

Roll No.-----

प्रश्नपुस्तिका क्रमांक
Question Booklet No.
252189

O.M.R. Serial No.

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BCA (Second Semester) Examination, 2024-25

(NEP)

(BCA2001)

OBJECT ORIENTED PROGRAMMING USING C++

K-691

Paper Code							
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(To be filled in the

प्रश्नपुस्तिका सीरीज
Question Booklet Series
A

Time : 1:30 Hours]

[Maximum Marks-75

Instructions to the Examinee :

1. Do not open the booklet unless you are asked to do so.
2. The booklet contains 100 questions. Examinee is required to answer 75 questions in the OMR Answer-Sheet provided and not in the question booklet. All questions carry equal marks.
3. Examine the Booklet and the OMR Answer-Sheet very carefully before you proceed. Faulty question booklet due to missing or duplicate pages/questions or having any other discrepancy should be got immediately replaced.

(Remaining instructions on the last page)

परीक्षार्थियों के लिए निर्देश :

1. प्रश्न-पुस्तिका को तब तक न खोलें जब तक आपसे कहा न जाए।
2. प्रश्न-पुस्तिका में 100 प्रश्न हैं। परीक्षार्थी को 75 प्रश्नों को केवल दी गई OMR आन्सर-शीट पर ही हल करना है, प्रश्न-पुस्तिका पर नहीं। सभी प्रश्नों के अंक समान हैं।
3. प्रश्नों के उत्तर अंकित करने से पूर्व प्रश्न-पुस्तिका तथा OMR आन्सर-शीट को सावधानीपूर्वक देख लें। दोषपूर्ण प्रश्न-पुस्तिका जिसमें कुछ भाग छपने से छूट गए हों या प्रश्न एक से अधिक बार छप गए हो या उसमें किसी अन्य प्रकार की कमी हो, तो उसे तुरन्त बदल लें।

(शेष निर्देश अन्तिम पृष्ठ पर)

1. Who invented OOP?
 - (A) Andrea Ferro
 - (B) Adele Goldberg
 - (C) Alan Kay
 - (D) Dennis Ritchie
2. Which is not a feature of OOP in general definitions?
 - (A) Efficient Code
 - (B) Code reusability
 - (C) Modularity
 - (D) Duplicate/Redundant data
3. Which was the first purely object oriented programming language developed?
 - (A) Kotlin
 - (B) Small Talk
 - (C) Java
 - (D) C++
4. When OOP concept did first came into picture?
 - (A) 1980's
 - (B) 1995
 - (C) 1970's
 - (D) 1993
5. Which feature of OOP indicates code reusability?
 - (A) Abstraction
 - (B) Polymorphism
 - (C) Encapsulation
 - (D) Inheritance

6. Which header file is required in C++ to use OOP?
- (A) OOP can be used without using any header file
 - (B) `stdlib.h`
 - (C) `iostream.h`
 - (D) `stdio.h`
7. Which among the following doesn't come under OOP concept?
- (A) Data hiding
 - (B) Message passing
 - (C) Platform independent
 - (D) Data binding
8. Which is the correct syntax of inheritance?
- (A) `class base_classname : access derived_classname { /*define class body*/ };`
 - (B) `class derived_classname : access base_classname { /*define class body*/ };`
 - (C) `class derived_classname : base_classname { /*define class body*/ };`
 - (D) `class base_classname : derived_classname { /*define class body*/ };`
9. Which feature of OOP is indicated by the following code?
- ```
class student{ int marks; };
class topper:public student
{ int age; topper(int age)
{ this.age=age;
} };
```
- (A) Encapsulation and Inheritance
  - (B) Inheritance and polymorphism
  - (C) Polymorphism
  - (D) Inheritance
10. The feature by which one object can interact with another object is \_\_\_\_\_
- (A) Message reading
  - (B) Message Passing
  - (C) Data transfer
  - (D) Data Binding

11. Which among the following, for a pure OOP language, is true?
- (A) The language should follow at least 1 feature of OOP
  - (B) The language must follow only 3 features of OOP
  - (C) The language must follow all the rules of OOP
  - (D) The language should follow 3 or more features of OOP
12. How many types of access specifiers are provided in OOP (C++)?
- (A) 4
  - (B) 3
  - (C) 2
  - (D) 1
13. In multilevel inheritance, which is the most significant feature of OOP used?
- (A) Code efficiency
  - (B) Code readability
  - (C) Flexibility
  - (D) Code reusability
14. What is encapsulation in OOP?
- (A) It is a way of combining various data members and member functions that operate on those data members into a single unit
  - (B) It is a way of combining various data members and member functions into a single unit which can operate on any data
  - (C) It is a way of combining various data members into a single unit
  - (D) It is a way of combining various member functions into a single unit
15. Which of the following is not true about polymorphism?
- (A) Helps in redefining the same functionality
  - (B) Increases overhead of function definition always
  - (C) It is feature of OOP
  - (D) Ease in readability of program

16. What is an abstraction in object-oriented programming?
- (A) Hiding the implementation and showing only the features
  - (B) Hiding the important data
  - (C) Hiding the implementation
  - (D) Showing the important data
17. Which among the following can show polymorphism?
- (A) Overloading &&
  - (B) Overloading <<
  - (C) Overloading ||
  - (D) Overloading +=
18. In which access should a constructor be defined, so that object of the class can be created in any function?
- (A) Any access specifier will work
  - (B) Private
  - (C) Public
  - (D) Protected
19. Which among the following is correct for the class defined below?
- ```
class student{
    int marks;
    public: student(){}
    student(int x)
    {
        marks=x;
    };
};
main(){
    student s1(100);
    student s2();
    student s3=100;

    return 0;}
```
- (A) Program will give compile time error
 - (B) Object s3, syntax error
 - (C) Only object s1 and s2 will be created
 - (D) Program runs and all objects are created

20. The copy constructors can be used to _____
- (A) Copy an object so that it can be passed to another primitive type variable
 - (B) Copy an object for type casting
 - (C) Copy an object so that it can be passed to a function
 - (D) Copy an object so that it can be passed to a class
21. Which constructor will be called from the object obj2 in the following C++ program?

```
class A{  
    int i;  
    A()  
    {  
        i=0;  
    }  
    A(int x)  
    {  
        i=x+1;  
    }  
    A(int y, int x)  
    {  
        i=x+y;  
    }  
};
```

A obj1(10);

A obj2(10,20);

A obj3;

- (A) A(int y, int x)
- (B) A(int y; int x)
- (C) A(int y)
- (D) A(int x)

22. Which among the following represents correct constructor?
- (A) `~classname()`
 - (B) `classname()`
 - (C) `()classname`
 - (D) `~classname()`
23. What happens when an object is passed by reference?
- (A) Destructor is called at end of function
 - (B) Destructor is called when called explicitly
 - (C) Destructor is not called
 - (D) Destructor is called when function is out of scope
24. Which access specifier is usually used for data members of a class?
- (A) Protected
 - (B) Private
 - (C) Public
 - (D) Default
25. How to access data members of a class?
- (A) Dot, arrow or direct call
 - (B) Dot operator
 - (C) Arrow operator
 - (D) Dot or arrow as required
26. Which feature of OOP reduces the use of nested classes?
- (A) Inheritance
 - (B) Binding
 - (C) Abstraction
 - (D) Encapsulation

27. Which keyword among the following can be used to declare an array of objects in C++?
- (A) allocate
 - (B) arr
 - (C) new
 - (D) create
28. Which operator can be used to free the memory allocated for an object in C++?
- (A) Unallocated
 - (B) Free()
 - (C) Collect
 - (D) delete
29. Which of the following is not a property of an object?
- (A) Properties
 - (B) Names
 - (C) Identity
 - (D) Attributes
30. Which type of members can't be accessed in derived classes of a base class?
- (A) All can be accessed
 - (B) Protected
 - (C) Private
 - (D) Public
31. Which among the following best describes the Inheritance?
- (A) Using the data and functions into derived segment
 - (B) Using already defined functions in a programming language
 - (C) Using the code already written once
 - (D) Copying the code already written

32. Single level inheritance supports _____ inheritance.
- (A) Language independency
 - (B) Multiple inheritance
 - (C) Compile time
 - (D) Runtime
33. How to overcome diamond problem?
- (A) Using separate derived class
 - (B) Using virtual keyword with same name function
 - (C) Can't be done
 - (D) Using alias name
34. Which keyword is used to declare virtual functions?
- (A) virt
 - (B) virtually
 - (C) virtual
 - (D) anonymous
35. What happens if non static members are used in static member function?
- (A) Executes fine
 - (B) Compile time error
 - (C) Executes if that member function is not used
 - (D) Runtime error
36. What is friend member functions in C++?
- (A) Non-member functions which have access to all the members (including private) of a class
 - (B) Member function which doesn't have access to private members
 - (C) Member function which can modify any data of a class
 - (D) Member function which can access all the members of a class

37. Where is the memory allocated for the objects?
- (A) Cache
 - (B) ROM
 - (C) HDD
 - (D) RAM
38. Which of the following best describes member function overriding?
- (A) Member functions having the same name in derived class only
 - (B) Member functions having the same name and different signature inside main function
 - (C) Member functions having the same name in base and derived classes
 - (D) Member functions having the same name in base class only
39. Encapsulation and abstraction differ as _____
- (A) Hiding and hiding respectively
 - (B) Binding and Hiding respectively
 - (C) Hiding and Binding respectively
 - (D) Can be used any way
40. Which feature of OOP is exhibited by the function overriding?
- (A) Polymorphism
 - (B) Encapsulation
 - (C) Abstraction
 - (D) Inheritance
41. How to access the private member function of a class?
- (A) Using class address
 - (B) Using object of class
 - (C) Using object pointer
 - (D) Using address of member function

42. Which keyword should be used to declare static variables?
- (A) const
 - (B) common
 - (C) static
 - (D) stat
43. Which is correct syntax for declaring pointer to object?
- (A) *className objectName;
 - (B) className* objectName;
 - (C) className objectName();
 - (D) className objectName;
44. Which class/set of classes can illustrate polymorphism in the following C++ code?
- ```
abstract class student{
 public : int marks;
 calc_grade();}
class topper:public student{
 public : calc_grade()
 {
 return 10;
 };
};
class average:public student{
 public : calc_grade()
 {
 return 20;
 };
};
class failed{ int marks; };
```
- (A) Only class student and topper together can show polymorphism
  - (B) Only class student can show polymorphism
  - (C) Class failed should also inherit class student for this code to work for polymorphism
  - (D) All class student, topper and average together can show polymorphism

45. If data members are private, what can we do to access them from the class object?
- (A) Private data members can never be accessed from outside the class
  - (B) Create public member functions to access those data members
  - (C) Create private member functions to access those data members
  - (D) Create protected member functions to access those data members
46. Which among the following is not a necessary condition for constructors?
- (A) Its name must be same as that of class
  - (B) It must not have any return type
  - (C) It must contain a definition body
  - (D) It can contains arguments
47. Object being passed to a copy constructor \_\_\_\_\_
- (A) Must not be mentioned in parameter list
  - (B) Must be passed with integer type
  - (C) Must be passed by value
  - (D) Must be passed by reference
48. If in multiple inheritance, class C inherits class B, and class B inherits class A. In which sequence are their destructors called if an object of class C was declared?
- (A) ~A() then ~B() then ~C()
  - (B) ~C() then ~A() then ~B()
  - (C) ~C() then ~B() then ~A()
  - (D) ~B() then ~C() then ~A()
49. Instance of which type of class can't be created?
- (A) Parent class
  - (B) Abstract class
  - (C) Anonymous class
  - (D) Nested class
50. \_\_\_\_\_ underlines the feature of Polymorphism in a class.
- (A) Virtual Function
  - (B) Inline function
  - (C) Enclosing class
  - (D) Nested class

51. Which feature in OOP is used to allocate additional functions to a predefined operator in any language?
- (A) Function Overloading
  - (B) Function Overriding
  - (C) Operator Overloading
  - (D) Operator Overriding
52. Which feature can be implemented using encapsulation?
- (A) Polymorphism
  - (B) Overloading
  - (C) Inheritance
  - (D) Abstraction
53. What does modularity mean?
- (A) Hiding part of program
  - (B) Subdividing program into small independent parts
  - (C) Overriding parts of program
  - (D) Wrapping things into single unit
54. Which operator is overloaded for a cout object?
- (A) >>
  - (B) <<
  - (C) <
  - (D) >
55. Which of the following cannot be used with the virtual keyword?
- (A) Class
  - (B) Member functions
  - (C) Constructors
  - (D) Destructors

56. Which concept is used to implement late binding?
- (A) Virtual functions
  - (B) Operator functions
  - (C) Constant functions
  - (D) Static functions
57. Which of the following is correct?
- (A) C++ allows static type checking
  - (B) C++ allows dynamic type checking.
  - (C) C++ allows static member function to be of type const.
  - (D) C++ allows both static and dynamic type checking
58. Which of the following supports the concept that reusability is a desirable feature of a language?
- (A) It reduces the testing time
  - (B) It reduces maintenance cost
  - (C) It decreases the compilation time
  - (D) It reduced both testing and maintenance time
59. Which of the following is a static polymorphism mechanism?
- (A) Function overloading
  - (B) Operator overloading
  - (C) Templates
  - (D) All of the mentioned
60. Which of the following is true?
- I. All operators in C++ can be overloaded.
  - II. The basic meaning of an operator can be changed.
- (A) I only
  - (B) II only
  - (C) Both I and II
  - (D) Neither I nor II

61. Which of the following is not a type of inheritance?
- (A) Multiple
  - (B) Multilevel
  - (C) Distributive
  - (D) Hierarchical
62. What happens if a class does not have a name?
- (A) It will not have a constructor
  - (B) It will not have a destructor
  - (C) It is not allowed
  - (D) It will neither have a constructor or destructor
63. Which of the following statement is true?
- I. In Procedural programming languages, all function calls are resolved at compile-time
  - II. In Object Oriented programming languages, all function calls are resolved at compile-time
- (A) I only
  - (B) II only
  - (C) Both I and II
  - (D) Neither I nor II
64. Which of the following is correct?
- (A) Friend functions can access public members of a class
  - (B) Friend functions can access protected members of a class
  - (C) Friend functions can access private members of a class
  - (D) All of the mentioned
65. Which of the following is correct in C++?
- (A) Classes cannot have protected data members
  - (B) Structures can have member functions
  - (C) Class members are public by default
  - (D) Structure members are private by default

66. Which of the following is used to make an abstract class?
- (A) By using virtual keyword in front of a class declaration
  - (B) By using an abstract keyword in front of a class declaration
  - (C) By declaring a virtual function in a class
  - (D) By declaring a pure virtual function in a class
67. Which of the following is correct?
- (A) A class is an instance of its objects
  - (B) An object is an instance of its class
  - (C) A class is an instance of the data type that the class have
  - (D) An object is an instance of the data type of the class
68. What is an exception?
- (A) Problem arising during compile time
  - (B) Problem arising during runtime
  - (C) Problem in syntax
  - (D) Problem in IDE
69. Why do we need to handle exceptions?
- (A) To prevent abnormal termination of program
  - (B) To encourage exception prone program
  - (C) To avoid syntax errors
  - (D) To save memory
70. An exception may arise when \_\_\_\_\_
- (A) Input is fixed
  - (B) Input is some constant value of program
  - (C) Input given is invalid
  - (D) Input is valid
71. If a file that needs to be opened is not found in the target location then \_\_\_\_\_
- (A) Exception will be produced
  - (B) Exceptions are not produced
  - (C) Exception might get produced because of syntax
  - (D) Exceptions are not produced because of logic

72. Which is the universal exception handler class?
- (A) Object
  - (B) Math
  - (C) Errors
  - (D) Exceptions
73. What are two exception classes in hierarchy of java exceptions class?
- (A) Runtime exceptions only
  - (B) Compile time exceptions only
  - (C) Runtime exceptions and other exceptions
  - (D) Other exceptions
74. Which are the two blocks that are used to check error and handle the error?
- (A) Try and catch
  - (B) Trying and catching
  - (C) Do and while
  - (D) Try Do and Check
75. How many catch blocks can a single try block can have?
- (A) Only 1
  - (B) Only 2
  - (C) Maximum 127
  - (D) As many as required
76. Which among the following is not a method of Throwable class?
- (A) public String getMessage()
  - (B) public Throwable getCause()
  - (C) public Char toString()
  - (D) public void printStackTrace()
77. To catch the exceptions \_\_\_\_\_
- (A) An object must be created to catch the exception
  - (B) A variable should be created to catch the exception
  - (C) An array should be created to catch all the exceptions
  - (D) A string have to be created to store the exception

78. Multiple catch blocks \_\_\_\_\_
- (A) Are mandatory for each try block
  - (B) Can be combined into a single catch block
  - (C) Are not possible for a try block
  - (D) Can never be associated with a single try block
79. Which symbol should be used to separate the type of exception handler classes in a single catch block?
- (A) ?
  - (B) ,
  - (C) -
  - (D) |
80. Which class is used to handle the input and output exceptions?
- (A) InputOutput
  - (B) InputOutputExceptions
  - (C) IOExceptions
  - (D) ExceptionsIO
81. Why do we use finally block?
- (A) To execute the block if exception occurred
  - (B) To execute a code when exception is not occurred
  - (C) To execute a code whenever required
  - (D) To execute a code with each and every run of program
82. Which among the following is correct definition for static member functions?
- (A) Functions created to allocate constant values to each object
  - (B) Functions made to maintain single copy of member functions for all objects
  - (C) Functions created to define the static members
  - (D) Functions made to manipulate static programs
83. The static member functions \_\_\_\_\_
- (A) Have access to all the members of a class
  - (B) Have access to only constant members of a class
  - (C) Have access to only the static members of a class
  - (D) Have direct access to all other class members also

84. Which is correct syntax to access the static member functions with class name?
- (A) `className . functionName;`
  - (B) `className -> functionName;`
  - (C) `className : functionName;`
  - (D) `className :: functionName;`
85. Which among the following is not applicable for the static member functions?
- (A) Variable pointers
  - (B) Void pointers
  - (C) This pointer
  - (D) Function pointers
86. Which among the following is true?
- (A) Static member functions can't be virtual
  - (B) Static member functions can be virtual
  - (C) Static member functions can be declared virtual if it is pure virtual class
  - (D) Static member functions can be used as virtual in C++
87. Which among the following is true?
- (A) Static member functions can be overloaded
  - (B) Static member functions can't be overloaded
  - (C) Static member functions can be overloaded using derived classes
  - (D) Static member functions are implicitly overloaded
88. Which keyword should be used to declare the static member functions?
- (A) `static`
  - (B) `stat`
  - (C) `const`
  - (D) `common`
89. We can use the static member functions and static data member \_\_\_\_\_
- (A) Even if class object is not created
  - (B) Even if class is not defined
  - (C) Even if class doesn't contain any static member
  - (D) Even if class doesn't have complete definition

90. Which is the pointer which denotes the object calling the member function?
- (A) Variable pointer
  - (B) This pointer
  - (C) Null pointer
  - (D) Zero pointer
91. Which among the following is true?
- (A) This pointer is passed implicitly when member functions are called
  - (B) This pointer is passed explicitly when member functions are called
  - (C) This pointer is passed with help of pointer member functions are called
  - (D) This pointer is passed with help of void pointer member functions are called
92. This pointer is accessible \_\_\_\_\_
- (A) Within all the member functions of the class
  - (B) Only within functions returning void
  - (C) Only within non-static functions
  - (D) Within the member functions with zero arguments
93. An object's this pointer \_\_\_\_\_
- (A) Isn't part of class
  - (B) Isn't part of program
  - (C) Isn't part of compiler
  - (D) Isn't part of object itself
94. The result of size of() function \_\_\_\_\_
- (A) Includes space reserved for this pointer
  - (B) Includes space taken up by the address pointer by this pointer
  - (C) Doesn't include the space taken by this pointer
  - (D) Doesn't include space for any data member
95. Whenever non-static member functions are called \_\_\_\_\_
- (A) Address of the object is passed implicitly as an argument
  - (B) Address of the object is passed explicitly as an argument
  - (C) Address is specified globally so that the address is not used again
  - (D) Address is specified as return type of the function

96. A template class can have \_\_\_\_\_
- (A) More than one generic data type
  - (B) Only one generic data type
  - (C) At most two data types
  - (D) Only generic type of integers and not characters
97. Which among the following is the proper syntax for the template class?
- (A) `template <typename T1, typename T2>;`
  - (B) `Template <typename T1, typename T2>;`
  - (C) `template <typename T> T named(T x, T y){ }`
  - (D) `Template <typename T1, typename T2> T1 named(T1 x, T2 y){ }`
98. Can default arguments be used with the template class?
- (A) Yes, in some special cases
  - (B) Yes, always
  - (C) No, it must satisfy some specific conditions first
  - (D) No, it can't be done
99. What is the syntax to use explicit class specialization?
- (A) `template <int> class myClass<>{ }`
  - (B) `template <int> class myClass<int>{ }`
  - (C) `template <> class myClass<>{ }`
  - (D) `template <> class myClass<int>{ }`
100. Which is the most significant feature that arises by using template classes?
- (A) Code readability
  - (B) Ease in coding
  - (C) Code reusability
  - (D) Modularity in code

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4. Four alternative answers are mentioned for each question as – A, B, C & D in the question booklet. The candidate has to choose the correct answer and mark the same in the OMR Answer-Sheet as per the direction :

**Example :**

**Question :**

- Q. 1 ☐ ☒ ☐ ☐  
 Q. 2 ☐ ☐ ☒ ☐  
 Q. 3 ☐ ☒ ☐ ☐

Illegible answers with cutting and over-writing or half filled circle will be cancelled.

5. Each question carries equal marks. Marks will be awarded according to the number of correct answers you have.
6. All answers are to be given on OMR Answer Sheet only. Answers given anywhere other than the place specified in the answer sheet will not be considered valid.
7. Before writing anything on the OMR Answer Sheet, all the Instructions given in it should be read carefully.
8. After the completion of the examination candidates should leave the examination hall only after providing their OMR Answer Sheet to the invigilator. Candidate can carry their Question Booklet.
9. There will be no negative marking.
10. Rough work, if any, should be done on the blank pages provided for the purpose in the booklet.
11. To bring and use of log-book, calculator, pager and cellular phone in examination hall is prohibited.
12. In case of any difference found in English and Hindi version of the question, the English version of the question will be held authentic.

**Impt.** On opening the question booklet, first check that all the pages of the question booklet are printed properly. If there is any discrepancy in the question booklet, then after showing it to the invigilator, get another question booklet of the same series.

4. प्रश्न-पुस्तिका में प्रत्येक प्रश्न के चार सम्भावित उत्तर— A, B, C एवं D हैं। परीक्षार्थी को उन चारों विकल्पों में से एक सही उत्तर छोटना है। उत्तर को OMR आन्सर-शीट में सम्बन्धित प्रश्न संख्या में निम्न प्रकार भरना है :

**उदाहरण :**

**प्रश्न :**

- प्रश्न 1 ☐ ☒ ☐ ☐  
 प्रश्न 2 ☐ ☐ ☒ ☐  
 प्रश्न 3 ☐ ☒ ☐ ☐

अपठनीय उत्तर या ऐसे उत्तर जिन्हें काटा या बदला गया है, या गोले में आधा भरकर दिया गया, उत्तर निरस्त कर दिया जाएगा।

5. प्रत्येक प्रश्न के अंक समान हैं। आपके जितने उत्तर सही होंगे, उन्हीं के अनुसार अंक प्रदान किये जायेंगे।
6. सभी उत्तर केवल ओ. एम. आर. उत्तर-पत्रक (OMR Answer Sheet) पर ही दिये जाने हैं। उत्तर-पत्रक में निर्धारित स्थान के अलावा अन्यत्र कहीं पर दिया गया उत्तर मान्य नहीं होगा।
7. ओ. एम. आर. उत्तर-पत्रक (OMR Answer Sheet) पर कुछ भी लिखने से पूर्व उसमें दिये गये सभी अनुदेशों को सावधानीपूर्वक पढ़ लिया जाये।
8. परीक्षा समाप्ति के उपरान्त परीक्षार्थी कक्ष निरीक्षक को अपनी OMR Answer Sheet उपलब्ध कराने के बाद ही परीक्षा कक्ष से प्रस्थान करें। परीक्षार्थी अपने साथ प्रश्न-पुस्तिका ले जा सकते हैं।
9. निगेटिव मार्किंग नहीं है।
10. कोई भी रफ कार्य, प्रश्न-पुस्तिका के अन्त में, रफ-कार्य के लिए दिए खाली पेज पर ही किया जाना चाहिए।
11. परीक्षा-कक्ष में लॉग-बुक, कैलकुलेटर, पेजर तथा सेल्युलर फोन ले जाना तथा उसका उपयोग करना वर्जित है।
12. प्रश्न के हिन्दी एवं अंग्रेजी रूपान्तरण में भिन्नता होने की दशा में प्रश्न का अंग्रेजी रूपान्तरण ही मान्य होगा।

**महत्वपूर्ण :** प्रश्नपुस्तिका खोलने पर प्रथमतः जाँच कर देख लें कि प्रश्न-पुस्तिका के सभी पृष्ठ भलीभाँति छपे हुए हैं। यदि प्रश्नपुस्तिका में कोई कमी हो, तो कक्षनिरीक्षक को दिखाकर उसी सिरिज की दूसरी प्रश्न-पुस्तिका प्राप्त कर लें।