```
Q.26 What is the value returned by the following function when x = 1 and y = 3? int fun (int x, int y) {

If (x == 0 && y> = 0) return y + 1; else if (x > 0 && y == 0) return f(x - 1, 1); else if (x > 0 && y> 0) return (f(x - 1, f(x, y-1)));
```

Q.27 What does the following fragment of C program print?

```
char x[] = "JSHAKZAAOHE";

char *y = x;

printf("%s", x + y[10] - y[7]);
```

- (a) Prints the entire string
- (b) Prints only "AKZAAOHE"
- (c) Prints only "KZAAOHE"
- (d) Prints only "AAOHE"
- Q.28 Consider the following code

```
int Do (char *gate)
{
    char *gate1 = gate;
    char *gate2 = gate + strlen (gate) - 1;
    while (gate1 < gate)
    {
        if (*gate1 ++! = *gate2 - -)
            return 0;
     }
     return 1;
}</pre>
```

What is the functionality of above function Do()?

- (a) Check whether string is odd palindrome
- (b) Check whether the string is even palindrome
- (c) Check whether the string is palindrome
- (d) None of the above
- Q.29 Consider an expression:

$$(j + ((i-j) \& - (i < j))).$$

Which of the following is true about the given expression, where i, j are integers?

- (a) Finds the maximum of two integers i and j
- (b) Finds the minimum of two integers i and i
- (c) Finds the G.C.D of two integers i and j
- (d) Finds the L.C.M of two integers i and j

Q.30 Assume i and j are small integers. Which of the following code snippets swaps i and j without third variable? (^ is a XOR operation bitwise).

```
(a) i = i + j (b) i = i * j;

j = i - j j = i / j;

i = i - j i = i / j;

(c) i = i \wedge j; (d) All of these j = i \wedge j;

j = i \wedge j;
```

Q.31 Consider the following program.

```
variable I;

procedure K1 (var I)

begin

print (--I);

end

procedure K2 (var m)

begin

K1 (m);

end

begin

I = 6;

K2 (I);

print (I);

I = I + 2;

K1 (I);
```

If static scoping is used, which of the following is correct output for the above program?

(a) 5, 6, 7

end

- (b) 5, 5, 6
- (c) 6, 6, 8
- (d) 5, 6, 8

Q.32 Consider the following C program.

```
int x;
int main()
{
int y;
//
//
{
int z;
//
```

Which variable has the longest scope in the above program?

- (a) x
- (b) y
- (c) z
- (d) All variables have same scope
- Q.33 Choose the identical statement.
 - (a) (*Ptr) → element AND Ptr → element.
 - (b) (*Ptr), element AND Ptr → element.
 - (c) *(Ptr. element) AND Ptr → element.
 - (d) *Ptr. element AND Ptr → element.
- Q.34 For for loop:

```
for (i = 10; i < 10; ++i)
printf("%d", i & 1)
prints
```

- (a) 0101010101
- (b) 0111111111
- (c) 00000000000
- (d) 1111111111
- Q.35 Consider the following function

```
int evaluation (int n)
{    if (n <= 2)
    return 1;
    else
    return (evaluation (floor(sqrt (n))) + n);
}</pre>
```

What will be returned if n is 100 _____

Q.36 Let m, n be positive integers. Define Q(m, n) as Q(m, n) = 0, if m < n $Q(m - n, n) + p, \text{ if } m \ge n$

Then Q(m, 3) is (a div b, gives the quotient when a is divided by b)

- (a) a constant
- (b) p x (m mod 3)
- (c) p x (m div 3)
- (d) 3 x p
- Q.37 Consider the following function

```
void function (int * A, int n)
{
    if (n! = 0)
    {
        printf ("%a", A[n - 1]);
        function (A + 1, n - 1);
    }
}
```

Find the third output produced by the function call function (A, 5), and A is an array initially holds {10, 20, 30, 40, 50}.

Q.38 Consider the following program.

```
int i = 1;

int main () {

    int a[] = \{0, 1, 2\};

    f(a[i], i);

    printf ("%d", a[i]);

}
```

If above function f() uses "call by name" technique, what is the output printed?

Q.39 Match column-I with column-II

Column-I

- A. float *(*f) ();
- B. float (*f) ():
- C. float (*a) [8];
- D. float *(*a) [8];

Column-II

- 1. a pointer to an array of 8 floats.
- 2. a pointer to an array of 8-pointer to floats.
- 3. a pointer to a function that returns float.
- a pointer to a function that returns a pointer to a float

Codes:

(c)

	A٠	В	C	D
(a)	4	3	1	2
(b)	3	4	1	2

3

- (d) None of these
- Q.40 Which of the following is the correct output for the 'C' program given below?

```
# include < stdio.h>
int main()
{

int arr [3] = {2, 3, 4};

char *p;

p = (char*) arr;

printf ("%d", *p);

p = p+1;

printf (*%d\n", *p);

return 0;
```

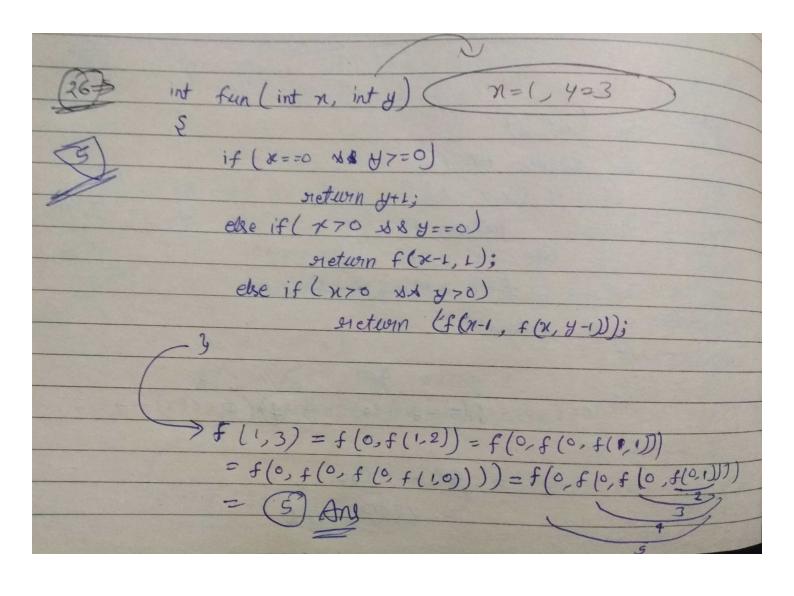
```
(a) 23
(b) 20
(c) 10
(d) Garbage values

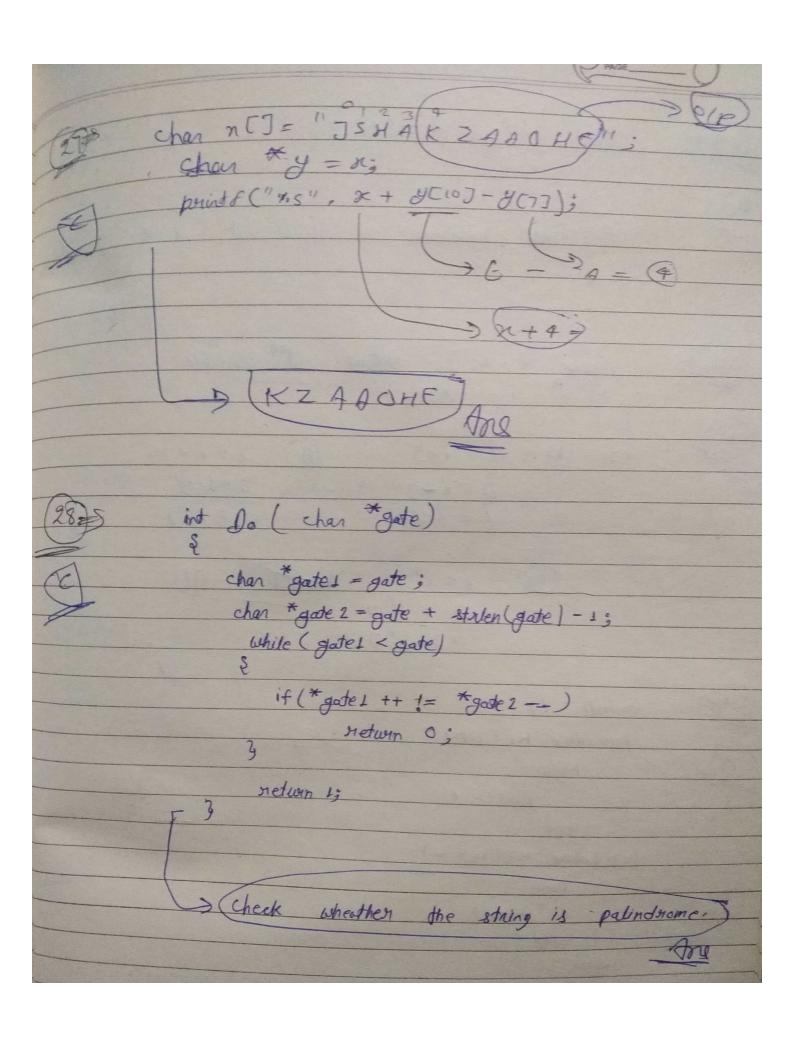
Q.41 Consider the following function void Zigzag (int * A, int n)

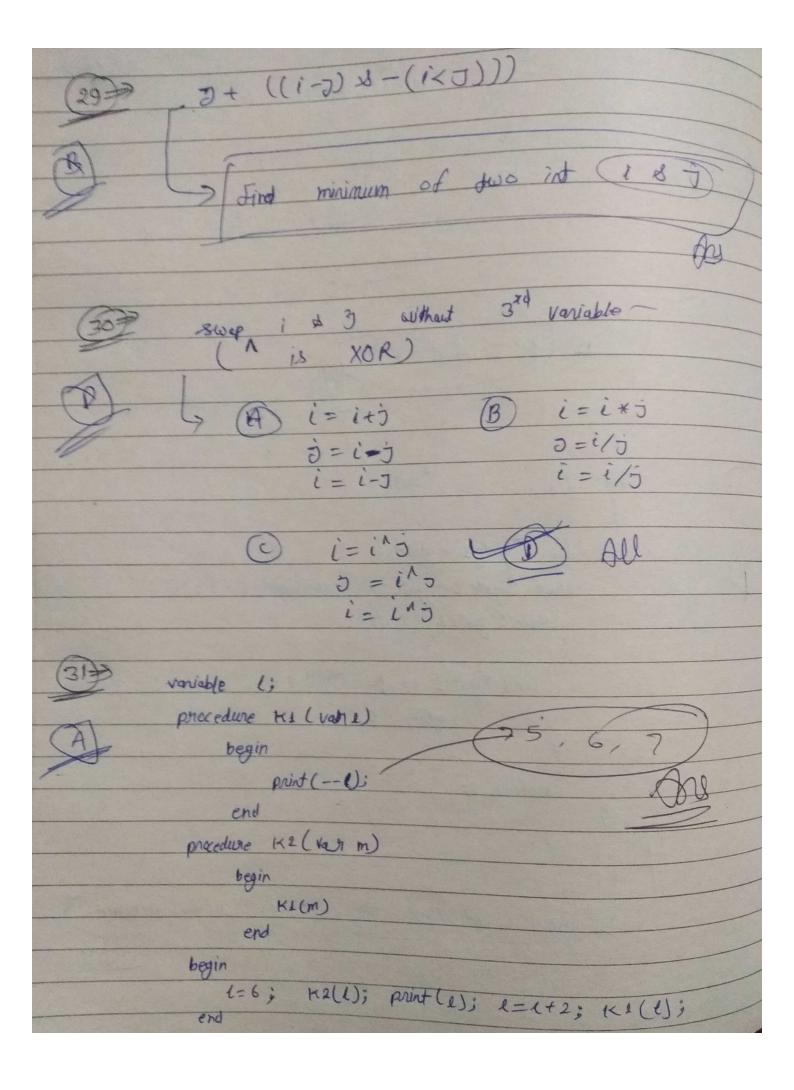
if (n! = 0)
printf ("%d", A[n - 1]);
Zigzag (A + 1, n - 1);
What is the 3<sup>rd</sup> output produced by the function call Zigzag (A, 5), and A is an array initially holds
```

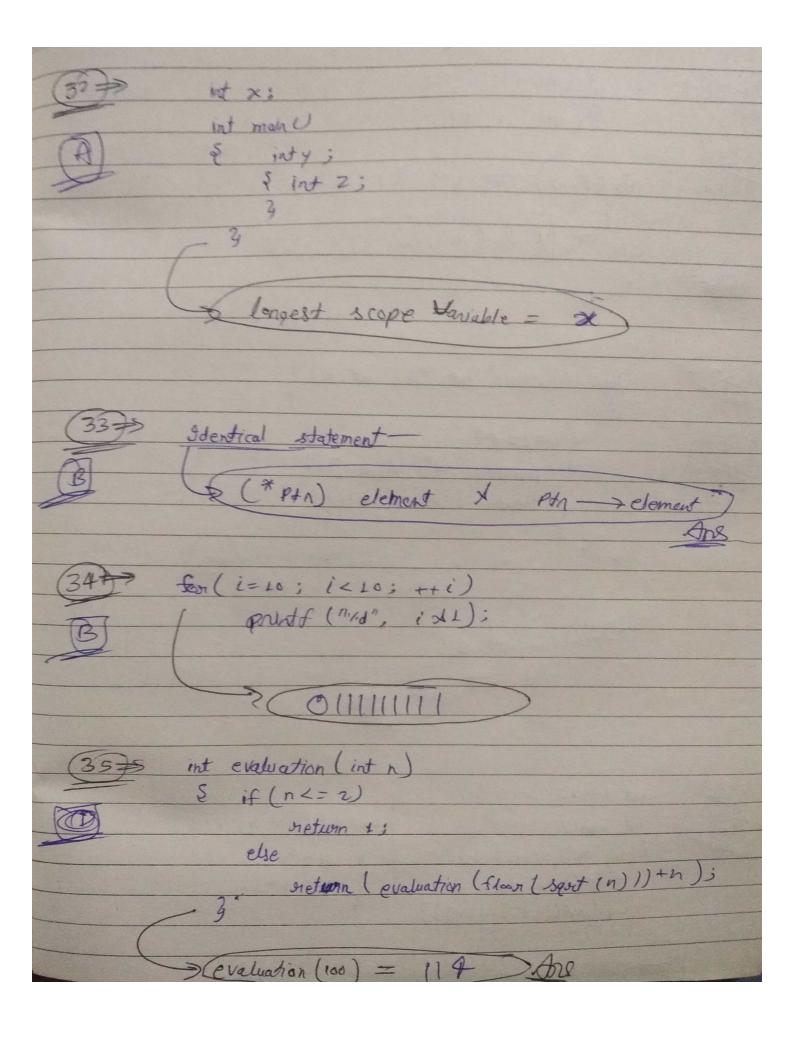
{10, 20, 30, 40, 50}.

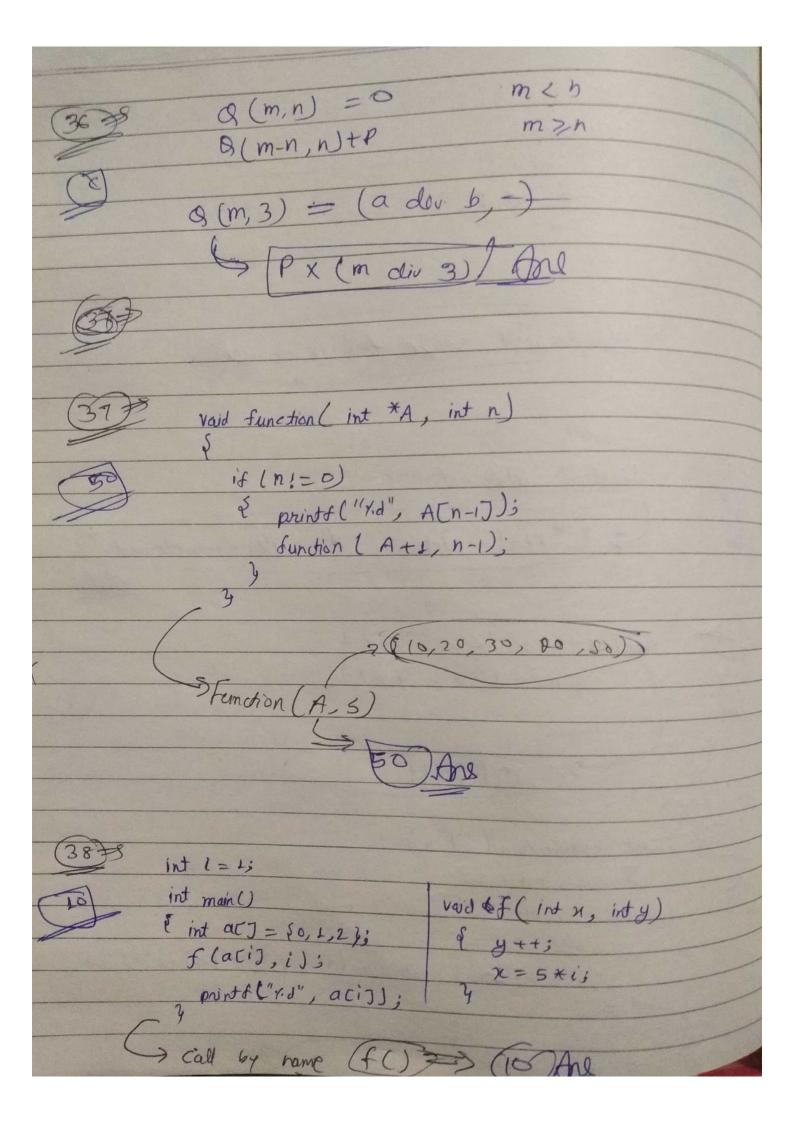
```
Q.42 What is the output of the following C program?
# include < stdio.h>
int f (int*a, int n)
{     if (n == 1) return 1;
     else if (*a % 2 == 0)
     return (*a + f(a + 1, n - 1));
     else return (*a × f(a + 1, n - 1));
}
int main ()
{     int a[] = {10, 5, 20, 2, 3, 1};
     printf (*%a*, f(a, 4));
     return 0;
}
```

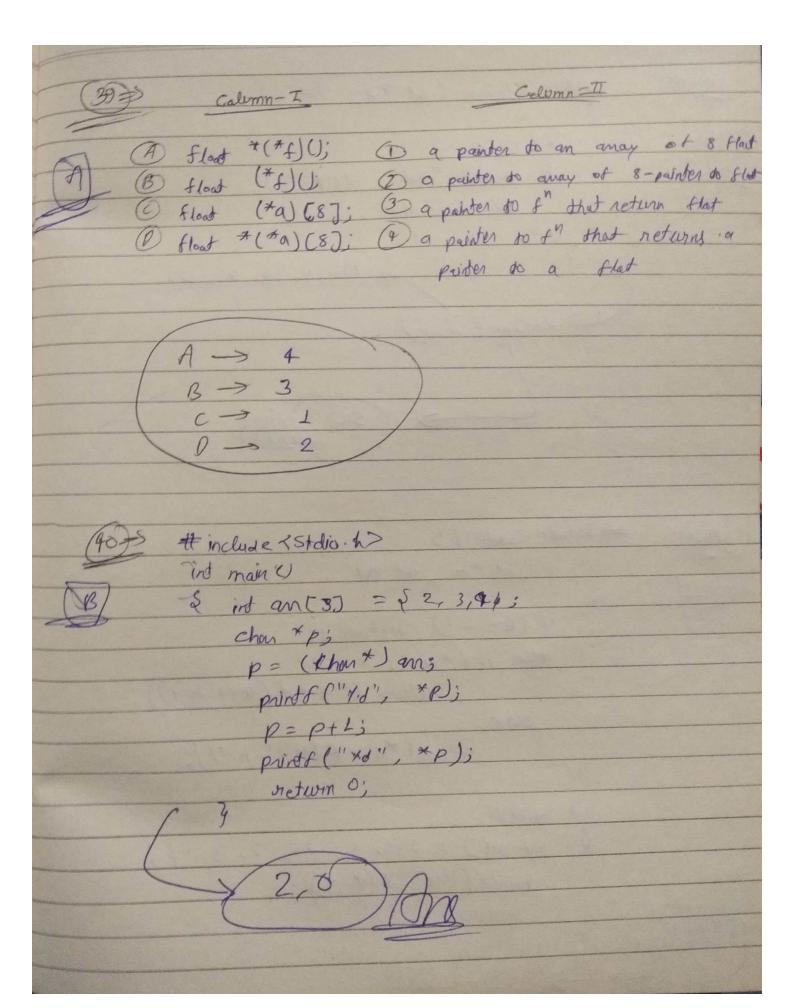












vaid 21,0200 (int xA, int N) if(n!=0) ¿ pintf ("Yod", ACN-17); 2 219204 (A +1, N-U; P 10, 20, 30, 90, 50 > Zig Zay (A-5) =# include < stdo . L > int & (Int Ka, Int N) if (n==1) return 23 else if (* 9 % 2 = = 0) netwom (*9+f(a+1,h-1)); else 1eturn (#a x F (9+1, n-1)); int main () int acd = \$10, 5, 20, 2, 3, 17; prints (" " of (a, 4)); neturn o; 10+[=1/20+1)