

## Unit – 1

### MCQ

1. \_\_\_\_\_ is a step by step approach to solve any problem.  
(a) Process (b) Programming Language (c) **Algorithm** (d) Compiler
2. \_\_\_\_\_ is a pictorial representation of an algorithm.  
(a) Data Diagram (b) **Flow Chat** (c) Pie Chart (d) Program
3. The process of walking through a program's logic on paper before you actually write the program is called \_\_\_\_\_.  
(a) desk checking (b) **flowcharting** (c) pseudocoding (d) testing
4. What symbol is used to represent output in a flowchart?  
(a) square (b) circle (c) **parallelogram** (d) triangle
5. What is the standard decision symbol for a flowchart?  
(a) circle (b) lozenge (c) **diamond** (d) square

## Unit – 2

### MCQ

1. Mnemonic a memory trick is used in which of the following language?  
  
(a) Machine Language (b) **Assembly Language** (c) High Level Language (d) None of above
2. The translator program used in assembly language is called \_\_\_\_\_.  
  
(a) Compiler (b) Interpreter (c) **Assembler** (d) Translator
3. \_\_\_\_\_ is easily relocatable language.  
  
(a) Machine Language (b) **Assembly Language**  
  
(c) High Level Language (d) Medium Level Language

4. Which of the following is called low level languages?
- (a) Machine Language (b) Assembly Language (c) **Both of the above** (d) None of above
5. Which of the following is problem oriented language?
- (a) **High level language** (b) Machine language (c) Assembly language (d) Low level language
6. A compiler is a translating program which
- (a) Translates instruction of a high level language into machine language
- (b) Translates entire source program into machine language program|
- (c) It is not involved in program's execution
- (d) **All of above**
7. Which of the following is machine independence program?
- (a) **High level language** (b) Machine language (c) Assembly language (d) Low level language
8. Which is the limitation of high level language?
- (a) **Lower efficiency** (b) Machine dependence (c) Machine level coding (d) None of above
9. High level language is also called \_\_\_\_\_
- (a) Problem Oriented Language (b) Business Oriented Language
- (c) Mathematically Oriented Language (d) **All of above**

10. C language is \_\_\_\_\_

(a) **High level language** (b) Machine language (c) Assembly language (d) Low level language

### Unit - 3

#### MCQ

1. \_\_\_\_\_ is a valid variable name.

a) int b) float c) **tot\_sum** d) 9Sum

2. In which section consists of Header files.

a) Main() b) Definition c) Documentation d) **Link Section**

3. \_\_\_\_\_ is a invalid variable name.

a) INT b) pi c) **int marks** d) total\_marks

4. What is the output of  $9/2 - (5\%3)$

a) **2** b) -2 c) 0 d) 3

5. The range of int data type is \_\_\_\_\_ bytes.

a) **2** b) 4 c) 8 d) 16

6. What is the value of I after the following execution?

I=1; ++I =+ 3;

a) 2 b) **5** c) 1 d) 0

7. The value can be changed during program execution is known as \_\_\_\_\_.

a) **Variable** b) constant c) Operator d) None of these

8. The combination of ? and : is known as \_\_\_\_\_ operator.

a) **Ternary** b) Arithmetic c) dot d) Relational

9. The value can not be changed during program execution is known as \_\_\_\_\_.

a) Variable b) **constant** c) Operator d) None of these

10. \_\_\_\_\_ format specifier used for floating data type.

a) %d b) **%f** c) %c d) %e

11. Which of the following section is compulsory in C program?

a) **Main()** b) Definition c) Documentation d) None of these

12. By default \_\_\_\_\_ digits in float type variable after decimal point.

a) 2 b) 4 c) 6 d) **8**

13. Which of the following backslash character constant is used for horizontal tab?

a) \n b) \t c) \h d) \y

14. \_\_\_\_\_ format specifier used for integer data type.

a) **%d** b) %f c) %c d) %e

15. The range of double data type is \_\_\_\_\_ bytes.

a) 2 b) 4 c) **8** d) 16

16. The range of char data type is \_\_\_\_\_ bytes.

a) 2 b) 4 c) **1** d) 16

17. The \_\_\_\_\_ specifier is used to denote for string.

a) **%s** b) %c c) %d d) %u

18. The \_\_\_\_\_ specifier is used to denote for long integer.

a) %s b) %c c) **%ld** d) %u

19. The ++ sign is used for \_\_\_\_\_.

a) subtract 2 value b) add 2 value c) decrement d) **increment**

20. The -- sign is used for \_\_\_\_\_.

a) subtract 2 value b) add 2 value c) **decrement** d) increment

21. Conditional operator is also known as \_\_\_\_\_.

- a) question   b) bitwise   c) logical   d) **ternary**

## Unit - 4

### MCQ

1. I=10;

j=++i;

i++;

then i=\_\_\_\_\_ and j=\_\_\_\_\_

- (a) 21, 22   (b) 25, 21   (c) 22, 32   (d) **12, 11**

2. Do-while loop is also known as \_\_\_\_\_ loop.

- (a) Entry level   (b) **Exit level**   (c) a & b   (d) None of this

3. \_\_\_\_\_ statement terminates the execution of loop.

- (a) Continue   (b) **break**   (c) switch   (d) none of these

4. \_\_\_\_\_ statement skips the remaining statement of the loop and control transfer to the condition.

- (a) Break   (b) **Continue**   (c) if   (d) switch

5. The Switch expression can be an \_\_\_\_\_ type.

- (a) **Integer**   (b) float   (c) double   (d) none of these

6. The following is not true for switch statement.

- a) break is optional in switch;
- b) default is optional in switch;
- c) **we can define same case label more than once;**
- d) we can define switch within another switch;

7. \_\_\_\_\_ loop execute at least once.

- a) while loop **b) do...while** c) if d) for

8. While (1)

```
{  
printf(" Hello");  
}
```

How many times execute above loop?

- a) 1 b) 10 c) infinite time d) finite time

9. identified from the following after which statement; is required.

- a) for b) nested if c) continue d) none of these

10. \_\_\_\_\_ types of control structure available in C language.

- a) 1 b) 2 c) **3** d) 4