

MCQ → increment, decrement, shift operator

1) What will be the output of the following C code?

```
#include <stdio.h>
int main()
{
    int i = 0;
    int x = i++, y = ++i;
    printf("%d %d\n", x, y);
    return 0;
}
```

~~a) 0, 2~~

b) 0, 1

c) 1, 2

d) undefined

⇒ $i++ \rightarrow$ post increment

$x = 0 + 1$

$\boxed{x = 1}$

$++i \rightarrow$ pre increment

$i = 0$

$\boxed{y = 2}$

2) What will be the output of the following C code?

```
#include <stdio.h>
int main()
{
    int i = 10;
    int *p = &i;
    printf("%d\n", *p++);
}
```

~~a) 10~~

b) 11

c) Garbage value

d) Address of i

3) What will be the output of the following C code?

```
#include <stdio.h>
void main()
{
    int x = 97;
    int y = sizeof(x++);
    printf("x is %d", x);
}
```

a) x is 97 b) x is 98 c) x is 99 d) Run time errors.

4) What will be the output of the following C code.

```
#include <stdio.h>
void main()
{
    int x = 4, y, z;
    y = --x;
    z = x--;
    printf("%d %d %d", x, y, z);
}
```

a) 323 b) 233 c) 322 d) 234

x = 4

-x (pre-decrement decreases)

x- (post decrement decreases)

2, 3, 3

5) #include <stdio.h>

void main()

{

int x = 4;

int *p = &x;

int *k = p++;

int r = p - k;

printf("%d", r);

a) 4 b) 8 c) 1 d) Run time error

```
6) #include <stdio.h>
void main ( )
```

```
{
    int a=5, b=-7, c=0, d;
    d = ++a && ++b || ++c;
```

```
    printf("\n%d%d%d%d", a, b, c, d);
}
```

a) 6, -600 b) 6 - 501 c) -6 - 601 ~~d) 6 - 601~~

++a = 5 + 1 = 6

++b = -7 + 1 = -6

++c = 0 — ~~11~~ true

d) ++a && ++b - true - 1

```
7) #include <stdio.h>
```

```
void main ( )
```

```
{
```

```
int a = -5;
```

```
int k = (a++, ++a);
```

```
printf("%d\n", k);
```

```
}
```

a) -4 b) -5 c) 4 ~~d) -3~~

a++ = -5 ++a =
 = -4

```
8) #include <stdio.h>
```

```
int main ( )
```

```
{
```

```
int c = 2 ^ 3;
```

```
printf("%d\n", c);
```

```
}
```

~~a) 1~~ b) 8 c) 9 d) 0

00 = 0

11 = 0

10 = 1

01 = 1

2 = 0010

3 = 0011

9) #include <stdio.h>

```
int main()  
{
```

```
if(7 & 8)
```

```
printf("Honesty");
```

```
if((7 & 0x000f) == 8)
```

```
printf("is the best policy\n");
```

```
}
```

a) Honesty is the best policy b) Honesty is the best policy

d) No output.

10) #include <stdio.h>

```
int main()  
{
```

```
int a = 2;
```

```
if(a >> 1)
```

```
printf("%d\n", a);
```

```
}
```

a) 0 b) 1 c) 2 d) No output

$x \gg y$ is right shift operator

$a \gg 1$, $2 \gg 1$ gives 1. (non zero value)

11) #include <stdio.h>

```
int main()  
{
```

```
int i, n, a = 4;
```

```
scanf("%d", &n);
```

```
for(i = 0; i < n; i++)
```

```
a = a * 2;
```

```
}
```

a) logical shift left

c) Arithmetic shift right

b) logical shift right

d) Bitwise exclusive OR

```

12) #include <stdio.h>
int main()
{
    unsigned int a = 10;
    a = ~a;
    printf("%d\n", a);
}

```

a) -9 b) -10 ☒ c) -11 d) 10

$$\sim a = -(a+1) = -11$$

```

13) #include <stdio.h>
int main()
{
    int x = 2;
    x = x << 1;
    printf("%d\n", x);
}

```

☒ a) 4 b) 1 c) Depend on the compiler

d) Depends on the endianness of the machine

```

14) #include <stdio.h>
int main()
{
    int x = -2;
    x = x >> 1;
    printf("%d\n", x);
}

```

```

15) #include <stdio.h>
int main()
{
    if (~0 == 1)
        printf("yes\n");
    else
        printf("no\n");
}

```


a) Yes ☒ b) no ☒ c) Compile time error

d) undefined

16) #include <stdio.h>

int main()

{

int y = 0;

if (1 || (y = 1))

printf("y is %d\n", y);

else

printf("%d\n", y);

}

a) y is 1 b) 1 c) run time error

1 || (4 = 1)

1 = 1

17) #include <stdio.h>

int main()

{

int y = 1;

if (y & (y = 2))

printf("true %d\n", y);

else

printf("false %d\n", y);

}

a) true 2 b) false 2 c) either true or false 2 d) true 1

$y \& (y = 2)$

$1 \& 2 = 0$

18) #include <stdio.h>

void main()

{

int x = 0;

if (x = 0)

```

printf("Its zero\n");
else
printf("Its not zero\n");
}

```

a) Its not zero b) Its zero c) Run time error d) None

```

19) #include <stdio.h>
void main()
{
int k=8;
int x=0==1 && k++;
printf("%d%d\n", x, k);
}

```

a) 09 b) 08 c) 18 d) 19

=> 0==1 && k++

```

20) #include <stdio.h>
void main()
{
char a = 'a';
int x = (a % 10)++;
printf("%d\n", x);
}

```

a) 6 b) Junk value c) compile time error d) 7

```

21) #include <stdio.h>
void main()
{
1 < 2 ? return 1 ; return 2 ;
}

```

a) returns 1 b) returns 2 c) varies d) compile time error

22) #include <stdio.h>
void main ()

{
unsigned int x = -5;

printf ("%d", x);

a) Run time error b) Arises ✓ c) -5 d) 5

23) #include <stdio.h>

int main ()

{

int x = 2, y = 2;

x1 = x/y;

printf ("%d\n", x);

return 0;

✓ a) 2 b) 1 c) 0.5 d) Undefined behaviour

24) #include <stdio.h>

int main ()

{

int x = 1, y = 0;

x && y;

printf ("%d\n", x);

}

✓ a) Compile time error b) 1 c) 0 d) undefined behaviour

25) What will be the value of the following expression $x = foo(1) != 1$ considering `foo()` returns 2

a) 2 b) true ✓ c) 1 d) 0

26) Operation " $a = a * b + a$ " can also be written as

✓ a) $a *= b + 1$; b) $(c = a * b, a = c + a) != a$; c) $a = (b + 1) * c$

d) All of the mentioned

27) What will be the final value of c in the following C statement?
(Initial value: $c=2$) $c \&\&=1$;

- a) $c=1$; b) $c=2$ c) $c=3$ ☒ d) $c=4$

28) #include <stdio.h>

```
int main()
```

```
{
```

```
int a=1, b=2
```

```
a+=b, --a;
```

```
Printf("%d %d", a, b);
```

```
}
```

- a) 11 b) 12 ☒ c) 21 d) 22

$b-- \Rightarrow a \Rightarrow b$ $2-1=1$

$a+=(b) \Rightarrow a$ $1+1=2$

29) #include <stdio.h>

```
int main()
```

```
{
```

```
int a=4, n, i, result=0;
```

```
scanf("%d", &n);
```

```
for(i=0; i<n; i++)
```

```
result+=a;
```

```
}
```

- a) Addition of a and n b) Subtraction of a and n

- ☒ c) Multiplication of a and n d) Division of a and n

30) Which of the following is an invalid assignment operator?

- a) $a\% = 10$; b) $a/=10$; c) $a1=10$; ☒ d) None of mentioned