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. ***

Constant	Variable
1. Value does not change.	Value changes.
2. Example: 6	Example: 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.

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()

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 callling 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;
                .
                .
                .
        datatypen  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.

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 - +
   - Subraction - -
   - 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.

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? ***
    - Compiliation based on the result of a condition.

11. What role is played by the #undef directive? ***
    - Undefines a macro.
