

# 19 Lecture - CS304

## Important Mcqs

1. What is the return type of the stream insertion operator (<<)?

- a) void
- b) istream&
- c) ostream&
- d) string

Answer: c) ostream&

Which of the following is an example of overloading the stream insertion operator for a custom class?

- a) int x; cin >> x;
- b) cout << "Hello, World!" << endl;
- c) cout << obj;
- d) cin << obj;

Answer: c) cout << obj;

Which of the following is an example of using the stream insertion operator to output multiple values?

- a) cout << "The value of x is " << x;
- b) cout << "The sum of " << x << " and " << y << " is " << x + y;
- c) cout << "Enter a value: ";
- d) cout << "The result is " << result << endl;

Answer: b) cout << "The sum of " << x << " and " << y << " is " << x + y;

Which of the following is a possible implementation of the stream insertion operator for a custom class?

- a) ostream& operator<<(ostream& out, MyClass obj) { /\* implementation / }
- b) istream& operator<<(istream& in, MyClass obj) { / implementation / }
- c) MyClass& operator<<(MyClass obj) { / implementation / }
- d) void operator<<(MyClass obj) { / implementation / }

Answer: a) ostream& operator<<(ostream& out, MyClass obj) { / implementation \*/ }

Which of the following is a correct syntax for using the stream insertion operator to output an object?

- a) cout << MyClass;
- b) cout << object.MyClass;
- c) object << cout;
- d) cout << object;

Answer: d) cout << object;

Which of the following is a correct syntax for overloading the stream insertion operator for a custom class?

- a) void operator<<();
- b) void operator<<(ostream& out);

- c) void operator<<(ostream& out, MyClass obj);
- d) void operator<<(MyClass obj);

Answer: c) void operator<<(ostream& out, MyClass obj);

**Which of the following is a correct implementation of the stream insertion operator for a custom class that has private data members?**

- a) ostream& operator<<(ostream& out, MyClass obj) { out << obj.privateMember; }
- b) ostream& operator<<(ostream& out, MyClass obj) { obj.privateMember << out; }
- c) ostream& operator<<(ostream& out, MyClass obj) { obj.getPrivateMember() << out; }
- d) None of the above.

Answer: c) ostream& operator<<(ostream& out, MyClass obj) { obj.getPrivateMember() << out; }

**Which of the following is an example of using the stream insertion operator to output a literal value?**

- a) cout << "Hello, World!";
- b) cout << x;
- c) cin >> x;
- d) cout << "Enter a value: ";

Answer: a) cout << "Hello, World!";

**Which of the following is a correct implementation of the stream insertion operator for a custom class that has a non-static data member?**

- a) ostream& operator<<(ostream& out, MyClass obj) { obj.dataMember << out; }
- b) ostream& operator<<(ostream& out, MyClass obj) { obj.dataMember >> out; }
- c) ostream& operator<<(ostream& out, MyClass obj) { out << obj.dataMember; }
- d) None of the above.

Answer: c) ostream& operator<<(ostream& out, MyClass obj) { out << obj.dataMember; }

**Which of the following is an example of using the stream insertion operator**