

Quiz 6 - Pointers Structures

Total points **85/100** ?

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Section score **85/100**

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What will be the output of the program ?

```
#include<stdio.h>
void fun(int **p);

int main()
{
    int a[3][4] = {1, 2, 3, 4, 4, 3, 2, 8, 7, 8, 9, 0};
    int *ptr;
    ptr = &a[0][0];
    fun(&ptr);
    return 0;
}
void fun(int **p)
{
    printf("%d\n", **p);
}
```

- A. 1
- B. 2
- C. 3
- D. 4

☒ A



☐ B

☐ C

☐ D

What will be the output of the program ?

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

```
int main()
{
    int i=3, *j, k;
    j = &i;
    printf("%d\n", i**j*i+*j);
    return 0;
}
```

- A. 30
- B. 27
- C. 9
- D. 3

I

☒ A



☐ B

☐ C

☐ D

Which of the following cannot be checked in a **switch-case** statement?

- A. Character
- B. Integer
- C. Float
- D. **enum**

I

☐ A☐ B☒ C

✓

☐ D

✓ *

5/5

What will be the output of the program ?

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

```
int main()  
{  
    float arr[] = {12.4, 2.3, 4.5, 6.7};  
    printf("%d\n", sizeof(arr)/sizeof(arr[0]));  
    return 0;  
}
```

A. 5

B. 4

C. 6

D. 7

I

☐ A☒ B

✓

☐ C☐ D

! ✓ *

5/5

What will be the output of the program if the array begins 1200 in memory?

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

```
int main()  
{  
    int arr[]={2, 3, 4, 1, 6};  
    printf("%u, %u, %u\n", arr, &arr[0], &arr);  
    return 0;  
}
```

- A. 1200, 1202, 1204
- B. 1200, 1200, 1200
- C. 1200, 1204, 1208
- D. 1200, 1202, 1200

☐ A

☒ B



☐ C

☐ D

What will be the output of the program ?

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

```
int main()  
{  
    int arr[1]={10};  
    printf("%d\n", 0[arr]);  
    return 0;  
}
```

- A. 1
- B. 10
- C. 0
- D. 6

I

☐ A

☒ B



☐ C

☐ D

What will be the output of the program ?

```
#include<stdio.h>

int main()
{
    char *str;
    str = "%s";
    printf(str, "K\n");
    return 0;
}
```

- A. Error
- B. No output
- C. K
- D. %s

☐ A

☐ B

☒ C



☐ D

What will be the output of the program ?

```
#include<stdio.h>

int main()
{
    void *vp;
    char ch=74, *cp="JACK";
    int j=65;
    vp=&ch;
    printf("%c", *(char*)vp);
    vp=&j;
    printf("%c", *(int*)vp);
    vp=cp;
    printf("%s", (char*)vp+2);
    return 0;
}
```

- A. JCK
- B. J65K
- C. JAK
- D. JACK

☐ A

☐ B

☐ C

☒ D



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.....

What will be the output of the program ?

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

```
int main()
{
    struct byte
    {
        int one:1;
    };
    struct byte var = {1};
    printf("%d\n", var.one);
    return 0;
}
```

- A. 1
- B. -1
- C. 0
- D. Error

☐ A

☐ B

☐ C

☒ D

×

Correct answer

☒ B

What will be the output of the program ?

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

```
int main()
{
    int a[5] = {5, 1, 15, 20, 25};
    int i, j, m;
    i = ++a[1];
    j = a[1]++;
    m = a[i++];
    printf("%d, %d, %d", i, j, m);
    return 0;
}
```

- A. 2, 1, 15
- B. 1, 2, 5
- C. 3, 2, 15
- D. 2, 3, 20

☐ A

☐ B

☒ C



☐ D

Which of the following statements are correct about the below program?

```
#include<stdio.h>
int main()
{
    int i = 10, j = 20;
    if(i = 5) && if(j = 10)
        printf("Have a nice day");
    return 0;
}
```

- A. Output: Have a nice day
- B. No output
- C. Error: Expression syntax
- D. Error: Undeclared identifier `if`

☒ A



☐ B

☐ C

☐ D

Correct answer

☒ C

What will be the output of the program ?

```
#include<stdio.h>

struct course
{
    int courseno;
    char coursename[25];
};

int main()
{
    struct course c[] = { {102, "Java"},
                           {103, "PHP"},
                           {104, "DotNet"} };

    printf("%d ", c[1].courseno);
    printf("%s\n", (*(c+2)).coursename);
    return 0;
}
```

- A. 103 DotNet
- B. 102 Java
- C. 103 PHP
- D. 104 DotNet

☒ A



☐ B

☐ C

☐ D

What will be the output of the program?

```
#include<stdio.h>
void fun(int*, int*);
int main()
{
    int i=5, j=2;
    fun(&i, &j);
    printf("%d, %d", i, j);
    return 0;
}
void fun(int *i, int *j)
{
    *i = *i**i;
    *j = *j**j;
}
```

- A. 5, 2
- B. 10, 4
- C. 2, 5
- D. 25, 4

☐ A

☐ B

☐ C

☒ D



Roll Number *

1801CS31

Which of the following statements are correct about the below program?

```
#include<stdio.h>
int main()
{
    int n = 0, y = 1;
    y == 1 ? n=0 : n=1;
    if(n)
        printf("Yes\n");
    else
        printf("No\n");
    return 0;
}
```

- A. Error: Declaration terminated incorrectly
- B. Error: Syntax error
- C. Error: Lvalue required
- D. None of above

☐ A

☐ B

☐ C

☒ D

×

Correct answer

☒ C

What will be the output of the program If the integer is 4bytes long?

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

```
int main()
{
    int ***r, **q, *p, i=8;
    p = &i;
    q = &p;
    r = &q;
    printf("%d, %d, %d\n", *p, **q, ***r);
    return 0;
}
```

- A. 8, 8, 8
- B. 4000, 4002, 4004
- C. 4000, 4004, 4008
- D. 4000, 4008, 4016

☒ A



☐ B

☐ C

☐ D

What will be the output of the program ?

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

```
int main()
{
    char str[20] = "Hello";
    char *const p=str;
    *p='M';
    printf("%s\n", str);
    return 0;
}
```

- A. Mello
- B. Hello
- C. HMello
- D. MHello

☒ A



☐ B

☐ C

☐ D

What will be the output of the program ?

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

```
int main()
{
    int x=30, *y, *z;
    y=&x; /* Assume address of x is 500 and integer is 4 byte size */
    z=y;
    *y++=*z++;
    x++;
    printf("x=%d, y=%d, z=%d\n", x, y, z);
    return 0;
}
```

- A. x=31, y=502, z=502
- B. x=31, y=500, z=500
- C. x=31, y=498, z=498
- D. x=31, y=504, z=504

☐ A

☐ B

☐ C

☒ D



What would be the equivalent pointer expression for
referring the array element `a[i][j][k][l]`

- A. `((((a+i)+j)+k)+l)`
- B. `*(*(*(*a+i)+j)+k)+l)`
- C. `((a+i)+j)+k+l)`
- D. `((a+i)+j+k+l)`

☐ A

☒ B



☐ C

☐ D

What will be the output of the program ?

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

```
int main()
{
    static char *s[] = {"black", "white", "pink", "violet"};
    char **ptr[] = {s+3, s+2, s+1, s}, ***p;
    p = ptr;
    ++p;
    printf("%s", **p+1);
    return 0;
}
```

- A. ink
- B. ack
- C. ite
- D. let

☒ A



☐ B

☐ C

☐ D

Which of the following sentences are correct about a `switch` loop in a C program?

- 1: `switch` is useful when we wish to check the value of variable against a particular set of values.
- 2: `switch` is useful when we wish to check whether a value falls in different ranges.
- 3: Compiler implements a jump table for cases used in `switch`.
- 4: It is not necessary to use a `break` in every `switch` statement.

- A. 1,2
B. 1,3,4
C. 2,4
D. 2

☐ A

☒ B



☐ C

☐ D

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