1.
if file contents following data in sunbeam.txt
[PUNE KARAD SATARA MUMBAI]

```c
#include <stdio.h>
#include <stdlib.h>
int main(void)
{
    FILE *fptr=fopen("sunbeam.txt","r"); char ch;
    while(!feof(fptr))
    {
        ch=fgetc(fptr);
        if(ch==EOF)
            break;
        else
            printf("%c",ch);
        fseek(fptr,0,SEEK_CUR);
    }
    fclose(fptr);
    return 0;
}
```

A. P
B. PUNE KARAD SATARA MUMBAI
C. PUNE KARAD SATARA MUMBAI print one garbage value
D. Error
E. Infinite loop

Answer: B

2.

stdout, stdin and stderr are?

A. File pointer
B. File descriptors
C. Streams
D. Structure

Answer: C

3.

what **will** be the contents of result variable at the end of program?

```c
#include <stdio.h>
#include<string.h>
#define LEN 40
int main()
{
    FILE* fpWrite=NULL;
    char buff[LEN]="Sunbeam DMC DITISS DAC DBDA DESD";
    char result[LEN];
    fpWrite = fopen("file.dat", "ab+");

    fwrite(buff, strlen(buff)+1,1,fpWrite);

    rewind(fpWrite);

    fread(result, strlen(buff)+1, 1, fpWrite);

    printf("%s", result);

    fclose(fpWrite);

    return 0;
}
```

A. Sunbeam
B. Sunbeam DMC DITISS DAC DBDA DESD
C. S
D. Error
E. garbage value

Answer: B

4 .

if you want to open any file programmatically which function you can used ?

A. FILE* fopen(const char *file_name, const char *access_mode);
B. FILE* fopen(char *file_name,char *access_mode);
C. FILE* fopen(const char *access_mode,const char *file_name);
D. FILE* fopen(char *access_mode,char *file_name);
E. A. FILE* fopen(char * const file_name, char * const access_mode);

Answer: A

5.

if you want to rename any file programmatically which function you can used ?

A. int rename(const char *old, const char *new);
B. int rename(const char *new, const char *old);
C. int file_rename(const char *old, const char *new);
D. int rename_file(const char *new, const char *old);

Answer: A