**1. Which of the following is not a valid C variable name?**

**a) int number;**

**b) float rate;**

**c) int variable\_count;**

**d) int $main;**

**2. Which of the following is true for variable names in C?**

**a) They can contain alphanumeric characters as well as**

**special characters**

**b) It is not an error to declare a variable to be one of the**

**keywords(like goto, static)**

**c) Variable names cannot start with a digit**

**d) Variable can be of any length**

**3. void main(){**

**int a1=1,2a=2,\_=3;**

**printf("%d %d %d",a1);**

**}**

**4. Which of the following declaration is not supported by C?**

**a) String str;**

**b) char \*str;**

**c) float str = 3e2;**

**d) Both (a) and (c)**

**5. What will be output of the following c program?**

**int main(){**

**int goto=5;**

**printf("%d",goto);**

**return 0;**

**}**

**6. int main(){**

**long int 1a=5l;**

**printf("%ld",1a);**

**return 0;**

**}**

**7. int main(){**

**int \_=5;**

**int \_\_=10;**

**int \_\_\_;**

**\_\_\_=\_+\_\_;**

**printf("%i",\_\_\_);**

**return 0;**

**}**

**8. int main(){**

**int max-val=100;**

**int min-val=10;**

**int avg-val;**

**avg-val = max-val + min-val / 2;**

**printf("%d",avg-val);**

**return 0;**

**}**

**9. int main(){**

**int class=150;**

**int public=25;**

**int private=30;**

**class = class >> private - public;**

**printf("%d",class);**

**return 0;**

**}**

**10.int main(){**

**int abcdefghijklmnopqrstuvwxyz123456789=10;**

**int abcdefghijklmnopqrstuvwxyz123456=40;**

**printf("%d",abcdefghijklmnopqrstuvwxyz123456);**

**return 0;**

**}**

**11.int main(){**

**register xyz\_123=91;**

**auto pqr\_123=991;**

**const \_1a1\_=pqr\_123+~xyz\_123;**

**printf("%d",\_1a1\_);**

**return 0;**

**}**

**12.int main(){**

**int \_\_SMALL\_\_ = 11;**

**int y;**

**y= \_\_SMALL\_\_ < 5;**

**printf("%d",y);**

**return 0;**

**}**

**13.#include<stdio.h>**

**static num=5;**

**int num;**

**extern int num;**

**int main(){**

**printf("%d",num);**

**return 0;**

**}**

**14.#include<stdio.h>**

**static num=5;**

**extern int num;**

**int main(){**

**printf("%d",num);**

**return 0;**

**}**

**int num =25;**

**15.#include<stdio.h>**

**static num;**

**int main(){**

**printf("%d",num);**

**return 0;**

**}**

**int num =25;**

**16.#include<stdio.h>**

**int xyz=10;**

**int main(){**

**int xyz=20;**

**printf("%d",xyz);**

**return 0;**

**}**

**17.int main(){**

**int xyz=20;**

**int xyz;**

**printf("%d",xyz);**

**return 0;**

**}**

**18.int main(){**

**int xyz=20;**

**{**

**int xyz=40;**

**}**

**printf("%d",xyz);**

**return 0;**

**}**

**19.int main(){**

**int main = 80;**

**printf("%d",main);**

**return 0;**

**}**

**20.int main(){**

**struct a{**

**int a;**

**};**

**struct a b={10};**

**printf("%d",b.a);**

**return 0;**

**}**

**21.int main(){**

**int ABC=10;**

**printf("%d",abc);**

**return 0;**

**}**

**22.int main(){**

**int printf=12;**

**printf("%d",printf);**

**return 0;**

**}**

**23.int main(){**

**int EOF=12;**

**printf("%d",EOF);**

**return 0;**

**}**

**24.int main(){**

**int \_\_BIG\_\_ = 32;**

**int y;**

**y= \_\_BIG\_\_ && 8;**

**printf("%d",y);**

**return 0;**

**}**