U1-1 Which of the following extension is valid for a file containing assembly code?

A. .i
B. .exe
C. .s
D. .obj

U1-2 Which of the following characteristics is not desired in a good algorithm?

A. Abstraction
B. Simplicity
C. Correctness
D. Ambiguity

U1-4 Role of pre-processor is to

A. Detect semantic error
B. Generate source code
C. Combine various object files and library files
D. Include the code of header files at the point, where they are included to general expanded source code

U1-5 Which of the following cannot be a variable name?

A. Export
B. Volatile
C. Friend
D. Number 1

U2-1 The continue statement cannot be used with

A. Switch
B. For
C. While
D. do while

U2-2 To stop the execution of a loop, we can use

A. exit
B. delete
C. break
D. None of above

U2-3 Which loop is guaranteed to execute at least once.

A. while.
B. do while
C. for
D. None of above

U2-4 Which of the following is unary operator?

A. *
B. Sizeof
C. ll
D. &&

U2-5 Which will be the correct datatype of a variable used for storing the circumference of a circle?

A. long int
B. short int
C. float
D. Int

U3-1 What are the types of Functions in C Language?

A. User Defined Functions
B. Library Functions
C. Both User Defined and Library Functions
D. Basic and Advance Functions

U3-2 A function which calls itself is called as

A. Auto Function
B. Self Function.
C. Recursive Function
D. None of above

U3-3 Choose correct statement about Functions in C Language.

A. Every Function may or may not return a value
B. A Function is a group of C statements which can be reused any number of times.
C. Every Function has a return type
D. All of above

U3-4 Choose the correct statement about Functions of C Language.

A. Default return type of any function is an Integer
B. A function name cannot be same as a predefined C Keyword
C. A function name can start with an Underscore (_) or A to Z or a to z.
D. All of above

U3-5 How many values can a C Function return at a time?

A. Maximum of two values
B. Only One Value
C. Maximum of five values
D. Any number of values

U4-1 What will be the output of the following code?

```
#include<stdio.h>

Int main()

{

int a[3][2]= {{3,1},{6,5},{2,7};

Printf("%d", a[1][1]*a[2][1]);

}
```

A. 10
B. 35
C. 12
D. 42

U4-2 Consider the array elements 8, 22, 7, 9, 31, 5, 13. Using bubble sort, how many swapping will be done to sort these numbers in **ascending** order?

A. 10
B. 12
C. 13
D. 11

U4-3 What will be the output of the following code?

```
#include <stdio.h>
int main()
{
        int a[2][3]={5, 4, 3, 2, 1};
        int i = 0, j = 0;
        for (i = 0; j < 2;  i++)
```

```
        for (i = 0; j < 3;  j++)
        printf("%d", a[i][j]);
        return 0;
}
```

A. 5 4 3 2 1 garbage-value
B. 5 4 3
C. 5 4 3 2 1 0
D. Compile time error

U4-4 The way to pass arrays to functions is

A. Pass entire array once
B. Pass array element by element
C. Both with first and second option
D. None of above

U4-5 To delete an element from a particular position of a 1D array, the considered index will be

A. position-1
B. position+1
C. Exact at position
D. None of above

U4-6 What will be the output of the following code?

```
#include<stdio.h>
int main()
{
        int a[10], i;
        for(i = 0; i < 10; i++)
        {
                a[i] = i;
        }
        printf("%d", a[5]);
}
```

A. 6
B. 4
C. 5
D. Garbage value

U4-7 An entire array can be passed to a function by using

A. Call by reference
B. Call by value
C. Call by structure
D. Call by array

U4-8 Consider an array (45, 77, 89, 90, 94, 99, 100). To search 99 using binary search, what will be the mid values in the first and second iteration?

A. 90 and 94
B. 90 and 99
C. 89 and 94
D. 89 and 99

U4-9 Consider 1D array as (5, 7, 20, 11, 9, 14). What value will be fetched for a[4]?

A. 9
B. 11
C. 14
D. 20

U4-10 For the array initialization as, int a[7] = {}; what value will be fetched for a[0]?

A. Garbage Value
B. 0
C. -1
D. 1

U5-1 A pointer that cannot be directly dereferenced and need to be correctly type-casted is called as

A. Constant pointer
B. Void pointer
C. Dangling pointer
D. None of above

U5-2 What will be the output of the following code?

```
#include<stdio.h>
int main()
{
        int x=35,*p;
        p=&x;
        printf("\n%d",*p);
}
```

A. Address of x
B. 35
C. Address of p
D. Garbage value

U5-3 Malloc and Calloc functions are used for

A. Static memory allocation
B. Dynamic memory allocation
C. Both static and dynamic memory allocation
D. None of above

U5-4 Which one of the followings is a valid pointer declaration?

A. datatype ptrname;
B. datatype ptrname*;
C. datatype *ptrname;
D. datatype *(ptrname*);

U5-5 Type of pointer which points to a memory location which is already deleted or deallocated is

A. Wild pointer
B. Dangling pointer
C. Void pointer
D. None of above

U5-6 A pointer which is not Initialized during its definition and holds some garbage value is called as

A. Wild pointer
B. Null pointer
C. Dangling pointer
D. Void pointer

U5-7 What will be the output of the following code?

```
#include <stdio.h>
int main()
{
        int *ptr, num = 15;
        ptr = &num;
        *ptr += 1;
        printf("%d, %d", *ptr, num);
}
```

A. 15, 16
B. 16, 15
C. 16, 16
D. 15, 15

U5-8 The correct syntax of typecasting in void pointers is

A. *(data_type*) pointer _ name;
B. (data_type*) pointer _name;
C. *(data_type) pointer _name;
D. *(data_type)*pointer _name;

U5-9 Library functions which can be used for dynamic memory allocation are

A. maloc() and caloc()
B. alloc() and memalloc()
C. malloc() and memalloc()
D. malloc() and calloc()

U5-10 Which of the following statement is correct for:

int *ptr, pnum:

A. ptr and pnum, both are pointers to integer
B. ptr is a pointer to Integer, pnum is not
C. ptr and pnum both are not pointers to Integer
D. ptr is a pointer to integer, pnum may or may not be

U6-1 Which one of the following is correct string initialization?

A. char name[] = "LPU";
B. char name[] = { 'L', 'P', 'U', '\0' };
C. char* nameptr = "LPU";
D. all of above

U6-2 We can access union members as

A. union_pointer--->member
B. union_name. member
C. union_name@ member
D. both union_pointer--->member and union_name. member

U6-3 Keyword used to define union in C is

A. Union
B. Uni_ o
C. union (All small characters)
D. None of above

U6-4 To free the memory allocated by malloc function, we can use

A. free(ptr)
B. free ptr;
C. free(ptr);
D. free ptr";

U6-5 Structure name is connected with its member name by using

A. hyphen
B. dot
C. underscore
D. none of above

U6-6 Keyword used to define structure in C is

A. struct (all small characters)
B. Struct
C. Str
D. structure

U6-7 To copy content of one string into another, we can use

A. strcopy()
B. stcpy()
C. stringcopy()
D. strcpy()

U6-8 What will be the output of the following code?

```
#include<stdio.h>
int main()
{
        char arr[] = "Computer Science";
        printf("%s", arr);
}
```

A. Computer Science
B. Compiler error
C. Nothing will be printed
D. Program will crash

U6-9 To copy a specific number of characters from one string to another, the function used is

A. Stropy
B. strncpy (all small characters)

C. Strncpy
D. strcpyn

U6-10 The return type of malloc() and calloc() functions is

A. Int*
B. Char*
C. Float*
D. Void*

U1 Extension of expanded source code file is

A. .obj
B. .i
C. .s
D. .exe

U1 C language was developed in

A. 1970
B. 1965
C. 1972
D. 1971

U4 What will be the output of the following code?

```
#include<stdio.h>

int main()

{

Int a[5]={7,32,30,48,51};

a[2]=a[1];

a[3]=a[2];

a[4]=a[3];

printf("%d",a[4]);


}
```

A. 51
B. 48
C. 30
D. 32

U4 To insert an element in 1D array at a particular position, the considered index will be

A. exact at position
B. position+1
C. position-1
D. None of above

U4 If the size of 1D array is 50, then last index of the array will be

A. 50
B. 48
C. 0
D. 49

U5 Pointer arithmetic can not be performed on

A. Null pointer
B. Wild pointer
C. Void pointer
D. Constant pointer

U5-1 Mach Number is the Ratio of -

A. Inertia forces to Compressibility forces
B. Inertia forces to viscous forces
C. Inertia forces to Gravity forces
D. Buoyancy forces to Inertia forces

U5-6 What is the formula for elastic force?

A. Elastic strain/area
B. Elastic stress/area
C. Elastics stress* Elastic strain
D. Elastic stress* area

U5 For dynamic memory allocation functions, we need to include

A. memory.h
B. stdlib.h
C. stdio.h
D. conio.h

U6 To join two words, which C function will be used?

A. strcalt()

B. strcon()
C. strcat()
D. merge()

U6 The format specifier used to print a string or character array in C is

A. %S
B. %c
C. %s
D. %C

U6 How the size of a union in C is determined?

A. by the size of biggest member in union
B. by the size of first member in union
C. by the size of last member in union
D. by summing the sizes of all members in union

Q What will be the output of the following code?

```
#include<stdio.h>

int main()

{

Int num 1 = 10, num2 = 20;

Int *const ptr=&num1;

printf("\n%d" "ptr);

ptr=&num2

printf("%d\n", "ptr);

}
```

A. Error
B. 10 20
C. 10
   20
D. Infinite loop

Q For dynamic memory allocation functies, we …….

A. memory.h
B. stdlib.h
C. stdio.h

D. conio.h

Q What will be the output of the following code?

```
int main()
{
char arr1[10]="LPU";
char arr2[5];
arr2= arr1;
printf("%s",arr2);
}
```

A. Compiler error
B. LPU
C. LPU\O
D. None of above

Q What will be the output of the following code?

```
#include<stdio.h>
int main()
{
int *ptr1;
char *ptr2;
float *ptr3;
printf("\n%d",sizeof(ptr1));
printf("\n%d",sizeof(ptr2));
printf("\n%d",sizeof(ptr3));
}
```

A. 16 16 16
B. 2 2 2
C. 4 4 4
D. 8 8 8