→ difference blw macro & function
→ what is recursive ( )
→ implement length of string in generic pgm
→ count the how many zero's & 1's in a given number
→ what is circular tree
→ storage class
→ linked list

Nivanjan

1. storage classes importance.
2. structure and union differences.
3. Write reverse string
4. Importance of sizeof( ).
5. When we get segmentation fault errors.
6. Draw and explain each and every memory segments and importance.
7. Why we use structures.
8. Single & double linked list differences.
9. Arrays and pointers ~~dif~~ like Array creation. and memory allocation.

Ankitha

1. Storage class classification
2. memory segments => stack, heap importance
3. I/p :- ankitha - anusha O/p :- ankithaanusha
4. clear a bit
5. set a bit
6. Little endian & big endian. Ex:- 11 22 33 44

Sarojini and Akhil same questions

→ Compilation stages.
→ Storage classes

→ Call by value and call by reference
→ Recursive call
→ Stack and Queue
→ Why doo we use DS?
→ Code on no.of zeroes and no.of ones using bitwise.
→ Code on reversing the elements in matrix using one for loop.

Ex: i/p: $\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$ o/p: $\begin{bmatrix} 3 & 2 & 1 \\ 6 & 5 & 4 \\ 9 & 8 & 7 \end{bmatrix}$

→ Macro and function differences.

Anusha Gajjelli (1407)

1) compilation stages
2) storage classes, Importance of extern & static keywords
3) Memory segments
4) Little Endien and Big Endien
5) Program related to Little Endien & Big Endien
6) Program on bitwise — I/P : x = 0X11223344
O/P : y = 0X44332211
7) Program on bitwise -
I/P - 0XAA113366
O/P - 0X55118866
8) WAP on mystrlen length function
9) WAP on mystrreverse function
10) Program — I/P : Anusha123@#$
O/P — anusha.

Yamini:

1. memory segments
2. compilation stages
3. string concentation
4. function recursion program [largest number, factorial]
5. stact over flow
6. Bit wise operation
   - set n^{th} bit
   - clear n^{th} bit
   - toggle n^{th} bit
7. swap the bits.

Suriya

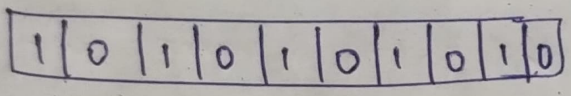
→ Explain trees?
→ write 32 Keywords
→ given string "Hi good morning" reverse "morning good Hi"?
→ find second biggest, biggest numbers in given array?
   ↳ consider -ve values also!
→ Structure padding? why?
→ what is data structure?
→ Auto storage on global variable works?
→ class
   static Keyword?
→ Extern Keyword?
→ what happens if there is same variable names globaly and locally?

→ Swap bits in given data (write function);
→ write program to access data from a static keyword used variable in another file.
→ Can we assign data to structure members while declaration and definition.
→ what is linear data structure and non-linear datastructure.

Pranav

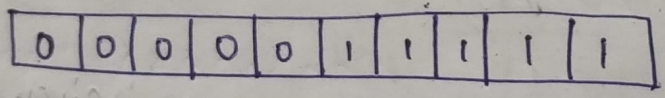
(1) Add at last in single linked list
(2) Explain all storage classes.
(3) operation on arrays

Input



arrange the all zero's in left side
" " " all ones in right side

output→



(4) Difference between static and dynamic library.
(5) Example

printf("Sample");
↓
print the above string without semicolon(;)

(6) DMA Calls

Difference between malloc and calloc
(7) Explain about free()

(8) write a program to access data from a static keyboard used variable in another file?

(9) string compare function

(10) Reverse a string using pointers

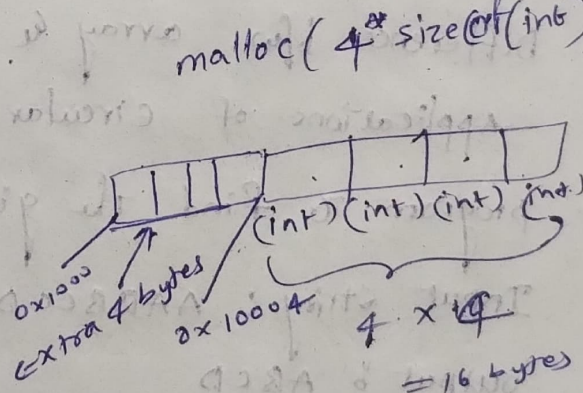
(11) swap the data using bitwise operator

(12) How segfault error is occured?

(13) How to create floating point exception error?

Venu

1. How free function knows how many bytes to de-allocate.
2. malloc v/s calloc
3. Can we declare structure without a tag name?
4. What are self ~~re~~referential structure.



Dharmendra

(1) compilation stages
(2) difference blw Structures & unions
(3) difference blw Array & Structure
(4) implementation of printf ~~function~~ without including any headerfiles & ~~conio~~ 'c' library functions without any warning or error
(5) difference blw inline functions & normal functions
(6) difference blw macros & functions
(7) program based on strings

Ajay

1) difference between macro and function
2) difference between macro and constant
3) what is inline function
4) write a program to delete n^{th} node from last
5) How do you invoke a static function into another file
6) difference between inline and normal function
7) what is recursion, advantages and disadvantages
8) How do you deallocate memory without using free
9) how does you delete last 3rd node without head in ~~doubly~~ singly linked list

mani

1. Difference between macro & function.
2. Difference bfw array & linked list
3. ~~Applications~~ of circular linked list
4. program to find the given number is powers of 2 or not.
5. Input string : AABBCCDD
   output : ABCD

SINALI

(1) What is padding
(2) What can we remove hole from the memory in structure storage
(3) set a particular bit no 5 | clear that same bit in bitwise operator

(3) write how can we swap the content of two variable without third variable

(4) int add (int) → f1.c

```
{
static int x;
}
void sub(int) → f2.c
{
```

→ change the value of x in f2.c without using extern

```
}
```

5) Write a program in structure (single link list) where we have one int variable length and

```
struct ptr * head,
struct node
{
int len;
struct Node * head;
};
```

~~if I give~~

write a function in which if give the argument value as 3 i we get 3rd node from last

Bhargavi

1) What is keywords? Constants
2) Why we use constant keyword?
3) program for reverse the digits
4) Clear bit, set bit
5) reverse the bits
6) bubble sort program
6) Array to pointer, pointer to Array
7) program for powers of n
8) powers of n in recursion
9) Structure padding
10) methods to reduce holes
11) what happens when use return in main

G. Kumar

⇒ what header files contain?

⇒ steps to construct static & dynamic libraries

⇒ Reverse the string without using index values only By using pointers.

⇒

Arm platform :- Kernel :-

1. How to develop the kernel module.
2. which content write the kConfig file.?
   / How to write the kconfig file?
3. what difference in --init and --Exit and -init and -exit. ?
4. difference bit KConfig and .config. file.
5. Difference bit Gcc and make.
6. why kernel logs are used?

Because when module is load. the related information available in kernel log.
we can see the kernel log by using command

$ dmesg d → diagnostic message

3. what is makefile and make utilities.?
4. what is difference bit make & gcc Command?

Character driver (PPT) :-

sudo -i .. capital → To clear the log levels.
⇒ sudo dmesg -C (why are using)

5. difference OS and kernel ?

3. what is i2c orbitary.

4. importance of a device driver?

5. Booting process?

6. what is kernel object?

A. kernel object it as a structure. it has different members containing information about the object