**61.void main(){**

**int x;**

**char ch;**

**printf("%d %d %d",sizeof(x),sizeof(fun()),sizeof(int),sizeof(10));**

**printf(" %d %d",sizeof(char),sizeof('A'));**

**}**

**62.void main(){**

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

**}**

**63.void main(){**

**char str1[]="abc";**

**char \*str2="abc";**

**printf("%d",sizeof("abc"),sizeof(str1),sizeof(str2));**

**}**

**64.void main(){**

**printf("%d",-1==65535);**

**}**

**65.void main(){**

**float f=2.3e5;**

**printf("%d %d",2e3==2000.0,2.3e5==f);**

**}**

**66.void main(){**

**int a=-010;**

**int b=-0x10;**

**int c=-10;**

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

**}**

**67.void main(){**

**x=10;**

**y=20;**

**res=x+(~y+1);**

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

**}**

**68.void main(){**

**unsigned int a=65535;**

**unsigned int b=65530;**

**long l=32767+1;**

**int i=12/5;**

**printf("%d %d %ld %d %d",a==-1,-1<b,l,i,200\*200/200);**

**}**

**69.void main()**

**{**

**int a=0,b=0;**

**(1==0?a:b)=10;**

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

**}**

**70.void main()**

**{**

**int a=1,b=a++==++a;**

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

**a=1;**

**b=a++==++a;**

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

**}**

**71.void main()**

**{**

**int a=1;**

**a=a++ \* ++a;**

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

**}**

**72.void main()**

**{**

**int x=1,y=1,z=1;**

**x+=y+=z;**

**printf("%d",x<y?y:x);**

**printf("%d",x<y?x++:y++);**

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

**printf("%d",z+=x<y?x++:y++);**

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

**x=3;**

**y=z=4;**

**printf("%d",(z>=y>=x)?1:0);**

**printf("%d",z>=y&&y>=x);**

**}**

**73.void main()**

**{**

**int x,y,z;**

**x=y=z=1;**

**++x||++y&&++x; printf("%d %d %d",x,y,z);**

**x=y=z=1;**

**++x && ++y || ++z; printf("%d %d %d",x,y,z);**

**x=y=z=1;**

**++x && ++y && ++z; printf("%d %d %d",x,y,z);**

**x=y=z=-1;**

**++x && ++ y || ++z; printf("%d %d %d",x,y,z);**

**x=y=z=-1;**

**++x|| ++y && ++z; printf("%d %d %d",x,y,z);**

**x=y=z=-1;**

**++x && ++y && ++z;**

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

**}**

**74.void main()**

**{**

**int x=2; y=1;z=0;**

**x=x&&y||z; printf("%d",x);**

**printf("%d",x||!y&&z);**

**x=y=1;**

**x=x++ -1; printf("%d %d,x,z);**

**z+=-x ++ + ++y; printf("%d %d",x,z);**

**z=x/++x; printf("%d",z);**

**}**

**75.void main()**

**{**

**int x,y,z;**

**x=03,y=02,z=01;**

**printf("%d",x|y&z);**

**printf("%d",x|y&~z);**

**printf("%d",x^y&~z);**

**printf("%d",x&y&&z);**

**x=1; y=-1;**

**printf("%d",!x|x);**

**printf("%d",~x|x);**

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

**x<<=3; printf("%d",x);**

**y<<=3; printf("%d",y);**

**y>>=3; printf("%d",y);**

**}**

**76.void main() {**

**int num1=1,num2=5;**

**num2=num1;**

**num2?(num2+1,num1-1)?num1:num2:num2;**

**printf("%d %d",num1,num2);**

**}**

**77.void main()**

**{**

**int i=4, j=8;**

**printf("%d, %d, %d\n", i|j&j|i, i|j&&j|i, i^j);**

**}**

**78.Left shifting a number by 1 is always equivalent to multiplying it by 2.**

**A.True B.False**

**79.Bitwise & and | are unary operators**

**A.True B.False**

**80.Which of the following is the correct order of evaluation for the below expression?**

**z = x + y \* z / 4 % 2 - 1**

**A. \* / % + - = B. = \* / % + -**

**C. / \* % - + = D. \* % / - + =**

**81.Which of the following correctly shows the hierarchy of arithmetic operations in C?**

**A. / + \* - B. \* - / +**

**C. + - / \* D. / \* + -**

**82.Which of the following is the correct usage of conditional operators used in C?**

**A. a>b ? c=30 : c=40; B. a>b ? c=30;**

**C. max = a>b ? a>c?a:c:b>c?b:c D. return (a>b)?(a:b)**

**83.Which of the following is the correct order if calling functions in the below code?**

**a = f1(23, 14) \* f2(12/4) + f3();**

**A. f1, f2, f3**

**B.f3, f2, f1**

**C.Order may vary from compiler to compiler**

**D.None of above**

**84.Which of the following are unary operators in C?**

**1.! 2.sizeof 3.~ 4.&&**

**85.In which order do the following gets evaluated**

**1.Relational 2.Arithmetic 3.Logical 4.Assignment**

**86.void main() {**

**int x=12, y=7, z;**

**z = x!=4 || y == 2;**

**printf("z=%d\n", z);**

**}**

**87.void main()**

**{**

**static int a[20];**

**int i = 0;**

**a[i] = i ;**

**printf("%d, %d, %d\n", a[0], a[1], i);**

**}**

**88.What will be the output of the program?**

**void main()**

**{**

**int i=4, j=-1, k=0, w, x, y, z;**

**w = i || j || k;**

**x = i && j && k;**

**y = i || j &&k;**

**z = i && j || k;**

**printf("%d, %d, %d, %d\n", w, x, y, z);**

**}**

**89.void main()**

**{**

**int x=55;**

**printf("%d, %d, %d\n", x<=55, x=40, x>=10);**

**}**

**90.void main()**

**{**

**int k, num=30;**

**k = (num>5 ? (num <=10 ? 100 : 200): 500);**

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

**}**

**91.void main()**

**{**

**int i=2;**

**int j = i + (1, 2, 3, 4, 5);**

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

**}**

**92.Associativity has no role to play unless the precedence of**

**operator is same.**

**A.True B.False**

**93.Which bitwise operator is suitable for turning off a**

**particular bit in a number?**

**A. && operator B. & operator**

**C. || operator D. ! operator**

**94.Which bitwise operator is suitable for turning on a**

**particular bit in a number?**

**A. && operator B. & operator**

**C. || operator D. | operator**

**95.Which bitwise operator is suitable for checking whether a**

**particular bit is on or off?**

**A. && operator B. & operator**

**C. || operator D. ! operator**

**96.Assunming, integer is 2 byte, What will be the output of the**

**program?**

**void main() {**

**printf("%x\n", -1>>1);**

**}**

**97.If an unsigned int is 2 bytes wide then, What will be the output of the program ?**

**void main(){**

**unsigned int m = 32;**

**printf("%x\n", ~m);**

**}**

**98.Assuming a integer 2-bytes, What will be the output of the program?**

**void main(){**

**printf("%x\n", -1<<3);**

**}**

**99.void main()**

**{**

**unsigned int a=0xffff;**

**~a;**

**printf("%x\n", a);**

**}**

**100.void main()**

**{**

**unsigned char i = 0x80;**

**printf("%d\n", i<<1);**

**}**

**101.void main() {**

**int x;**

**x=-3+4\*5-6; printf("%d",x);**

**x=3+4%5-6; printf("%d",x);**

**x=-3\*4%-6/5; printf("%d",x);**

**x=(7+6)%5/2; printf("%d",x);**

**}**

**102.void main()**

**{**

**int x=2,y,z;**

**x\*=3+2; printf("%d",x);**

**x\*=y=z=4; printf("%d",x);**

**x=y==z; printf("%d",x);**

**x==(y=z); printf("%d",x);**

**}**

**103.void main()**

**{**

**int x=2; y=1;z=0;**

**x=x&&y||z; printf("%d",x);**

**printf("%d",x||!y&&z);**

**x=y=1;**

**x=x++ -1; printf("%d %d,x,z);**

**z+=-x ++ + ++y; printf("%d %d",x,z);**

**z=x/++x; printf("%d",z);**

**}**

**104.void main()**

**{**

**int x,y,z;**

**x=03,y=02,z=01;**

**printf("%d ",x|y&z);**

**printf("%d ",x|y&~z);**

**printf("%d ",x^y&~z);**

**printf("%d ",x&y&&z);**

**x=1; y=-1;**

**printf("%d ",!x|x);**

**printf("%d ",~x|x);**

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

**x<<=3; printf("%d ",x);**

**y<<=3; printf("%d ",y);**

**y>>=3; printf("%d ",y);**

**}**

**105.void main()**

**{**

**int x=1,y=1,z=1;**

**x+=y+=z;**

**printf("%d",x<y?y:x);**

**printf("%d",x<y?x++:y++);**

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

**printf("%d",z+=x<y?x++:y++);**

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

**x=3;**

**y=z=4;**

**printf("%d",(z>=y>=x)?1:0);**

**printf("%d",z>=y&&y>=x);**

**}**

**106.void main()**

**{**

**int x,y,z;**

**x=y=z=1;**

**++x||++y&&++x; printf("%d %d %d",x,y,z);**

**x=y=z=1;**

**++x && ++y || ++z; printf("%d %d %d",x,y,z);**

**x=y=z=1;**

**++x && ++y && ++z; printf("%d %d %d",x,y,z);**

**x=y=z=-1;**

**++x && ++ y || ++z; printf("%d %d %d",x,y,z);**

**x=y=z=-1;**

**++x|| ++y && ++z; printf("%d %d %d",x,y,z);**

**x=y=z=-1;**

**++x && ++y && ++z;**

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

**}**

**107.void main()**

**{**

**int a,b,c;**

**a=b=c=20;**

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

**printf(" %d",(a==b==c));**

**}**

**108.void main() {**

**int j=0, i=0; int t = 1; int r;**

**r=(t & 0<(i+=1)); printf("%d %d",i,r);**

**r=(t && 0<(i+=2));printf("%d %d",i,r);**

**r=(t | 0<(j+=1)); printf("%d %d",j,r);**

**r=(t || 0<(j+=2)); printf("%d %d",j,r);**

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

**}**

**109.void main()**

**{**

**int num1=1,num2=5;**

**num2=num1;**

**num2?(num2+1,num1-1)?num1:num2:num2;**

**printf("%d %d",num1,num2);**

**}**

**110.void main()**

**{**

**printf("%d",-1&(0<<15));**

**printf("\n%d",-1&(1<<15));**

**}**

**111.void main()**

**{**

**printf("%f",10/4\*2.0);**

**}**

**112.void main()**

**{**

**int i=1;**

**printf("%d",++i,i++\*i++,i=10);**

**}**

**113.void main()**

**{**

**int a=1;**

**printf("%d %d %d",sizeof(a++\*5.0),sizeof(++a>>2),sizeof(a++||a\*0));**

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

**}**

**114.void main()**

**{**

**int i=2;**

**int j = i + (1, 2, 3, 4, 5);**

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

**}**

**115.void main()**

**{**

**int i=4, j=-1, k=0, w, x, y, z;**

**w = i || j || k;**

**x = i && j && k;**

**y = i || j &&k;**

**z = i && j || k;**

**printf("%d, %d, %d, %d\n", w, x, y, z);**

**}**

**116.void main()**

**{**

**int x=55;**

**printf("%d, %d, %d\n", x<=55, x=40, x>=10);**

**}**

**117.Which of the following is the correct usage of conditional operators used in C?**

**A. a>b ? c=30 : c=40; B. a>b ? c=30;**

**C. max = a>b ? a>c?a:c:b>c?b:c D. return (a>b)?(a:b)**

**118.void main()**

**{**

**int i=4, j=8;**

**printf("%d, %d, %d\n", i|j&j|i, i|j&&j|i, i^j);**

**}**

**119.What will be the output of the program ?**

**void main()**

**{**

**int i=32, j=0x20, k, l, m;**

**k=i|j;**

**l=i&j;**

**m=k^l;**

**printf("%d, %d, %d, %d, %d\n", i, j, k, l, m);**

**}**

**120.What will be the output of the program?**

**void main() {**

**printf("%d >> %d %d >> %d\n", 4 >> 1, 8 >> 1);**

**}**