An standard array's elements are always stored in \_\_\_\_\_ memory locations.

- a) sequential
- b) random
- c) sequential and random
- d) data dependents
- e) None of the above

## What will be printed:

```
int main()
{
    string str1("abcd");
    string str2("abcd");
    if (str1 == str2)
        cout << "Equal" << endl;
    else
        cout << "Unequal" << endl;
    return 0;
}</pre>
```

- a) Equal
- b) Unequal
- c) Error
- d) None of these.

Garbage value means an unpredictable integer. What will be printed:

```
int main()
{
    int a[10];
    cout << a[-1] << " " << a[12] << endl;
    return 0;
}</pre>
```

- a) 0 0
- b) Garbage value 0
- c) 0 Garbage Value
- d) Garbage value Garbage Value
- e) Code will not compile
- f) Crash

C and C++ variables cannot start with a) a number b) special symbols other than the underscore c) an alphabetic character d) all of the above e) (a) and (b) f) (a) and (c) g) (b) and (c)
Given a short int the maximum value of an unsigned integer is a) $2^{16}-1$ b) $2^{15}-1$ c) $2^{16}$ d) $2^{15}$ e) None of these
Given the following declaration  char * argv[]  argv can be understood (correctly) as being:
a) a pointer to an array of char pointers b) a pointer to pointers to char c) the address of an array of addresses d) (a) and (c) e) (b) and (c) f) (a), (b) and (c) g) None of the above
Process of inserting an element in a stack is called a) Create b) Push c) Evaluation d) Pop
What is the value of the postfix expression 6 3 2 4 + - * a) Something between -5 and -15 b) Something between 5 and -5 c) Something between 5 and 15 d) Something between 15 and 25