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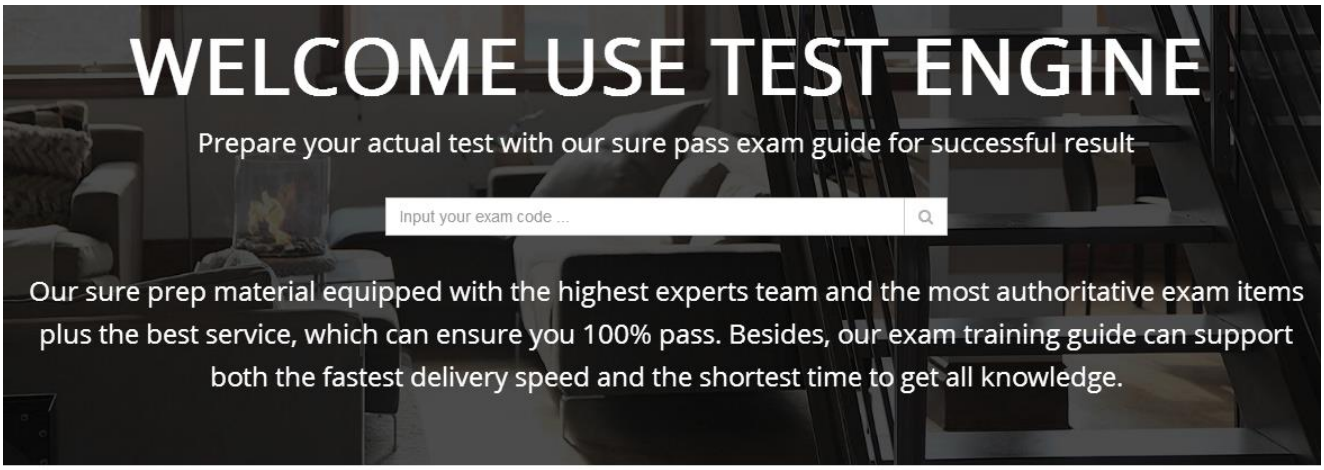


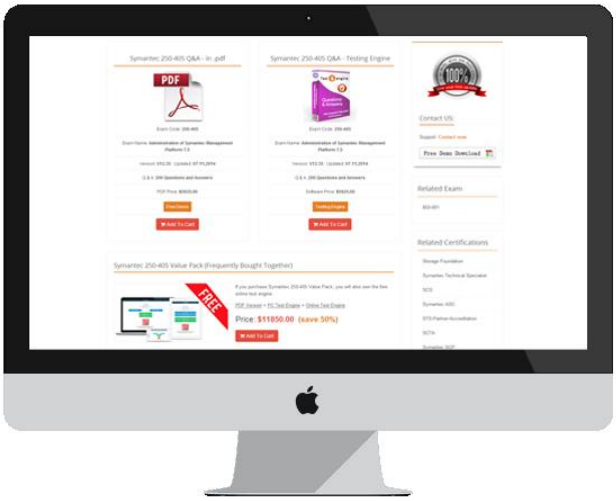

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**Exam** : **CPA-21-02**

**Title** : CPA - C++ Certified Associate Programmer

**Vendor** : C++ Institute

**Version** : DEMO

**NO.1** What will happen when you attempt to compile and run the following code?

```
#include <iostream>
using namespace std;
int getValue();
int main()
{
const int x = getValue();
cout<<x;
return 0;
}
int getValue()
{
return 5;
}
```

**A.** It will print 0

**B.** The code will not compile.

**C.** It will print 5

**D.** It will print garbage value

***Answer:*** C

**NO.2** What happens when you attempt to compile and run the following code?

```
#include <iostream>
using namespace std;
int main()
{
int *t;
t = new int[2];
for (int i=0; i<2; i++) {
t[i]=0;
}
cout << t[1];
}
```

**A.** It prints: 0

**B.** It prints: 1

**C.** It prints: 2

**D.** It prints: 3

***Answer:*** A

**NO.3** What happens when you attempt to compile and run the following code?

```
#include <iostream>
#include <string>
using namespace std;
class A {
protected:
int y;
```

```
public:
int x;
int z;
A() { x=1; y=2; z=3; }
A(int a, int b) : x(a), y(b) { z = x * y;}
void Print() {
cout << z;
}
};
int main () {
A a(2,5);
a.Print();
return 0;
}
```

**A.** It prints: 10
**B.** It prints: 2
**C.** It prints: 6
**D.** It prints: 5
***Answer:*** A

**NO.4** Which of the structures is incorrect?

```
1:
struct s1{
int x;
long int li;
};
2:
struct s2{
float f;
struct s2 *s;
};
3:
struct s3{
float f;
struct s3 s;
};
```

**A.** 1
**B.** 2
**C.** 3
**D.** 2, 3
***Answer:*** C

**NO.5** Which code lines inserted independently instead of the comment will make the following program work correctly? (Choose three.)

```
#include <iostream>
using namespace std;
//Insert line of code here
{
      cout << "Hello, it's me" << endl;
}
```

**A.** int main (int argc, char *argv[])
**B.** int main (int c, char *v[])
**C.** int main
**D.** void main ()
***Answer:*** A,B

**NO.6** What is the output of the program?
#include <iostream>
#include <string>
using namespace std;
int main () {
string s1 = "Hello", s2 = "World";
s2 = s1 + s2;
cout << s2;
return 0;
}
**A.** It prints: Hello
**B.** It prints: HelloWorld
**C.** It prints: WorldHello
**D.** It prints: WorldHelloWorld
***Answer:*** B

**NO.7** What is the output of the program?
#include <iostream>
using namespace std;
class BaseC
{
int i;
public:
BaseC() { i=?1;}
BaseC(int i) { i=i; }
void seti(int a) { i = a; };
void Print() { cout << i; }
};
int main()
{
BaseC *o = new BaseC();

```
o?>seti(10);
o?>Print();
}
```

**A.** It prints: 10
**B.** It prints: ?1
**C.** It prints: 0
**D.** Compilation error
***Answer:*** A

**NO.8** What happens when you attempt to compile and run the following code?

```
#include <iostream>
using namespace std;
class BaseC
{
public:
int *ptr;
BaseC() { ptr = new int(10);}
BaseC(int i) { ptr = new int(i); }
~BaseC() { delete ptr; }
};
void fun(BaseC x);
int main()
{
BaseC *o = new BaseC(5);
fun(*o);
}
void fun(BaseC x) {
cout << "Hello:"<<*x.ptr;
}
```

**A.** It prints: Hello:50
**B.** It prints: Hello:10
**C.** It prints: Hello:5
**D.** Compilation error
***Answer:*** C

**NO.9** What happens when you attempt to compile and run the following code?

```
#include <iostream>

using namespace std;

class Base {
public:
     Base() {
          cout << "A";
     }
     ~Base() {
          cout << "D";
     }
     Base(Base& b) {
          cout << "C";
     }
     Base& operator=(Base &b) {
          cout << "B";
          return *this;
     }
};
int main()
{
     Base b1, b2, *b3 = new Base();
     b2 = *b3;
}
```

**A.** It prints: AAABDD
**B.** It pints: AABD
**C.** It prints: AABDD
**D.** It causes a compilation error
***Answer:*** D

**NO.10** What happens when you attempt to compile and run the following code?
#include <iostream>
using namespace std;
int main()
{
const char *s;

```
char str[] = "Hello";
s = str;
while(*s) {
cout << *s++;
}
return 0;
}
```

**A.** It prints: el
**B.** It prints: Hello
**C.** It prints: H
**D.** It prints: o
***Answer:*** B

**NO.11** What is the output of the program?

```
#include <iostream>
#include <string>
using namespace std;
int main()
{
string s1="World";
string s2;
s2="Hello" + s1;
cout << s2;
return( 0 );
}
```

**A.** It prints: HelloWorld
**B.** It prints: Hello
**C.** It prints: World
**D.** Compilation error
***Answer:*** A

**NO.12** What happens when you attempt to compile and run the following code?

```
#include <iostream>
using namespace std;
int main(){
int *i;
i = new int;
*i = 1.0 / 2 * 2 / 1 * 2 / 4 * 4;
cout << *i;
return 0;
}
```

**A.** It prints: 0
**B.** It prints: 1
**C.** It prints: 2
**D.** It prints: 0.5

***Answer:*** C

**NO.13** What happens when you attempt to compile and run the following code?

```
#include <iostream>

using namespace std;

class Test {
     float i, j;
};

class Add {
public:
     int x,y;
     Add (int a=3, int b=3) { x=a; y=b; }
     int result() {return x+y; }
};

int main()
{
     Test test;
     Add* padd;
     padd = &test;
     cout << padd -> result();
}
```

**A.** It prints: 33
**B.** It prints: 007
**C.** It causes a compilation error
**D.** lit prints: 9
***Answer:*** C

**NO.14** Which of the following structures are correct?
1:
struct s1{
int x;
char c;
};
2:

```
struct s2{
float f;
struct s2 *s;
};
3:
struct s3{
float f;
in i;
}
```

**A.** 1
**B.** 2
**C.** 3
**D.** All of these
***Answer:*** A,B

**NO.15** What happens when you attempt to compile and run the following code?

```
#include <iostream>
#include <string>
using namespace std;
struct Person {
string name;
int age;
};
class First
{
Person *person;
public:
First() {person = new Person;
person?>name = "John";
person?>age = 30;
}
void Print(){
cout<<person?>name << " "<< person?>age;
}
};
int main()
{
First t[2];
for (int i=0; i<2; i++)
t[i].Print();
}
```

**A.** It prints: 30
**B.** It prints: John
**C.** It prints: John 31
**D.** It prints: John 30John 30

***Answer:*** D

**NO.16** What happens when you attempt to compile and run the following code?

```
#include <iostream>
using namespace std;
int f(int a, int b);
int main()
{
float b;
b = f(20,10);
cout << b;
return 0;
}
int f(int a, int b)
{
return a/b;
}
```

**A.** It prints: 2
**B.** It prints: 5
**C.** It prints: 10
**D.** It prints: 0
***Answer:*** A

**NO.17** What happens when you attempt to compile and run the following code?

```
#include <iostream>
#include <string>

using namespace std;

void print(string c);

int main()
{
     print("Test");
}
void print(string c)
{
     cout << c;
}
```

**A.** It prints: T

**B.** It prints an empty line
**C.** It prints: Tesc
**D.** It prints: st
***Answer:*** C

**NO.18** What happens when you attempt to compile and run the following code?

```
#include <iostream>

using namespace std;

int main()
{
      const char* s = "12";
      cout << s + 1;
}
```

**A.** It prints: 13
**B.** It prints: l
**C.** It prints: 12
**D.** It prints: 2
***Answer:*** D

**NO.19** What happens when you attempt to compile and run the following code?

```
#include <iostream>
#include <exception>

using namespace std;

class myClass : public exception
     virtual const char* what() const throw()
     {
          return "My exception.";
     }
}obj;

int main()
{
     try {
          throw obj;
     }
     catch (exception& e) {
          cout << e.what() << endl;

     }
}
```

**A.** It prints: 1
**B.** It causes a compilation error
**C.** It prints: 0
**D.** It prints: My exception,
***Answer:*** B

**NO.20** Which code, inserted at line 14, generates the output "3.14 10"?
#include <iostream>
using namespace std;
namespace myNamespace1
{
int x = 5;
int y = 10;
}
namespace myNamespace2
{

```
float x = 3.14;
float y = 1.5;
}
int main () {
//insert code here
cout << x << " " << y;
return 0;
}
```

**A.** using myNamespace2::y; using myNamespace1::x;

**B.** using namespace myNamespace1;

**C.** using namespace myNamespace1; using namespace myNamespace2;

**D.** using myNamespace1::y; using myNamespace2::x;

***Answer:*** D

**NO.21** What happens when you attempt to compile and run the following code?

```
#include <iostream>
using namespace std;
int main() {
int i, j;
for(i = 0; i < 2; i++) {
for(j = i; j < i + 1; j++)
if(j == i)
continue;
else
break;
}
cout << j;
return 0;
}
```

**A.** It prints: 0

**B.** It prints: 3

**C.** It prints: 2

**D.** It prints: 1

***Answer:*** C

**NO.22** What happens when you attempt to compile and run the following code?

```
#include <iostream>
using namespace std;
int compare(int, int);
int main()
{
int x = compare(10, 20);
cout << x;
return 0;
}
```

```
int compare(int i, int j)
{
return i<j;
}
```

**A.** It prints: 0
**B.** It prints: 2
**C.** It prints: 1
**D.** It prints: 10
***Answer:*** C

**NO.23** What happens when you attempt to compile and run the following code?

```
#include <iostream>
using namespace std;
int op(int x, int y);
int main()
{
int i=2, j=2, k;
float f=0.3;
k = op(i, j);
cout<< k << "," << op(1, f);
return 0;
}
int op(int x, int y)
{
return x+y;
}
```

**A.** It prints: 4,1
**B.** It prints: 4,0.7
**C.** It prints: 4,0
**D.** It prints: 0,4
***Answer:*** A

**NO.24** What happens when you attempt to compile and run the following code?

```
#include <iostream>
using namespace std;
int min(int a, int b);
int main()
{
int b=10;
b = min(5,20);
cout << b;
return 0;
}
int min(int a, int b)
{
```

```
if (a<b)
return(a);
else
return(b);
}
```

**A.** It prints: 10
**B.** It prints: 20
**C.** It prints: 5
**D.** It prints: 0
***Answer:*** C

**NO.25** Which code, inserted at line 10, generate the output "50"?

```
#include <iostream>
using namespace std;
class Base {
int age;
public:
Base () {
age=5;
};
//insert code here
void Print() { cout << age;}
};
void setAge(Base &ob) {ob.age = 0;}
int main () {
Base a;
a.Print();
setAge(a);
a.Print();
return 0;
}
```

**A.** friend void setAge(Base ob);
**B.** friend void setAge(Base *ob);
**C.** friend void setAge(Base &ob);
**D.** None of these
***Answer:*** C

**NO.26** What happens when you attempt to compile and run the following code?

```
#include <iostream>
#include <exception>

using namespace std;

class myClass : public exception
{
     virtual const char* what() const throw()
     {
          return "A";
     }
}obj;

int main()
{
     try {
          cout << "B";
          throw obj;
          cout << "C";
     }
     catch (exception& e) {
          cout << e.what();

     }
     cout << "D";
}
```

**A.** It prints: BAD
**B.** It prints: BACD
**C.** It prints: ABCD
**D.** It prints: BAC
***Answer:*** B