

HEADER FILES BASED QUESTIONS IN C++

1. Find the correct identifiers out of the following, which can be used for naming variable, constants or functions in a C++ program :
While, for, Float, new, 2ndName, A%B, Amount2, _Counter

Ans: While, Float, Amount2, _Counter

2. Find the correct identifiers out of the following, which can be used for naming Variable, Constants or Functions in a C++ program :
For, while, INT, NeW, delete, 1stName, Add+Subtract, name1

Ans: For, INT, NeW, name1

1 Mark Questions

1. Name the header files to which the following belong:
(i) strcmp() (ii) toupper()
2. Write the name of the header files to which the following belong:
(i) strcmpi() (ii) clrscr()
3. Name the header files in which the following belong:
(i) fabs() (ii) isdigit()
4. Name the header files in which the following belong:
(i) puts() (ii) close()
5. Name the header file(s) that shall be needed for successful compilation of the following C++ code:
void main()
{
char string[20];
gets(String);
strcat(String, "APS");
puts(String);
}
6. Name the header files that shall be needed for the following code:
void main()
{
char word[] = "I PRE BOARD-2017-18";
cout<<setw(20)<<word;
}
7. What do you understand by cascading of I/O operators?
8. What is the purpose of default clause in a switch statement?
9. What are the applications of void data type in C++?
10. What is the effect of absence of break in switch-case statement?
11. Give the output of the following program segment:
void main()
{
int i =729, j= 9;
cout<< i/j << endl;
}
12. When will you make a function inline?

13. What is the significance of any empty parentheses in a function declared?
14. How are abstraction and encapsulation inter-related?
15. Write the declaration of inline function named bar() that takes one argument of type float and return type int.
16. Observe the following C++ and write the name(s) of the header file(s), which will be essentially required to run it in a C++ compiler.


```
void main()
{
float Area,Side;
cin>>Area;
Side = sqrt (Area);
cout<< "One Side of the Square="<<Side<<endl ;
}
```
17. Observe the following C++ code and write the name(s) of the header file(s), which will be essentially required to run it in a C++ compiler.


```
void main ()
{
Int Number;
cin>>Number;
if (abs (Number) == Number);
    cout<< "Positive"<<endl;
}
```
18. Name the header file(s), which are essentially required to run the following program segment.


```
void main ()
{
char A= 'K',B;
if (islower (A) )
B=toupper (A);
else
    B= '*';
cout<<A>> "turned to" <<B<<endl;
}
```
19. Observe the following C++ code and write the name(s) of the header file (s), which will be essentially required to run in a C++ compiler.


```
void main ( )
{
    char Text[20],c;
    cin>>Text;
    C=tolower (Text[0]);
    cout<<C<< "is the first char of"<<Text<<endl;
}
```
20. Observe the following C++ code and write the name(s) of the header file (s), which will be essentially required to run in a C++ compiler.


```
void main ( )
{
    char CH, STR[20];
```

```
cin>>STR;  
CH=toupper(STR[0]);  
cout<<STR<< "starts with"<<CH<<endl;  
}
```

SOLUTION: HEADER FILES BASED QUESTIONS IN C++

Answers to 1 Mark Questions

1. (i) string.h (ii) ctype.h
2. (i) string.h (ii) iostream.h
3. (i) math.h (ii) ctype.h
4. (i) stdio.h (ii) fstream.h
5. The header files are : stdio.h, string.h
6. The required header files are : iomanip.h and iostream.h
7. The multiple uses of input or output operators in one statement are called cascading of I/O operators.
8. The default statement gives the switch construct away to take action if the value of the switch variable does not match any of the case constant.
9. The void type specifies an empty set of values. It is used as the return type for function that do not return any value. No object of void type may be declared because it depicts a nil parameter list for a function.
10. In **switch-case** statement, when a match is found, the statement sequence associated with that case is executed until a break statement or the end of **switch** statement is reached. So if break statement is missing, then the statement sequence is executed until the end of the switch-case statement is reached.
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12. When the size of the code of a function is small that the overhead of the function call becomes prominent then the function should be declared as inline.
13. void message() function declare with an empty parentheses, in means that the function does not pass any parameters.
14. Encapsulation means wrapping up of data and functions which operate the data into a single unit and ensures only essential features get represented without representing the detail background. i.e., called Abstraction. Therefore, both are inter-related.
15. inline int bar(float a);
{
.....
}
16. #include<iostream.h>
#include<math.h>
17. #inlcude<iostream.h>
#include<maths.h>
18. #inlcude<iostream.h>
#include<maths.h>
#include<ctype.h>
19. cout, cin →#include<iostream.h>
Tolower()→#include<ctype.h>
20. cin, cout →#include<iostream.h>
toupper()→ #include<ctype.h>