1.

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
struct course
{
	char *name;
};

struct course fun(void)
{
	static struct course *s=NULL;
	s->name = "DITISS";

	return *s;
}

int main( void )
{
	struct course c1=fun();
	printf("%s", c1.name);
	return 0;
}
```

A. DITISS
B. Error
C. DITISSDITISS
D. Print memory address of DITISS
E. Garbage Value

Answer: B

2.

```
#include <stdio.h>
#include <string.h>
int main(void)
{
	struct Cell
	{
		int isParent;	char *child;
	};
	struct Cell c1={23,"Remote"};
	struct Cell c2=c1;
	c2.isParent=24;
	strcpy(c2.child,"center");
	printf("\n %d %s",c2.isParent,c2.child);
	return 0;
}
```

A. 24 Remote
B. 24 center
C. 24 Remotecenter
D. runtime error
E. 23 center

Answer: D

3.

```
#include <stdio.h>
struct value
{
	static unsigned int a;
	int b=5;
};
int main(void)
{
	struct value v;
	v.a = 5;
	v.b = 1;
	printf("%d %d\n", v.a, v.b);
	return 0;
}
```

A. 5 1
B. 2 5
C. 5 5
D. compile time error
E. 0 1

Answer : D

4.

```
#include<stdio.h>
typedef struct p *q;
struct p
{
	int x;
	char y;
	q ptr;
};
int main(void)
{
	struct p p = {1, 65, &p};

	printf("p.ptr->x =%d \t p.ptr->y =%c",p.ptr->x,p.ptr->y);

	return 0;
}
```

A. Compile time error
B. p.ptr->x = 1 p.ptr->y = A
C. p.ptr->x = 1 p.ptr->y = 65
D. p.ptr->x = Address of p p. ptr->y = Address of p
E. p.ptr->x = 65 p.ptr->y = A

Answer: B

5.

What will be the output of following program

```
#include <stdio.h>
#include <string.h>
struct city
{
	char name[20];
}cty;

char * fun(struct city *tempCty)
{
	strcpy(tempCty->name,"Pune");

	return tempCty->name;
}
int main()
{
	strcpy(cty.name,"Karad ");
	printf("%s %s",cty.name,fun(&cty));

	return 0;
}
```

A. Karad pune
B. Karad Karad
C. Pune Pune
D. Pune Karad
E. Error

Answer: c