C Language 1 Liner Question

1. C was developed by _____.

Ans. Dennis Ritchie

2. C was developed in _____.

Ans. 1972

3. C was developed at _____.

Ans. AT & T's Bell Laboratories

4. Full form of ALGOL _____.

Ans. Algorithmic Language

5. Full form of BCPL _____.

Ans. Basic Combined Programming Language

6. In C language we can create single line comment using _____.

Ans. Two forward slash (//)

7. In C language we can create multi-line comment using _____.

Ans. /**/

8. In C language all header files are included in which section?

Ans. Link Section

9. Which symbol is used to define pre-processor in c language?

Ans. " # "

10. In C language All Global variables is declared in which section?

Ans. Global Declaration Section

11. How many of character set available in c language?

Ans. 4

12. How many of tokens available in c language?

Ans. 6

13. Keywords are _____.

Ans. Reserve words

14. How many keywords available in c language?

Ans. 32

15. All keywords must be written in_____.

Ans. Lowercase

16. The first character of an identifier should be either _____ or _____.

Ans. Alphabet, underscore

17. The length of the identifiers should not be more than _____ characters.

Ans. 31

18. How many constants are available in c language?

Ans. 2

19. _____ is a collection of characters and that can be included in double quotes.

Ans. String

20. _____ is a symbol that tells the compiler to perform specific mathematical or logical functions.

Ans. Operator

21. How many operators are available in c language?

Ans.6

22. The memory size of a data type or a variable can be found by using _____.

Ans. Size of Operator

23. Converting one datatype into another is known as _____.

Ans. Type Casting

24. Which type of type casting is done by compiler?

Ans. Implicit Type Casting

25. Which type of type casting is done by programmer?

Ans. Explicit Type Casting

26. How many data types available in c language?

Ans. 4

27. _____ is a diagrammatic representation of a sequence of logical steps of a program.

Ans. Flowchart

28. _____ is the process of a programmer manually working through their code to trace the value of variables.

Ans. Dry run