1.

```
#include <stdio.h>
typedef struct Cell
{
	int isParent;
	Cell child;
}Cell;
int main(void)
{
	Cell parent,child;
	parent.child=child;
	return 0;
}
```

A. successfully complied
B. successfully complied and executed
C. Compile time error
D. none of above

Answer: C

2.

```
#include<stdio.h>
struct s2
{
		char *cp;
		struct s1
		{
			char a[4];
			char *p;
		}o1;
}o2;
int main(void)
{
	printf("%d %d %d\n",sizeof(struct s2),sizeof(o2),sizeof(o2.o1));

	return 0;
}
```

A. 24 24 16
A. 12 12 8
C. Both A and B
D. None of the above

Answer: B

3.

```
#include<stdio.h>
int main(void)
{
	typedef struct
	{
		int val;
		test_t *ptr;
	}test_t;

	test_t obj = { 25, &obj};
	printf("%d",obj.ptr->val);

	return 0;
}
```

A. 25
B. Compiler time error
C. Run time error
D. None of the above

Answer: B

4.

```
#include <stdio.h>
struct student
{
	int rollno;
	char name[10];
	char *subject;
	char division;
	short int std;
	struct student *point;
};

int main(void)
{
	struct student s;
	struct student m;

	s.subject = m.subject = "C++";
	m.point = &s;
	(m.point)->subject = "CPP";
	printf("%s\t%s\t", s.subject, m.subject);

	return 0;
}
```

A. CPP C++
B. CPP CPP
C. C++ C++
D. Runtime error

Answer: A

5.

```
#include<stdio.h>
#include<string.h>
struct Test
{
	char str[9];
};
```

```
int main(void)
{
	struct Test st1, st2;

	strcpy(st1.str, "CSharp");
	st2 = st1; st1.str[0] = 'J';
	printf("%s \t %s",st2.str,st1.str);

	return 0;
}
```

A. CSharp JSharp
B. JSharp CSharp
C. Segmentation Fault
D. Compile Time Error
E. CSharp CSharp

Answer: A