

Q.76

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

```
void fun(int);
```

```
int main()
```

```
{
```

```
void (*ptr)(int ) = fun;
```

```
(*ptr)(2);
```

```
return 0;
```

```
}
```

```
void fun(int n)
```

```
{
```

```
int i;
```

```
for(i=1; ; i++)
```

```
{
```

```
if(i<=n)
```

```
printf("Pankaj");
```

```
else
```

```
break;
```

```
}
```

```
}
```

The output is :

(A) Compilation Error

(C) Will print pankaj infinite times

(B) Runtime Error

☒ (D) pankajpankaj

Q.77 If the address of pointer ptr is 2000, then what will the output of following program ?

[Assuming 4 bytes integer size]

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

```
int main()
```

```
{
```

```
    void *ptr;
```

```
    ++ptr;
```

```
    printf("%u", ptr);
```

```
    return 0;
```

```
}
```

- (A) 2004 (B) 2001 (C) 2000 (D) ERROR

Q.78 A function 'p' that accepts a pointer to a character as argument and returns a pointer to an array of integer can be declared as

- (A) `int(*p(char *))[]` (B) `int *p(char *)[]` (C) `int (*p) (char *)[]` (D) None of these.

Q.79. #include <stdio.h>

```
void main()
```

```
{
```

```
    int array[10];
```

```
    int *i = &array[2], *j = &array[5];
```

```
    int diff = j-i;
```

```
    printf("%d", diff);
```

```
}
```

- (A) 3 (B) 6 (C) Garbage value (D) Error

Q.80 #include <stdio.h>

```
void foo(int[][3]);
```

```
int main(void)
```

```
{
```

```
    int a[2][3][3] = {{ {1, 2, 3}, {4, 5, 6}, {7, 8, 9}}, { {11, 12, 13}, {14, 15, 16}, {17, 18, 19}}};
```

```
    foo(a[1]);
```

```
    return 0;
```

```
}
```

```
void foo(int b[][3])
```

```
{
```

```
    ++b;
```

```
    b[1][1] = 9;
```

```
}
```

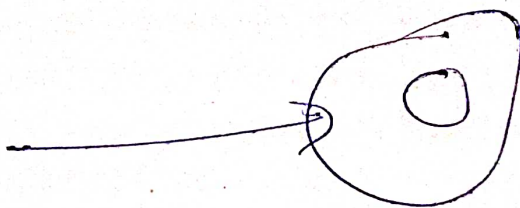
After execution of the above code the value updated is

- (A) 9 (B) 15 (C) 18 (D) None

Q.81 Which of the following codes will create an error

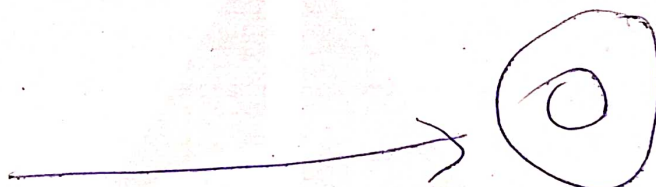
(A)

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



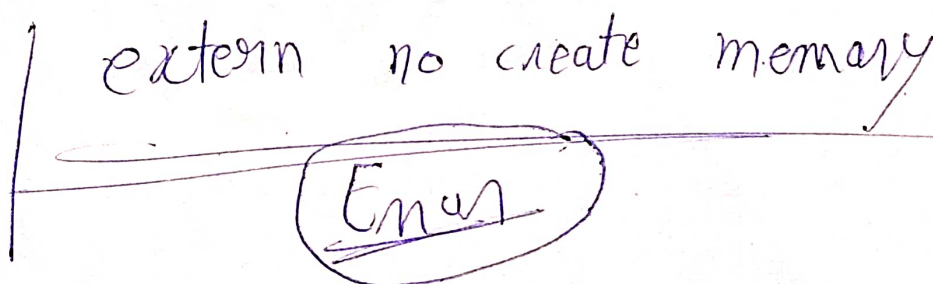
(B)

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



(C)

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



(D) None

Q.82 #include <stdio.h>

```
static char c;
static int i;
static float f;
int main(){
printf("%d %d %f ",c,i,f);
return 0;
}
```

The output is _____

(A) 0 0 0.000000

(B) 0 0 0

(C) Compilation Error

(D) None

Q.83

Which of the following code will create an error

(A) #include <stdio.h>

static int i=12;

static int i;

static int i;

int main(){

static int i=14;

printf("%d",i);

return 0;

}

(B) #include <stdio.h>

static int i=32;

static int i;

int main(){

printf("%d",i);

return 0;

}

static int i=20;

(C) #include <stdio.h>

int main()

{

int a=12;

int a;

int a;

printf("%d",a);

return 0;

}

(D) Both B and C

Q.84 Which of the following will create an error

(A)

#include <stdio.h>

static int i=2;

i=55;

int main(){

printf("%d",i);

return 0;

}

~~(B)~~ #include <stdio.h>

static int i=2;

int main(){

i=55;

printf("%d",i);

return 0;

}

(C) Both A and B

~~(D)~~ None of these

Q.85 Which of the following will create an error?

(A) #include <stdio.h>

int main(){

auto int i;

printf("%d",i);

return 0;

}

(B) #include <stdio.h>

int main(){

int a=1;

{

int a=2;

{

int a=3;

printf("%d",a);

}

printf(" %d",a);

}

return 0;

}

~~(C)~~ #include <stdio.h>

int main(){

{

int a=2;

printf("%d",a);

}

printf(" %d",a); //a is not visible here

return 0;

}

(D) None

~~Error~~
55

→ 3

→ 2

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