

13 Lecture - CS304

Important Mcqs

1. What is a pointer to an object in C++?

- a) A variable that stores the value of an object
- b) A variable that stores the memory address of an object
- c) A variable that stores the size of an object
- d) A variable that stores the name of an object

Answer: b) A variable that stores the memory address of an object.

What is the syntax to declare a pointer to an object in C++?

- a) int ptr;
- b) obj pointer;
- c) obj *ptr;
- d) obj -> pointer;

Answer: c) obj *ptr;

How is the value of an object pointed to by a pointer accessed in C++?

- a) Using the * operator
- b) Using the & operator
- c) Using the -> operator
- d) Using the . operator

Answer: a) Using the * operator.

What is the purpose of using pointers to objects in C++?

- a) To dynamically allocate memory for objects
- b) To pass objects to functions by reference
- c) To manipulate objects indirectly
- d) All of the above

Answer: d) All of the above.

Can a pointer to an object be null in C++?

- a) Yes
- b) No

Answer: a) Yes.

What is the difference between a pointer to an object and a reference to an object in C++?

- a) A pointer can be null, while a reference cannot.
- b) A pointer can be reassigned to point to a different object, while a reference cannot.
- c) A pointer requires the * operator to access the object's value, while a reference does not.
- d) All of the above.

Answer: d) All of the above.

How is memory allocated for an object pointed to by a pointer in C++?

- a) Using the new operator

- b) Using the delete operator
- c) Using the malloc function
- d) Using the free function

Answer: a) Using the new operator.

What is the purpose of the -> operator in C++?

- a) To access a member of a class or structure pointed to by a pointer
- b) To declare a pointer to an object
- c) To declare a reference to an object
- d) None of the above

Answer: a) To access a member of a class or structure pointed to by a pointer.

How can a pointer to an object be passed to a function in C++?

- a) By value
- b) By reference
- c) By const reference
- d) All of the above

Answer: b) By reference.

What is a dangling pointer in C++?

- a) A pointer that points to a null object
- b) A pointer that points to an object that has been deleted or deallocated
- c) A pointer that points to a new object
- d) A pointer that points to an object that has not been initialized

Answer: b) A pointer that points to an object that has been deleted or deallocated.