

## ONE MARK QUESTIONS

### UNIT – I

1. Define program. \*\*\*
  - A sequence of instructions written to perform a specific task.
2. What is a programming language? \*
  - A method of communication with computer using a set of predefined words that form a program.
3. What is low level language? \*\*\*
  - Language known to computer.
  - Also called machine language.
4. What do you mean by high level language? \*\*\*
  - Language known to programmer.
  - Example: C, C++.
5. Define algorithm. \*\*\*
  - A step by step method to solve a problem using computer.
6. Write any two types of algorithm. \*\*\*
  - Dynamic Programming Algorithm.
  - Greedy Algorithm.
7. What is a flow chart? \*\*\*
  - Graphical representation of algorithm.
8. Which symbol is used to indicate decision making? \*\*\*
9. What is a keyword? \*\*\*
  - Has a standard predefined meaning.
  - Example: int, if, for.
10. What are tokens? \*\*\*
  - Smallest individual element in C language.
11. What is an identifier? \*\*\*
  - Name given to variables, functions and arrays.
12. What is a variable? \*
  - A quantity whose value changes during program execution.

13. What is a constant? \*\*\*

- A quantity whose value does not change during program execution.

14. Differentiate constant and variable. \*\*\*

<u>Constant</u>	<u>Variable</u>
1. Value does not change.	Value changes.
2. <u>Example</u> : 6	<u>Example</u> : a

15. What is an operator? \*\*\*

- A symbol that represents an operation performed on data.

16. Define expression. \*

- Combination of constants, variables and operators.

17. Define type casting. OR Define type conversion. \*

- Process of converting an operand of one data type to another.

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## UNIT – II

1. Which is an entry controlled loop? \*\*\*

- while loop.

2. Which is an exit controlled loop? \*\*\*

- do...while loop.

3. Write the syntax of goto statement. \*\*\*

```
goto label;  
:  
:  
label: statements;
```

4. What is the use of goto statement? \*\*\*

- Used to unconditionally transfer program control.

5. What is the use of break statement? \*\*\*

- Used to exit from a loop while the test condition is true.

6. When continue statement is used? \*\*\*

- To skip remaining loop statements and transfer control to the beginning of the loop.

7. What is the use of switch statement? \*\*\*

- Used as an extension of if...else statement.
- Permits any number of branches.



8. Define array. \*\*\*

- A group of related data items stored using a single variable name.

9. Define two dimensional array. \*\*\*

- An array with two subscripts.

10. What is a string? \*\*\*

- A sequence of characters enclosed within double quotes.

11. What is null character? \*\*\*

- \0.
- Used to terminate a string.

12. How to declare a string? \*

char variable\_name[size];

13. What are the functions used to read a string? \*\*\*

1. scanf()      2. getchar()      3. gets()

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### UNIT – III

1. Mention any two functions present in the header file <stdio.h>. \*\*\*

- scanf()
- printf()

2. Mention any two functions present in the header file <conio.h>. \*\*\*

- clrscr()
- getch()

3. List any two library functions. \*\*\*

- scanf()
- printf()

4. Is it possible to call library functions recursively? \*\*\*

- No.

5. What are predefined functions? \*\*\*

- Built-in functions.
- Not written by the programmer.

6. Define function. \*

- A group of statements used to carry out a specific task.

7. What is the use of return statement? \*\*\*

- Used to return a value to the calling function.

8. What is meant by void function? \*

- A function that does not return any value.

9. What are the types of function call? \*\*\*

- Call by value.
- Call by reference.

10. Define recursion. \*\*\*

- A function calling itself again and again.

11. Define structure. OR What is the feature of structure? \*\*\*

- Represents different types of data with a single name.

12. Write the syntax to define structure. \*\*\*

```
struct struct_name
{
    datatype1 member1;
    datatype2 member2;
    .
    .
    .
    datatype n member n;
};
```

13. Write the general form to initialize structure variable. \*\*\*

```
struct struct_name variable_name;
```

14. What is the use of struct keyword. \*\*\*

- Used to define a structure.

15. What is union? \*\*\*

- A data type like structure.
- All union members share the same memory area.

16. Write any one use of union. \*\*\*

- Saves memory space.

17. How is data stored in union? \*\*\*

- All union members share the same memory area.
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## UNIT – IV

1. Define pointer. OR Define pointer variable. \*\*\*
    - A variable that contains the address of another variable.
  2. What are the operators associated with pointers? \*\*\*
    - & - address operator.
    - \* - indirection operator.
  3. What are the operations that can be done using pointers? \*\*\*
    - Addition - +
    - Subtraction - -
    - Increment - ++
    - Decrement - --
  4. How a pointer variable is declared? \*\*\*

datatype \*pointer\_variable;
  5. Give the syntax to access the address of a variable. \*\*\*

&variable\_name
  6. What is a pointer to pointer? \*\*\*
    - Used to access a pointer using another pointer.
    - General Form: datatype \*\*pointer\_variable;
  7. What are the types of memory allocation? \*\*\*
    - Static memory allocation.
    - Dynamic memory allocation.
  8. Define static memory allocation. \*\*\*
    - Memory allocation during program compilation.
  9. Define dynamic memory allocation. \*\*\*
    - Memory allocation during program execution.
  10. What are the functions used to allocate memory during runtime in C? OR What are the functions used for dynamic memory allocation? \*\*\*
    - malloc()
    - calloc()
    - realloc()
    - free()
  11. How would you free memory in C? \*\*\*
    - Using free() function.
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## UNIT – V

1. Define a file. \*\*\*
    - FILE type pointer variable should be declared.
    - General Form: FILE \*file\_pointer;
  2. Write any two modes of file? \*\*\*
    - r - read mode.
    - w - write mode.
  3. Define fscanf() function. \*\*\*
    - Used to read data from a file.
  4. What is random file access. OR What are random access files? \*\*\*
    - In random file access any record in the file can be accessed directly.
  5. What is the use of fseek() function? \*\*\*
    - Used to move the file pointer to a specific position in the file.
  6. What is command line argument? \*\*\*
    - Arguments that are passed from command line to main() function.
  7. What is argv? \*\*\*
    - Argument value array.
    - Contains Command Line Argument values.
  8. What is the use of argv? \*\*\*
    - Used to access Command Line Argument values.
  9. What is meant by preprocessor? OR What is the feature of preprocessor? \*\*\*
    - Preprocessor processes source program before compilation.
  10. What is conditional compilation? \*\*\*
    - Compilation based on the result of a condition.
  11. What role is played by the #undef directive? \*\*\*
    - Undefines a macro.
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