1.
What will be the output of following code?

```c
#include <stdio.h>
float calculate(float * const ptr_floater1,float const * ptr_floater2)
{
    float result;
    *ptr_floater1 = 2**ptr_floater1;
    result = 3 * (*ptr_floater2 - *ptr_floater1);
    return result, result+1, result/3;
}
int main(void)
{
    float floater1 = 0.001, floater2= 0.003;
    printf("%.3f",3*calculate(&floater1,&floater2)/3);
    return 0;
}
```

A. 0.001
B. 0.003
C. 0.004
D. Error

Answer: A

2.
```c
#include <stdio.h>
int* fun1(int value)
{
    static int a;
    value++; value=a; a++;
    return &a;
}
int main( void )
{
    int a=10;
    int * const val=fun1(a);
    printf(" value= %d", *val);
    return 0;
}
```

A. 11
B. 12
C. Compile time error
D. Run time error
E 1

Answer: E

3.
What will be the output of following code?

```c
#include <stdio.h>
int x=10;
void callbyaddress(const int *ptr_x)
{
    x=*ptr_x * *ptr_x / x;
}
int main( void )
{
    const int x=100;
    printf(" x = %d ",x);

    callbyaddress(&x);

    printf(" x = %d",x);
    return 0;
}
```

A. x = 100 x = 100
B. x = 100 x = 10
C. x = 100 x = 1000
D. Compile time error
E. Run time error

Answer: A

4.
What will be the output of following code?

```c
#include<stdio.h>
void fun1(void *p1)
{
    printf("%c-",--*(int*)p1);
}
void fun2(void *p2)
{
    printf("%c",--*(char*)p2);
}
int main( void )
{
    int num1 = 2*(6*6)- 2*2;
    char ch= num1 + ' ';
    void *ptr_num1 = &num1;
    fun1(ptr_num1);

    ptr_num1=&ch;
    fun2(ptr_num1);

    return 0;
}
```

A. 68 - c
B. 67 - d
C. C - c
D. D – d
E. Error

Answer: C

5.
What will be the output of following code?

```c
#include<stdio.h>
int main( void )
{
    const int a = 10;
    void * const ptr = &a;
    *(int*)ptr = a*a;
    printf("a = %d ptr = %d ", a,++*(int*)ptr);
    printf("a = %d ptr = %d ", a,--*(int*)ptr);

    return 0;
}
```

A. Compile time error
B. Run time error
C. a = 101 ptr = 101 a = 100 ptr = 100
D. a = 100 ptr = 101 a = 100 ptr = 99
E. a = 101 ptr = 100 a = 100 ptr = 99

Answer: C