1.

```c
#include<stdio.h>
unsigned char* convert1(int *data)
{
    return (unsigned char*)data;
}
char* convert2(int *data)
{
    return (signed char*)data;
}
int main(void)
{
    int a = 511;
    unsigned char *data1=NULL;
    char *data2=NULL;

    data1 =convert1(&a);
    printf("%d ",*data1);

    ++*data1;

    data2 =convert2(&a);
    printf("%d ",*data2);

    return 0;
}
```

A. Complile time error
B. 0 -1
C. 255 -1
D. 255 0
E. 0 1

Answer: D

2.

```c
#include<stdio.h>
int update1(int *p1)
{
    int value = *p1 ? ++*p1 : --*p1 ;
    return value;
}
int update2(int *p1)
{
    int value = *p1 ? --*p1 : ++*p1 ;
    return value;
}
int main( void )
{
    const int no=100;
    int * const no_ptr = &no;

    printf(" %d ",update1(no_ptr)+update2(no_ptr) );
    printf(" %d ",update2(no_ptr)+update1(no_ptr) );
    return 0;
}
```

A. 199 201
B. 200 200
C. 201 200
D. 201 199
E. Error(run / compile)

Answer: D

3.

```c
#include<stdio.h>
int main( void )
{
    void const * ptr_name=NULL;
    char ch=115 - ' ', *name="SUNBEAM";
    int j=(++ch , ++ch);

    ptr_name=&ch;printf("%c", ((*(char*)ptr_name)-2));
    ptr_name=&j; printf("%c", *(int*)ptr_name);
    ptr_name=name;
    printf("%s", (char*)ptr_name+2);

    return 0;
}
```

A. 115UNBEAM
B. s115NBEAM
C. SUNBEAM
D. suNBEAM
E. Error

Answer: C

4.

```c
#include<stdio.h>
int main( void )
{
    const int a = 10 , b = 20 ;
    const int * ptr = &a;
    int * const ptr1 = &a;
    printf("a = %d *ptr = %d ", a,*ptr);
    ptr = &b;
    *ptr1= b;
    printf("a = %d *ptr = %d ", a,*ptr);

    return 0;
}
```

A. a = 10 *ptr = 10 a = 10 *ptr = 20
B. a = 10 *ptr = 10 a = 20 *ptr = 20
C. compile time error
D. run time error

Answer: B

5.

```c
#include <stdio.h>
int no=1000;
int* fun1(void * value)
{
    no += *(int*)value / *(int*)value;
    return &no;
}
int main( void )
{
    int no=100;
    int num1=10;
    void *val=fun1(&num1);

    printf(" value= %d", *(int*)val);

    return 0;
}
```

A. value = 1001
B. value = 101
C. value = 1010
D. run time error

Answer: A