Name: ....   Roll No: ....

Class: .... Section: ....   Date: ....

GETTING STARTED WITH C++

Chapter-2

A. **Tick (✓) the correct option.**

1. Which of these is not a keyword?

   a. float ☐

   b. false ☐

   c. jump ☐

   d. goto ☐

2. Which of the following is not a primitive data type?

   a. int ☐

   b. float ☐

   c. double ☐

   d. struct ☐

3. Which of the following is not valid variable name?

   a. mycomp ☐

   b. aaby ☐

   c. p_1 ☐

   d. r@aam ☐

B. **Which of the following statements are not correct about naming convention of a variable.**

1. A variable name must start with a letter (a–z, A–Z) or an underscore (_).

2. A variable name can start with a digit.

3. Keywords cannot be used as variable names.

4. A variable can only contain alpha-numeric characters and underscore (A–Z both capital as well as small) and (0–9) numbers.

5. Special symbols like ! , @ , #, $, %, etc. can be used in variable name.

6. Variable names are not case sensitive.

7. Variable names can contain blank space.

C. **Write the size of following data types in bytes:**

1. `short int`

2. `unsigned short int` ....

3. `unsigned int` ....

4. `int` ....

5. `long int` ....

6. `float` ....

7. `char` ....

Touchpad MODULAR (Version 1.0)-X

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: ....