1.

```
#include<stdio.h>
int main( void )
{
	int num1 = 68;
	char ch='d';
	void *ptr_num1 = &num1;

	printf("%c-",++*(int*)ptr_num1);
	ptr_num1=&ch;
	printf("%c",++*(char*)ptr_num1);

	return 0;
}
```

A. 69 - 69
B. 69 - E
C. E - e
D. e - E

Answer: C

2.

```
#include<stdio.h>
int main( void )
{
	void *ptr=NULL;
	char ch=104;
	int no=105;
	float f=3.412;
	int sum=0;

	ptr=&ch;
	printf("%c", *(char*)ptr);
	sum+=*(char*)ptr;
	ptr=&no; printf("%c", *(int*)ptr);
	sum+=*(char*)ptr;
	ptr=&f;
	printf("-%.f", ++*(float*)ptr);
	sum+=*(float*)ptr;
	printf("\tsum=%d", sum);
	return 0;
}
```

A. hi-5 sun=212
B. hi-4 sum=213
C. hi-4.412 sum=211
D. Garbage value

Answer: B

3.

```
#include<stdio.h>
int main( void )
{
	const int a = 6;
	int * const ptr = &a;

	*ptr = a*a;
	printf("a = %d ptr = %d ", a,++*ptr);
	printf("a = %d ptr = %d ", a,--*ptr);

	return 0;
}
```

A. Compile time error
B. Run time error
C. a = 37 ptr = 37 a = 36 ptr = 36
D. a = 36 ptr = 36 a = 37 ptr = 37

Answer: C

4.

```
#include <stdio.h>
int no=2000;
int* fun1(int *value)
{
	no +=(*value / *value) + (*value / *value) + *value + 2*(no / *value);
	return &no;
}
int main( void )
{
	int num1=20;
	int *val=fun1(&num1);
	printf(" value= %d", *val);
	return 0;
}
```

A. value = 2222
B. value = 2202
C. value = 2022
D. run time error

Answer: A

5.

```
#include <stdio.h>
void modify(int * const value)
{
	*value = 222;
	return ;
}
int main( void )
{
	const int value = 333;
	modify(&value);
	printf("value = %d\n", value);

	return 0;
}
```

A. value = 222
B. value = 333
C. compile time error
D. run time error

Answer: A