

**1.**

```
#include <stdio.h>
#include <string.h>
struct test
{
    char name[20];
};
int main(void)
{
    struct test s1;
    strcpy( s1.name,"SunBeam");

    return 0;
}
```

If **structure** is declared as follows & **if** i want to print value of name on console. which of the following printf statements are valid

1. **printf("%s",\*(&s1.name));**
2. **printf("%s",s1.data);**
3. **printf("%s",&s1);**
4. **printf("%s",s1);**
5. **printf("%s",\*(&s1));**

- A. Only 2
- B. Both 1 and 2
- C. 1 2 and 3
- D. 1 2 3 and 4
- E. All of above

**Answers: D**

2.

In the following C code, we can access the **1st character (S)** of the **name (SunBeam)** by using which option ?

```
#include <stdio.h>
```

```
struct
```

```
{
```

```
    char *name;
```

```
}symtab={"SunBeam"};
```

```
1. printf("%c\n", symtab.(&name[0]));
```

```
2. printf("%c\n", *symtab.name);
```

```
3. printf("%c\n", symtab.name[0]);
```

```
4. printf("%c", *symtab.name[0]);
```

```
5. printf("%s\n", symtab.name);
```

A. Only 2

B. 1 and 2

C. 1 ,2 and 3

D. 2 and 3

E. 2 ,3 and 5

Answers: D

3.

```
#include<stdio.h>
```

```
#include<string.h>
```

```
typedef struct Test
```

```
{
```

```
    char str[9];
```

```
}TEST;
```

```
int main(void)
```

```
{
```

```
    struct Test st1;
```

```
    const TEST st2={"CSharp"};
```

```
    st1 = st2;
```

```
    st1.str[0] = 'J';
```

```
    printf("%s \t %s",st2.str,st1.str);
```

```
    return 0;
```

```
}
```



- A. CSharp JSharp
- B. JSharp CSharp
- C. JSharp JSharp
- D. Error
- E. CSharp CSharp

Answer: A

4.

```
#include<stdio.h>
struct s
{
    int i;
    struct s obj;
}s1;

int main(void)
{
    s1.i = 100;
    s1.obj = s1;
    printf("%d %d",s1.obj.i, s1);

    return 0;
}
```

- A. 100 100
- B. Garbage value Garbage value
- C. Compiler error
- D. Run time error
- E. Garbage value 100

Answer: C

```

5.
#include<stdio.h>
struct emp
{
    int empno;
    char name[10];
    float sal;
};
struct emp e1;
void accept_emp_info(struct emp *e);
int main(void)
{
    struct emp e1;
    struct emp *temp=&e1;
    printf("\n Enter employee infomation = \n");
    accept_emp_info(temp);
    printf("\n EmpNo Name Sal\n");
    printf("%-8d%-10s%-6.2f\n", e1.empno, e1.name, e1.sal);
    printf("%-8d%-10s%-6.2f\n", (*temp).empno, (*temp).name,
                                   (*temp).sal);

    return 0;
}
void accept_emp_info(struct emp *e)
{
    printf("\n Enter Emp No=");
    scanf("%d", &e->empno);
    printf("\n Enter Emp Name=");
    scanf("%s", e->name);
    printf("\n Enter Emp sal=");
    scanf("%f", &e->sal);
    return ;
}

```

what **will** be the output of program **if** we give this input?  
 empno=**101** , name =**"abcd"** , sal=**10000**.

- A. **101** abcd **10000.00**    **101** abcd **10000.00**
- B. **0** **NULL** **0.000000**    **0** **NULL** **0.000000**
- C. **Garbage Values**            **Garbage Values**
- D. **0 0 0.00**                    **0 0 0.00**
- E. **Error**

Answer: A