

إجمالي النقاط 41/60

C Basics Part 1 QUESTIONS

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عنوان بريد إلكتروني *

abdallah.shabaan.ghazy@gmail.com

13 من إجمالي 14 نقطة

0/1

* ✕

The expression $x = 4 + 2 \% -8$ evaluates to

- (1) -6
- (2) 6
- (3) 4
- (4) None of the above



1



2



3



4

الإجابة الصحيحة



2

1/1

* ✓

The expression, $a = 7 / 22 * (3.14 + 2) * 3 / 5$; evaluates to

- (1) 8.28
- (2) 6.28
- (3) 3.14
- (4) 0

☐

1

☐

2

☐

3

☒

4

1/1

* ✓

In $b = 6.6 / a + (2 * a + (3 * c) / a * d) / (2 / n)$; which operation will be performed first?

- (1) $6.6 / a$
- (2) $2 * a$
- (3) $3 * c$
- (4) $2 / n$

☐

1

☐

2

☒

3

☐

4

1/1

*:What would be the output of the following programs ✓

```
int i = 2, j = 3, k, l;  
float a, b;  
k = i / j * j;  
l = j / i * i;  
a = i / j * j;  
b = j / i * i;  
printf ( "%d %d %f %f", k, l, a, b );
```

☐

0 2 2.0 0.0

☐

0 2 2.0 2.0

☒

0 2 0.0 2.0

☐

2 0 2.0 0.0

1/1

* assume that a is int with 2 bytes ✓

The expression, $a = 30 * 1000 + 2768$; evaluates to

- (1) 32768
- (2) -32768
- (3) 113040
- (4) 0

☐

1

☒

2

☐

3

☐

4

1/1

* ✓

If **a** is an integer variable, $a = 5 / 2$; will return a value

- (1) 2.5
- (2) 3
- (3) 2
- (4) 0

☐

1

☐

2

☒

3

☐

4

1/1

* ✓

Which of the following shows the correct hierarchy of arithmetic operations in C

- (1) $()$, $**$, $*$ or $/$, $+$ or $-$
- (2) $()$, $**$, $*$, $/$, $+$, $-$
- (3) $()$, $**$, $/$, $*$, $+$, $-$
- (4) $()$, $/$ or $*$, $-$ or $+$

☐

1

☐

2

☐

3

☒

4

1/1



The real constant in C can be expressed in which of the following forms

- (1) Fractional form only
- (2) Exponential form only
- (3) ASCII form only
- (4) Both fractional and exponential forms

☐

1

☐

2

☐

3

☒

4



* Evaluate the following expressions

النتيجة

2.5

10

1-

1/1



g = big / 2 +
big * 4 / big -
big + abc / 3 ;
(abc =1.5, big
= 3, assume g
to be a float)

1/1



on = ink * act
/ 2 + 3 / 2 *
act + 2 + tig ;
(ink = 3, act
=2, tig = 3.2,
assume on to
be an int)

1/1



s = qui * add
/ 4 - 6 / 2 + 2
/ 3 * 6 / god ;
(qui = 2, add
= 4, god =3,
assume s to
be an int)



1/1

* ✓

Which of the following statement is wrong

- (1) `mes = 123.56 ;`
- (2) `con = 'T' * 'A' ;`
- (3) `this = 'T' * 20 ;`
- (4) `3 + a = b ;`

☐

1

☐

2

☐

3

☒

4

1/1

* ✓

C programs are converted into machine language with the help of

- (1) An interpreter
- (2) A compiler
- (3) An operating system
- (4) None of the above

☐

1

☒

2

☐

3

☐

4

1/1

* ? Which of the following are invalid variable names ✓

BASICSALARY ☐

#MEAN ☐

group ☐

422 ☐

hELLO ☐

queue ☐

FLOAT ☐

Plot # 3 ☐

_basic ☐



6 من إجمالي 9 نقطة

C Basics tricks

1/1*

Assume that the size of char is 1 byte and negatives are stored in 2's complement form ✓

```
#include<stdio.h>
int main()
{
    char c = 125;
    c = c+10;
    printf("%d", c);
    return 0;
}
```

☐

135

☐

+INF

☒

-121

☐

-8

1/1



```
#include <stdio.h>
int main()
{
    int a = 0;
    int b;
    a = (a == (a == 1));
    printf("%d", a);
    return 0;
}
```

☐

0

☒

1

☐

Big negative number

☐

-1

1/1

* :Predict the output of the below program ✓

```
#include <stdio.h>
int main()
{
    printf("%d", 1 << 2 + 3 << 4);
    return 0;
}
```

☐

(A) 112

☐

(B) 52

☒

(C) 512

☐

(D) 0

1/1



```
#include <stdio.h>
int main()
{
    char a = '\\012';
    printf("%d", a);
    return 0;
}
```

☐

(A) Compiler Error

☐

(B) 12

☒

(C) 10

☐

(D) Empty



0/1



```
#include <stdio.h>
int main()
{
    int a = 10, b = 20, c = 30;
    if (c > b > a)
        printf("TRUE");
    else
        printf("FALSE");
    return 0;
}
```

☐

TRUE

☐

FALSE

☒

Compiler Error

☐

Output is compiler dependent

الإجابة الصحيحة

☒

FALSE

1/1

* Predict the output ✓

```
#include <stdio.h>

int main()
{
    float c = 5.0;
    printf ("Temperature in Fahrenheit is %.2f", (9/5)*c + 32);
    return 0;
}
```

☐

(A) Temperature in Fahrenheit is 41.00

☒

(B) Temperature in Fahrenheit is 37.00

☐

(C) Temperature in Fahrenheit is 0.00

☐

(D) Compiler Error



1/1



```
#include <stdio.h>

int main()
{
    int i = (1, 2, 3);

    printf("%d", i);

    return 0;
}
```

☐

1

☒

3

☐

2

☐

Compile time error

☐

Garbage value



0/1* Predict the output of following program. Assume that the numbers are ✗
stored in 2's complement form

```
#include<stdio.h>
int main()
{
    unsigned int x = -1;
    int y = ~0;
    if (x == y)
        printf("same");
    else
        printf("not same");
    return 0;
}
```

☐

same

☒

not same

الإجابة الصحيحة

☒

same

0/1

*



```
#include <stdio.h>
int main()
{
    int i = 5, j = 10, k = 15;
    printf("%d ", sizeof(k /= i + j));
    printf("%d", k);
    return 0;
}
```

☐

41

☐

4 15

☐

2 1

☒

compile error

الإجابة الصحيحة

☒

4 15

22 من إجمالي 37 نقطة

(: هانت : اضحك كده

0/1

* ✖

```
#include<stdio.h>
int main(void)
{
    int a = 1;
    int b = 0;
    b = a++ + a++;
    printf("%d %d",a,b);
    return 0;
}
```

☐

3 6

☐

compiler Dependent

☐

3 4

☒

3 3

الإجابة الصحيحة

☒

compiler Dependent

1/1

Conversion of smaller number to larger number is ✓
.....conversion. Conversion of integer type data to float. float i=0;int
;j=10;i=j

☒

Implicit

☐

Explicit

☐

other

1/1 * `int i=2 , j=5 , k=10 ;`

`; a = i > 1 ? j < 1 || k < 1 ? 100 : 200 : 300`

☒

`a = 200`

☐

`a = 100`

☐

`a = 300`

☐

`a = 0`



0/1

`* int X, i=4, j=7; X=j || i++ && 1` ✗

☐

`X=1 , i =4`

☒

`X=7 , i =4`

☐

`X=7 , i =5`

☐

`compile error`

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☒

`X=1 , i =4`

1/1* `int i=0 , j=1 , k=2 , m;`
`i++ || j++ || k++;`

m= ✓

`;printf("%d %d %d %d", i , j , k , m)`

☐

1 2 3 1

☒

1 2 2 1

☐

1 2 2 2

☐

1211



1/1

* ✓

```
#include <stdio.h>
int main()
{
    int x = 10;
    int y = (x++, x++, x++);
    printf("%d %d\n", x, y);
    return 0;
}
```

☒

13 12

☐

compiler Dependent

☐

13 13

☐

10 10

0/1 * Which of the following lines of code can be used to toggle specific bit of A ✖

☐

`A &= ~(1 << bit)`

☐

`(A & 1 << bit) != 0`

☒

`A |= 1 << bit`

☐

`A & ~B`

☐

`A ^= 1 << bit`

الإجابة الصحيحة

☒

`A ^= 1 << bit`



0/1

* ++i=4 ; j = (++i) ✖

☐

6

☒

5

☐

execution error

☐

compilation error

الإجابة الصحيحة

☒

compilation error



Thank you
Keroles Shenouda

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Eng. Keroles Shenouda  **C/Embedded C/Data Structure V2** Eng.keroles.karam@gmail.com

0/1

* ✕

```
#include <stdio.h>
int main()
{
    int i = 3;
    printf("%d", (++i)++);
    return 0;
}
```

☐

3

☒

4

☐

5

☐

compile error

الإجابة الصحيحة

☒

compile error

0/1

* ;for(short i=0;i>=(unsigned short)0;i++) ❌

☐

finite loop

☒

infinite loop

الإجابة الصحيحة

☒

finite loop



1/1

* ;for(unsigned int i=0;i>=0;i++) ✔

☐

finite loop

☒

infinite loop

1/1

* .Conversion is done programatically..... ✔

☐

Implicit

☒

Explicit

☐

other

1/1

is (Error in writing syntax) ✓



Syntax error



Runtime error



Logical error



Semantic error



Linker error



1/1

?... what is the output ✓

```
#include "stdio.h"

void main ()
{
    int i = 0x10+010+10;
    printf ("%x",i) ; // ("i= %d ", i);
}
```



22



34



30



38

0/1

```
* ;for(int i=0;i>=0;i++)
```

 ✖

finite loop



infinite loop

الإجابة الصحيحة



finite loop



0/1

```
* ;int a=b=c=1
```

 ✖

a =1 and b =1 and c=1



Compiler error



runtime error

الإجابة الصحيحة



Compiler error

1/1

```
;a = 5 , b = 4 if (a==b); printf ("Equal")
```

 ✔

Print "Equal"



Doesn't print

0/1

* int i=1; if (i++&&(i==1)) ✖



condition true



false

الإجابة الصحيحة



false



1/1

* ✔

```
void main()
{
    int i=0, j=1, k=2, m;
    m = i++ || j++ || k++;
    printf("%d %d %d %d", m, i, j, k);
}
```



1 1 2 3



1 1 2 2



0 1 2 2



0 1 2 3



None of these

1/1

Error in the result of program ✓

☐

Syntax error

☐

Runtime error

☒

Logical error

☐

Semantic error

☐

Linker error



1/1

* type casting is to ✓

☐

Implicit

☒

Explicit

☐

other

1/1* `char ch = 'a' = 97 ; switch (ch) { case 97: printf("97") ; break; case 'a': printf ("a") ; break;}` ✓

☐

97

☐

a

☐

97 a

☒

compilation error

☐

runtime error

1/1 unsigned short i = 0xFFFF;

while (i++!=0) ✓
;printf("%d",++i)☐

0xFFFF0x0

☒

infinite loop

☐

Finite loop



1/1*

Conversion of larger number to smaller number is ✓
conversion.float k=123.456int i= (int) k☐

Implicit

☒

Explicit

☐

other

1/1 * Which of the following lines of code can be used to reset specific bit of A ✓

☒

A &= ~(1 << bit)

☐

(A & 1 << bit) != 0

☐

A |= 1 << bit

☐

A & ~B

0/1 `int x=3;``float y=3.0; ✕
if(x==y) {printf
("True");}`☐

print True

☒

will not print true

الإجابة الصحيحة

☒

print True

0/1

`*.Conversion is done automatically..... ✕`☐

Implicit

☒

Explicit

☐

other

الإجابة الصحيحة

☒

Implicit

0/1

`*;a=b=c= 10; if (a==b==c) ✕`☒

true

☐

False

الإجابة الصحيحة

☒

False

1/1 * Which of the following lines of code can be used to set specific bit of A ✓

☐

A &= ~(1 << bit)

☐

(A & 1 << bit) != 0

☒

A |= 1 << bit

☐

A & ~B

☐

A ^= 1 << bit



1/1

* ✓

Predict the output of the following code ?

```
#include<stdio.h>
int main()
{
    int i = 10;
    printf("%d, %d\n", ++i, i++);
    return 0;
}
```

☐

12 10

☐

12 12

☐

12 11

☒

Output may Vary from Compiler to Compiler

1/1



. What will be the output of the following code fragment?

```
void main()  
{  
    printf("%x", -1<<4);  
}
```

- ☒ fff0
- ☐ fff1
- ☐ fff2
- ☐ fff3
- ☐ fff4

1/1

; __extern __type__ __var ✓

- ☒ declaration
- ☐ Initialization
- ☐ definition
- ☐ strange class
- ☐ Casting

1/1

Cannot be generated the link of wrong function prototyping, or incorrect header files ✓

☐

Syntax error

☐

Runtime error

☐

Logical error

☐

Semantic error

☒

Linker error



0/1* int i=4 , j=7 , k ;

✗

; k= j|| i++ &&1

☐

k=7

☐

i=5

☒

i=4

☐

k=1

الإجابة الصحيحة

☒

k=1

1/1

is (Error in execution) ✓

☐

Syntax error

☒

Runtime error

☐

Logical error

☐

Semantic error

☐

Linker error



0/1

; __type__ __var__ = __value__ ✗

☐

declaration

☐

Initialization

☒

definition

☐

strange class

☐

Casting

الإجابة الصحيحة

☒

Initialization

0/1

* Write "Hello World" without semicolon ❌

printf("Hello World"); ☐

if(printf("Hello World")); ☐

if(printf("Hello_World")){} ☐

switch(fprintf("Hello World")); ☐

الإجابة الصحيحة

if(printf("Hello World")); ☐

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