# **38 Lecture - CS201**

# **Important Mcqs**

# 1. What is a user-defined manipulator in C++?

- A. A function that modifies the input of a stream
- B. A function that modifies the output of a stream
- C. A function that sorts an array of integers
- D. A function that calculates the factorial of a number

# Answer: B

# 2. How are user-defined manipulators defined in C++?

A. As member functions of a class

- B. As global functions outside of any class
- C. As friend functions of a class
- D. As virtual functions of a class

#### Answer: B

#### 3. What is the purpose of a user-defined manipulator?

- A. To read input from a stream
- B. To modify the output of a stream
- C. To create a new stream object
- D. To delete data from a stream

#### Answer: B

#### 4. Which operator is used to call a user-defined manipulator?

- A. >>
- B. <<
- C. +
- D. -

#### Answer: B

5. What is the syntax for defining a user-defined manipulator function?

A. void manipulator(ostream& stream);

- B. ostream& operator<<(ostream& stream, manipulator fn);
- C. int manipulator(int x);
- D. void operator<<(ostream& stream, manipulator fn);

#### Answer: B

#### 6. What is the return type of a user-defined manipulator function?

- A. void
- B. int

C. char

D. ostream&

# Answer: D

# 7. What is the purpose of the std::setw() function?

A. To set the width of the output field

- B. To set the precision of the output field
- C. To set the fill character of the output field
- D. To set the format flags of the output field

# Answer: A

# 8. What is the purpose of the std::setfill() function?

- A. To set the width of the output field
- B. To set the precision of the output field
- C. To set the fill character of the output field
- D. To set the format flags of the output field

# Answer: C

#### 9. What is the purpose of the std::setprecision() function?

- A. To set the width of the output field
- B. To set the precision of the output field
- C. To set the fill character of the output field
- D. To set the format flags of the output field

# Answer: B

#### 10. Which header file must be included to use user-defined manipulators in C++?

- A. <string>
- B. <fstream>
- C. <iostream>
- D. <iomanip>

Answer: D