

1.

```
#include<stdio.h>
int fun(int x,int y)
{
    if(x==0)
        return y;
    return fun(x-2,y+x);
}
int main(void)
{
    int x=fun(4,4);
    printf("X is %d",x);

    return 0;
}
```

- A. X is 10
- B. X is 8
- C. X is 6
- D. stack overflow error

Answer: A

2.

```
#include<stdio.h>
int num=100;
int main(void)
{
    static int num=8;
    printf("%d",num-=2);
    if(num!=0)
        main();

    return 0;
}
```

- A. 6420
- B. 8888
- C. 8642
- D. 100989694

Answer: A

3.

```
#include<stdio.h>
int main(void)
{
    int x=1000;

    static int y=x;
    printf("Y is %d",y);

    return 0;
}
```

- A. 1000
- B. 0
- C. Compile time error
- D. run time error

Answer: C

4.

```
#include <stdio.h>
int fun(float a)
{
    if(a==a)
        return a!=a ? 12.00 : 10.00;
    else
        return fun(a-1);
}
int main( void )
{
    float x=fun(10.00f);

    printf("x=%d",(int)x);

    return 0;
}
```

- A. 12
- B. 10
- C. 12.000000
- D. 10.000000

Answer: B

5.

```
#include<stdio.h>
int main(void)
{
    extern int value;
    printf("%d ", value );
    {
        int value = 100;
        printf("%d ", value);
    }

    return 0;
}
```

- A. 100 100
- B. 0 0
- C. garbage value 10
- D. Compile time error

Answer: D