are called:
- (A) Attributes
 - (B) Data Members
 - (C) Methods / Member Functions
 - (D) Properties
65. The members of a class that define the characteristics of an object are called:
- (A) Methods
 - (B) Attributes / Data Members
 - (C) Behaviors
 - (D) Messages
66. Which of the following is not a type of constructor?
- (A) Copy constructor
 - (B) Friend constructor
 - (C) Default constructor
 - (D) Parameterized constructor

67. Which function cannot be overridden because it is defined at compile time?
- (A) Virtual function
 - (B) Static function
 - (C) Friend function
 - (D) Inline function
68. A class that contains at least one pure virtual function is called a/an:
- (A) Virtual class
 - (B) Abstract class
 - (C) Friend class
 - (D) Base class
69. Abstract classes are also known as:
- (A) Concrete classes
 - (B) Base classes
 - (C) Meta classes
 - (D) Derived classes
70. A constructor that initializes an object using another object of the same class is called:
- (A) Default constructor
 - (B) Parameterized constructor
 - (C) Copy constructor
 - (D) Dynamic constructor
71. If a class has no constructors defined, what happens?
- (A) The program will not compile.
 - (B) The compiler provides a default constructor.
 - (C) Objects cannot be created.
 - (D) A runtime error will occur.
72. The process of creating an object from a class is called:
- (A) Initialization
 - (B) Instantiation
 - (C) Declaration
 - (D) Encapsulation
73. A constructor that does not accept any parameters is called a:
- (A) Parameterized constructor
 - (B) Copy constructor
 - (C) Default constructor
 - (D) Empty constructor
74. What is the name of a destructor?
- (A) Same as the class name
 - (B) destroy
 - (C) ~ followed by the class name
 - (D) exit
75. What is the name of a constructor?
- (A) Any valid function name
 - (B) init
 - (C) Same as the class name
 - (D) ~ followed by the class name

76. A destructor is called automatically when:
- (A) An object is created
 - (B) A program ends
 - (C) An object goes out of scope
 - (D) A function is called
77. A constructor is called automatically when:
- (A) A program starts
 - (B) An object is created
 - (C) A function is called
 - (D) An object goes out of scope
78. Which of the following is not a valid access specifier in C++?
- (A) Public
 - (B) Private
 - (C) Protected
 - (D) Default
79. Data hiding in C++ is achieved through:
- (A) Public access specifier
 - (B) Private access specifier
 - (C) Protected access specifier
 - (D) Global variables
80. A class is a/an:
- (A) Object
 - (B) Instance
 - (C) Blueprint for creating objects
 - (D) Function
81. The main difference between C and C++ is that C++ is _____ while C is _____.
- (A) Procedural, Object-Oriented
 - (B) Object-Oriented, Procedural
 - (C) Low-level, High-level
 - (D) Interpreted, Compiled
82. In C++, if we want to use new and delete, which header file is required?
- (A) <new.h>
 - (B) <memory>
 - (C) <stdlib.h>
 - (D) They are keywords and don't require a header.
83. Which of the following is not a basic concept of OOP?
- (A) Class
 - (B) Polymorphism
 - (C) Inheritance
 - (D) Compilation
84. An instance of a class is called a(n):
- (A) Object
 - (B) Method
 - (C) Attribute
 - (D) Blueprint

85. Which paradigm decomposes the problem into functions?
- (A) Object-Oriented
 - (B) Data Decomposition
 - (C) Functional Decomposition
 - (D) Logic Decomposition
86. The << operator, when used with cout, is known as the:
- (A) Extraction operator
 - (B) Insertion operator
 - (C) Redirection operator
 - (D) Left shift operator
87. To use cout and cin, which header file is primarily included?
- (A) <stdio.h>
 - (B) <conio.h>
 - (C) <iostream> or <iostream.h>
 - (D) <fstream.h>
88. C++ is a superset of which language?
- (A) Java
 - (B) C#
 - (C) C
 - (D) Python
89. The concept of hiding unnecessary details from the user is called:
- (A) Encapsulation
 - (B) Polymorphism
 - (C) Inheritance
 - (D) Abstraction
90. Which operator is used to deallocate memory allocated by new?
- (A) dealloc
 - (B) free
 - (C) delete
 - (D) remove
91. Which operator is used to dynamically allocate memory in C++?
- (A) alloc
 - (B) malloc
 - (C) new
 - (D) free
92. The operator used with cin to read input from the keyboard is:
- (A) <<
 - (B) >>
 - (C) &
 - (D) ->

93. The standard output stream in C++ is:
- (A) cin
 - (B) std::input
 - (C) cout
 - (D) printf
94. Which of the following is a valid difference between C and C++?
- (A) C supports functions, C++ does not.
 - (B) C is a procedural language, C++ supports both procedural and OOP.
 - (C) C++ supports structures, C does not.
 - (D) C uses pointers, C++ does not.
95. C++ was developed by:
- (A) Dennis Ritchie
 - (B) Ken Thompson
 - (C) Bjarne Stroustrup
 - (D) James Gosling
96. Which of the following is not a feature of OOP?
- (A) Encapsulation
 - (B) Polymorphism
 - (C) Global Variables
 - (D) Inheritance
97. The ability of a function or operator to act in different ways on different data types is called:
- (A) Inheritance
 - (B) Polymorphism
 - (C) Abstraction
 - (D) Encapsulation
98. Wrapping up of data and functions into a single unit is known as:
- (A) Abstraction
 - (B) Polymorphism
 - (C) Inheritance
 - (D) Encapsulation
99. Which paradigm focuses on the steps or procedures to solve a problem?
- (A) Object-Oriented
 - (B) Functional
 - (C) Procedural/Decomposition
 - (D) Logic
100. Which of the following is the fundamental unit of Object-Oriented Programming?
- (A) Function
 - (B) Structure
 - (C) Class
 - (D) Variable