C++ Template Interview Questions And Answers Guide.

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C++ Template Job Interview Preparation Guide.

Question # 1

What is meant by template parameter?
a) It can be used to pass a type as argument
b) It can be used to evaluate a type.
c) It can of no return type
d) None of the mentioned

Answer:-

a) It can be used to pass a type as argument

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Question # 2

Which keyword can be used in template?
a) class
b) typename
c) both a & b
d) function

Answer:-

c) both a & b

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Question # 3

What is the validity of template parameters?
a) inside that block only
b) inside the class
c) whole program
d) any of the mentioned

Answer:-

a) inside that block only

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Question # 4

What is the output of this program?

```
#include <iostream>
using namespace std;
template <class T, int N>
class mysequence
{
   T memblock [N];
   public:
   void setmember (int x, T value);
   T getmember (int x);
};
template <class T, int N>
void mysequence<T,N> :: setmember (int x, T value)
{
   memblock[x] = value;
}
template <class T, int N>
T mysequence<T,N> :: getmember (int x)
{
   return memblock[x];
}
int main ()
```

```
  {
     mysequence <int, 5> myints;
     mysequence <double, 5> myfloats;
     myints.setmember (0, 100);
     myfloats.setmember (3, 3.1416);
     cout << myints.getmember(0) << 'n';
     cout << myfloats.getmember(3) << 'n';
     return 0;
  }
```

a) 100
b) 3.1416
c) 100
3.1416
d) none of the mentioned

Answer:-

c) 100

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Question # 5

What is the output of this program?

```
  #include <iostream>
  using namespace std;
  template <class type>
  class Test
  {
     public:
     Test()
     {
     };
     ~Test()
     {
     };
     type Funct1(type Var1)
     {
        return Var1;
     }
     type Funct2(type Var2)
     {
        return Var2;
     }
  };
  int main()
  {
     Test<int> Var1;
     Test<double> Var2;
     cout << Var1.Funct1(200);
     cout << Var2.Funct2(3.123);
     return 0;
  }
```

a) 100
b) 200
c) 3.123
d) 200 3.123

Answer:-

d) 200 3.123

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Question # 6

What is the output of this program?

```
  #include <iostream>
  using namespace std;
  template <typename T, int count>
  void loopIt(T x)
  {
     T val[count];
     for(int ii = 0; ii < count; ii++)
     {
        val[ii] = x++;
        cout <<  val[ii] << endl;
     }
  };
  int main()
  {
     float xx = 2.1;
     loopIt<float, 3>(xx);
  }
```

a) 2.1
b) 3.1

c) 4.1
d) 2.1
3.1
4.1

Answer:-

d) 2.1
3.1
4.1

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Question # 7

Which parameter is legal for non-type template?
a) pointer to member
b) object
c) class
d) none of the mentioned

Answer:-

a) pointer to member

Read More Answers.

Question # 8

What is the output of this program?

```
#include <iostream>
using namespace std;
template <class T>
T max (T a, T b)
{
  return (a>b?a:b);
}
int main ()
{
  int i = 5, j = 6, k;
  long l = 10, m = 5, n;
  k = max(i, j);
  n = max(l, m);
  cout << k << endl;
  cout << n << endl;
  return 0;
}
```

a) 6
b) 6
10
c) 5
10
d) 6
5

Answer:-

b) 6
10

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Question # 9

Which of the things does not require instantiation?
a) functions
b) non virtual member function
c) member class
d) all of the mentioned

Answer:-

d) all of the mentioned

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Question # 10

Why we use :: template-template parameter?
a) binding
b) rebinding
c) both a & b
d) none of these

Answer:-

c) both a & b

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Question # 11

What is Inheritance in C++?

Answer:-

Inheritance enables a new class to reuse the state and behavior of old class. The new class inherits properties and methods from the old class and is called as derived class and the old class is called as base class. The methods thus inherited can be extended using overriding facility of C++.

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Question # 12

What is Encapsulation in C++?

Answer:-

The wrapping up of data and member function into an object is called encapsulation. The data is not accessible to the outside world and only those functions which are wrapped into the object can access it. An encapsulated objects act as a "black box" for other parts of the program which interact with it. They provide a service, but the calling objects do not need to know the details how the service is accomplished.

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Question # 13

What is Polymorphism in C++?

Answer:-

Polymorphism enables one common interface for many implementations, and for objects to act differently under different circumstances. You can also achieve polymorphism in C++ by function overloading, operator overloading and implementation inheritance.

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Question # 14

What is Template class?

Answer:-

A class that has generic definition or a class with parameters which is not instantiated until the information is provided by the client. It is referred to a jargon for plain templates.

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Question # 15

Tell me what are the basic Concepts used in the Object-Oriented Programming language?

Answer:-

Object
Class
Data Abstraction and Encapsulation
Polymorphism
Inheritance
Message passing
Dynamic binding

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Question # 16

Tell us what is the STL, standard template library?

Answer:-

The Standard Template Library, or STL, is a C++ library of container classes, algorithms, and iterators; it provides many of the basic algorithms and data structures The STL includes the classes vector, list, deque, set, multiset, map, multimap, hash_set, hash_multiset, hash_map, and hash_multimap.

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Question # 17

Can you please explain the difference between a template class and class template?

Answer:-

Template class: A class that has generic definition or a class with parameters which is not instantiated until the information is provided by the client. It is referred to a jargon for plain templates.
Cass template: The individual construction of a class is specified by a class template which is almost similar the way how individual objects are constructed by using a class. It is referred to a jargon for plain classes.

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Question # 18

Can you please explain what are the characteristics of Object Oriented programming language?

Answer:-

Some key features of the Object Oriented programming are:
- Emphasis on data rather than procedure
- Programs are divided into entities known as objects
- Data Structures are designed such that they characterize objects
- Functions that operate on data of an object are tied together in data structures

Data is hidden and cannot be accessed by external functions
Objects communicate with each other through functions
New data and functions can be easily added whenever necessary
Follows bottom up design in program design

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Question # 19

Do you know what is class using C++?

Answer:-

A class holds the data and functions that operate on the data. It serves as the template of an object.

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Question # 20

Tell me what are the syntax and semantics for a function template?

Answer:-

Templates is one of the features of C++. Using templates, C++ provides a support for generic programming.
We can define a template for a function that can help us create multiple versions for different data types.
A function template is similar to a class template and it syntax is as follows:

```
template <class T>
Return-type functionName (arguments of type T)
{
    //Body of function with type T wherever appropriate
}
```

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Question # 21

What is Class element in C++?

Answer:-

A class is a user defined data type. It serves as a template of the objects. You can define structure and behavior of an object using class. It includes data and the member functions that operate on data.

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Question # 22

Please tell me how is static data member similar to a global variable?

Answer:-

The life of a static data member exists between the functions which means that they are resident through out the execution of a program like the global variables.

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Question # 23

What is Cass template?

Answer:-

The individual construction of a class is specified by a class template which is almost similar the way how individual objects are constructed by using a class. It is referred to a jargon for plain classes.

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