C MCQ Questions & Answers

1) Who invented C Language.?

A) Charles Babbage
B) Grahambel
C) Dennis Ritchie
D) Steve Jobs

Answer [=]

C

2) C Language is a successor to which language.?

A) FORTRAN
B) D Language
C) BASIC
D) B Language

Answer [=]

D

3) C is _____ type of programming language.?

A) Object Oriented
B) Procedural
C) Bit level language
D) Functional

Answer [=]

B

4) What is the present C Language Standard.?

A) C99 ISO/IEC 9899:1999
B) C11 ISO/IEC 9899:2011
C) C05 ISO/IEC 9899:2005
D) C10 ISO/IEC 9899:2010

Answer [=]

B

5) Which program outputs "Hello World.." .?

A)

```
main()
{
  scanf("Hello World..");
}
```

B)

```
main()
{
  printf("Hello World..");
}
```

C)

```
main()
{
  print("Hello World..");
}
```

D)

```
main()
{
  scan("Hello World..");
}
```

Answer [=]
B

6) What are the new features of C11 or ISO IEC 9899 2011 standard.?

A) Type generic Macros, Static Assertions
B) Multi Threading, Anonymous Unions, quick_exit
C) Bounds Checking Interfaces, Anonymous Strurctures
D) All

Answer [=]
D

7) C language was invented in which laboratories.?

A) Uniliver Labs
B) IBM Labs
C) AT&T Bell Labs
D) Verizon Labs

Answer [=]

C

8) C language was invented to develop which Operating System.?

A) Android
B) Linux
C) Ubuntu
D) Unix

Answer [=]

D

9) C language was invented in the year.?

A) 1999
B) 1978
C) 1972
D) 1990

Answer [=]

C

10) C language is used in the development of .?

A) Databases
B) Graphic applications
C) Word Processors
D) All of the above

Answer [=]

D

11) A C program is a combination of.?

A) Statements
B) Functions
C) Variables
D) All of the above

Answer [=]

D

12) Choose correct answer..

```
#include<stdio.h>

main()

{

     /* Multi Line Comment

     This line is ignored by compiler

     */

     printf("Hello C..");

}
```

A) #include is a Preprocessor Directive
B) <stdio.h> is a header file with predefined functions like printf, scanf etc
C)

```
#include

main()

{


}
```
is a mandatory function to be included in every C Program.

D) All the above

Answer [=]

D

13) Correct way of commenting a single line is.?

A) /*printf("Hello C.."); printf("How are you.");
B) //printf("Hello C.."); printf("How are you.");
C) /*printf("Hello C.."); printf("How are you.");*/
D) /printf("Hello C..");/ printf("How are you.");

Answer [=]

B

14) Single Line Comment // is also called.?

A) C++ Style Comment
B) Java Style Comment
C) PHP Style Comment
D) All the above

Answer [=]

D

15) What is an Identifier in C Language.?

A) Name of a Function or Variable
B) Name of a Macros
C) Name of Structure or Union
D) All the above.

Answer [=]

D

16) An Identifier may contain.?

A) Letters a-z, A-Z in Basic character set. Unicode alphabet characters other languages
B) Underscore _ symbol
C) Numbers 0 to 9 Unicode Numbers in other languages
D) All the above

Answer [=]

D

17) What is the number of characters used to distinguish Identifier or Names of Functions and Global variables.?

A) 31
B) 32
C) 33
D) 28

Answer [=]

A

18) What is length of an Identifier that is unique for Non Global Variables and Non Function Names.?

A) 32
B) 63
C) 64
D) 68

Answer [=]

B

19) An Identifier can start with.?

A) Alphabet
B) Underscore (_) sign
C) Any character that can be typed on a keyboard
D) Option A & Option B

Answer [=]

D

20) C Programs are used in .?

A) Any Electronic device which works on some logic and Operating System.
B) Washing machine
C) Fridge, Microwave Ovens
D) All the above.

Answer [=]

D

21) What are the types of Constants in C Language.?

A) Primary Constants
B) Secondary Constants
C) Basic Constants and Advanced Constants
D) Primary Constants and Secondary Constants

Answer [=]

D

22) Choose correct statements

A) A constant value does not change. A variable value can change according to needs.
B) A constant can change its values. A variable can have one constant value only.
C) There is no restriction on number of values for constants or variables.
D) Constants and Variables can not be used in a singe main function.

Answer [=]

A

23) Find an integer constant.

A) 3.145
B) 34
C) "125"
D) None of the above

Answer [=]

B

24) Find a Floating Point constant.

A) 12.3E5
B) 12e34
C) 125.34857
D) All the above.

Answer [=]

D

25) Find a Character constant.

A)

```
'A'

'a'
```

B)

```
'1'

'9'
```

C)

```
'$'

'#'
```

D) All the above.

26) A Variable of a particular type can hold only a constant of the same type. Choose right answer.

A) TRUE
B) FALSE
C) It depends on the place the variable is declared.
D) None of the above.

27) Choose a right statement.

A) int myage = 10; int my_age = 10;
B) int myage = 10; int my,age = 10;
C) int myage = 10; int my age = 10;
D) All are right

28) Number of Keywords present in C Language are .?

A) 32
B) 34
C) 62
D) 64

29) Each statement in a C program should end with.?

A) Semicolon ;
B) Colon :
C) Period . (dot symbol)
D) None of the above.

30) Choose a correct statement.

A) C Compiler converts your C program into machine readable language.
B) C Editor allows you to type C Programs. It is just like a Notepad with extra options.
C) Console shows the output of a C Program if it is text output.
D) All the above

31) Identify wrong C Keywords below.

A) auto, static, extern, register, int ,char, float,double
B) long,signed,unsigned,void,case,switch,goto,continue
C)struct,union,short,for,do,while,break,else,if
D)typedef,const,volatile,default,sizeof,enum,return
E)intern,var,construct,breaker,shorter

32) Types of Integers are.?

A) short
B) int
C) long
D) All the above

Answer [=]

D

33) Types of Real numbers in C are.?

A) float
B) double
C) long double
D) All the above

Answer [=]

D

34) signed and unsigned representation is available for.?

A) short, int, long, char
B) float, double, long double
C) A & B
D) None of the above

Answer [=]

C

35) Size of a GCC or Visual Studio C Compiler is.?

A) 16 bit
B) 32 bit
C) 64 bit
D) 128 bit

Answer [=]

B

36) Sizes of short, int and long in a Turbo C C++ compiler in bytes are.?

A) 2, 2, 4
B) 2, 4, 4
C) 4, 8, 16
D) 8, 8, 16

Answer [=]

A

37) Sizes of short, int and long in Visual Studio or GCC compiler in bytes are.?

A) 2, 2, 4
B) 2, 4, 4
C) 4, 4, 8
D) 4, 8, 8

Answer [=]

B

38) Range of signed char and unsigned char are.?

A) -128 to +127 0 to 255
B) 0 to 255 -128 to +127
C) -128 to -1 0 to +127
D) 0 to +127 -128 to -1

Answer [=]

A

39) Ranges of signed int and unsigned int are.?

A) 0 to 65535 -32768 to +32767
B) -32768 to +32767 0 to 65535
C) -32767 to +32768 0 to 65536
D) 0 to 65536 -32767 to +32768

Answer [=]

B

40) Size of float, double and long double in Bytes are.?

A) 4, 8, 16
B) 4, 8, 10
C) 2, 4, 6
D) 4, 6, 8

Answer [=]

B

41) Range of singed long and unsigned long variables are.?

A) -2147483647 to +2147483648 0 to 4294967295
B) -2147483648 to +2147483647 0 to 4294967296
C) -2147483648 to +2147483647 0 to 4294967295
D) 0 to 4294967295 -2147483648 to +2147483647

Answer [=]

C

42) Range of float variable is.?

A) -3.2e38 to +3.2e38
B) -3.8e32 to +3.8e32
C) -3.4e34 to +3.4e34
D) -3.4e38 to +3.4e38

Answer [=]

D

43) Left most bit 0 in Singed representation indicates.?

A) A Positive number
B) A Negative Number
C) An Unsigned number
D) None of the above

Answer [=]

A

44) If you do not specify a storage class for a Variable.?

A) You get compiler error.
B) You get a compiler warning.
C) Output is null always
D) None of the above

Answer [=]
D

45) What is a C Storage Class.?

A) C Storage decides where to or which memory store the variable.
B) C Storage Class decides what is the default value of a variable.
C) C Storage Class decides what is the Scope and Life of a variable.
D) All the above.

Answer [=]
D

46) Every C Variable must have.?

A) Type
B) Storage Class
C) Both Type and Storage Class
D) Either Type or Storage Class

Answer [=]
C

47) Find a C Storage Class below.

A) static
B) auto
C) register & extern
D) All the above

Answer [=]
D

48) What is the default C Storage Class for a variable.?

A) static
B) auto
C) register
D) extern

B

49) Choose a right answer.

A) auto variable is stored in 'Memory'.
  static variable is stored in 'Memory'.
  extern variable is stored in 'Memory'.
  register variable is stored in 'Memory'.
B) auto variable is stored in 'Memory'.
  static variable is stored in 'Memory'.
  extern variable is stored in 'Memory'.
  register variable is stored in 'Register'.
C) auto variable is stored in 'Register'.
  static variable is stored in 'Register'.
  extern variable is stored in 'Register'.
  register variable is stored in 'Memory'.
D) auto variable is stored in 'Register'.
  static variable is stored in 'Register'.
  extern variable is stored in 'Register'.
  register variable is stored in 'Register'.

B

50) A register variable is stored in a Register. Where does a Register Present in a Computer.?

A) RAM (Random Access Memory)
B) ROM (Read Only Memory)
C) CPU (Central Processing Unit)
D) DMA (Direct Memory Access)

C

51) Variables of type auto, static and extern are all stored in .?

A) ROM
B) RAM
C) CPU
D) Compiler

Answer [=]

B

52) Find a right answer.

A) Default value of auto variable = Garbage Value
   Default value of static = Garbage Value
   Default value of extern = Garbage Value
   Default value of register = Garbage Value
B) Default value of auto variable = zero
   Default value of static = zero
   Default value of extern = zero
   Default value of register = zero
C) Default value of auto variable = Garbage
   Default value of static = zero
   Default value of extern = zero
   Default value of register = Garbage
D) Default value of auto variable = zero
   Default value of static = Garbage
   Default value of extern = Garbage
   Default value of register = zero

Answer [=]

C

53) Find a correct statement.

A) Scope of auto variable = local to block or function
   Scope of register variable = local to block or function
   Scope of static variable = local to block or function
   Scope of extern variable = global or available to all functions and blocks
B) Scope of auto variable = global or available to all functions and blocks
   Scope of register variable = global or available to all functions and blocks
   Scope of static variable = global or available to all functions and blocks
   Scope of extern variable = local to block or function
C) Scope of auto variable = global or available to all functions and blocks
   Scope of register variable = local to block or function
   Scope of static variable = global or available to all functions and blocks
   Scope of extern variable = local to block or function
D) Scope of auto variable = local to block or function
   Scope of register variable = global or available to all functions and blocks
   Scope of static variable = local to block or function
   Scope of extern variable = global or available to all functions and blocks

Answer [=]

A

54) Which among the following is a Local Variable.?

A) register
B) auto
C) static
D) extern

Answer [=]

B

55) Which among the following is a Global Variable.?

A) auto
B) register
C) static
D) extern

Answer [=]

D

56) Choose a correct statement about static variable.

A) A static global variable can be accessed in other files.
B) A static global variable can be used only in a file in which it is declared.
C) A static global variable can not be declared without extern keyword.
D) Default value of a static variable is -1.

Answer [=]

B

57)

```
register float a = 3.14f;
```

Choose right statement.

A) Variable a is stored in CPU registers for fast access.
B) Variable a is converted to int and then stored in a CPU register.
C) register Storage Class is ignored and treated as

```
auto float a = 3.14f;
```

D) You get a compiler error as you can not store non integer value in a CPU register.

Answer [=]

C

58) What is the difference between Declaration and Definition.?

A) Declaration does allocate memory for a variable. Definition does allocate memory for a variable.

B) Declaration does allocate memory for a variable. Definition does not allocate memory for a variable.

C) Declaration does not allocate memory for a variable. Definition does allocate memory for a variable.

D) Declaration does not allocate memory for a variable. Definition does not allocate memory for a variable.

Answer [=]

C

59) Choose a right statement.

A) A non static global variable can not be used in included files.

B) A non static global variable can be used or referred to inside included files.

C) A non static global variable does not live till the end of program execution.

D) None of the above

Answer [=]

B

60) Choose a right statement.

A) Redeclaration of a variable is Ok.

B) Redefinition of a variable is not Ok.

C) Definition of a variable uses memory blocks.

D) All the above.

Answer [=]

D

61) Choose a correct statement.

A) Register variables are usually fast retrieving variables.

B) Static variables are usually maintain their values between function calls.

C) Auto variables release their memory after the block or function where they are declared.

D) All the above.

Answer [=]

D

62) Choose a right statement.

A) Variables of type auto are stored in Stack memory.
B) Variable of type Static are stored in Segmented Memory.
C) Variables of type register are stored in Micro Processor Memory.
D) All the above.

Answer [=]

D

63) Choose a right statement.

A) Variables of type auto are initialized fresh for each block or function call.
B) Variables of type static are initialized only first time the block or function is called.
C) Variables of type register are initialized each time the block or function is executed.
D) All the above.

Answer [=]

D

64) What is the output of the program.?
#include<stdio.h>

```
int main()
{
        printf("Hello Boss.");
}
```

A) Hello Boss.
B) hello boss
C) No output
D) Compiler error

Answer [=]

D

65) Choose a correct statement regarding automatic variables.

A) #include<stdio.h>

```
main()

{

    auto int a;


    printf("%d", a);

}


//output is compiler error. a is not initialized.
```

B) #include<stdio.h>

```
main()


{

    auto int a;


    printf("%d", a);

}


//output = 0
```

C) #include<stdio.h>

```
main()


{

    auto int a;


    printf("%d", a);

}
```

```
//output = null
```

D) #include<stdio.h>

```
main()


{

      auto int a;


      printf("%d", a);

}


//output = some random number
```

66) What is the output of the program.?

```
int main()
{
      auto int a=10;
      {
            auto int a = 15;
            printf("%d ", a);
      }
      printf("%d ", a);
      return 1;
}
```

A) 10 10
B) 10 15
C) 15 10
D) Compiler error

67) What is the output of the program.?

```c
int main()
{
    register a=10;
    {
        register a = 15;
        printf("%d ", a);
    }
    printf("%d ", a);


    return 20;
}
```

A) 15 20
B) 15 10
C) 10 15
D) 15 15

Answer [=]

B

68) What is the output of the C Program statement.?

```c
register int b;
prinf("%d", b);
```

A) null
B) 0
C) random integer number
D) random real number

Answer [=]

C

69) What is the output the program.?

```c
int main()
{
    register a=80;

    auto int b;

    b=a;

    printf("%d ", a);

    printf("%d ", b);


    return -1;

}
```

A) Compiler error. You can not assign register value to int variable.
B) 80 80
C) 80 0 Register value can not be copied.
D) Compiles, but output is none.

Answer [=]
B

70) Choose a correct statement.

```c
int a = 12 + 3 * 5 / 4 - 10
```

A) 12, 3, 5, 4 and 10 are Operators. +, -, * and / are Operands. = is an increment operator.
B) 12, 3, 5, 4 and 10 are Operands. +, -, * and / are Operators. = is decrement operator.
C) 12, 3, 5, 4 and 10 are Operands. +, -, * and / are Operators. = is an assignment operator.
D) 12, 3, 5, 4 and 10 are Operands. +, -, * and / are Logical Operators. = is an assignment operator.

Answer [=]
C

71) Operator % in C Language is called.?

A) Percentage Operator
B) Quotient Operator
C) Modulus
D) Division

Answer [=]

C

72) What is the output of the program.?

```c
void myshow();


int main()

{

        myshow();

        myshow();

        myshow();

}


void myshow()

{

        static int k = 20;

        printf("%d ", k);

        k++;

}
```

A) 20 20 20
B) 20 21 21
C) 20 21 22
D) Compiler error.

Answer [=]

C

73) What is the output of the program.?
#include<stdio.h>

```
static int k;

int main()
{
      printf("%d", k);

      return 90;
}
```

A) -1
B) 0
C) 90
D) Compiler error

74) What is the output of the program.?

```
int main()
{
      register k = 25;
      printf("%d", &k);

      return 90;
}
```

A) prints of address of variable k.
B) 25
C) 0
D) Compiler error

75) The statement below is .....a

```
extern int p;
```

A) Declaration
B) Definition
C) Initialization
D) None of the above

Answer [=]
A

76) Output of an arithmetic expression with integers and real numbers is ___ by default.?

A) Integer
B) Real number
C) Depends on the numbers used in the expression.
D) None of the above

Answer [=]
B

77) Choose a right statement.

```
int a = 10 + 4.867;
```

A) a = 10
B) a = 14.867
C) a = 14
D) compiler error.

Answer [=]
C

78) Choose a right statement.

```
int a = 3.5 + 4.5;
```

A) a = 0
B) a = 7
C) a = 8
D) a = 8.0

Answer [=]
C

79) Choose a right statement.

```
float var = 3.5 + 4.5;
```

A) var = 8.0
B) var = 8
C) var = 7
D) var = 0.0

80) Choose right statement.

```c
int main()
{
    float c = 3.5 + 4.5;

    printf("%f", c);


    return 0;

}
```

A) 8.0
B) 8.000000
C) 8
D) 7

81) Choose a right statement.

```c
int a = 5/2;

int b = 5.0/2;

int c = 5 / 2.0;

int d = 5.0/2.0;
```

A) a = 2, b = 2, c = 2, d= 2
B) a = 2, b = 2.0, c = 2, d= 2.0
C) a = 2, b = 2.5, c = 2.5, d= 2.5
D) a = 2.5, b = 2.5, c = 2.5, d= 2.5

```
int main()
{
    float c = 3.5 + 4.5;

    printf("%d", (int)c);


    return 0;

}
```

A) 8.0
B) 8.000000
C) 7
D) 8

D

```
float a = 5/2;

float b = 5/2.0;

float c = 5.0/2;

float d = 5.0/2.0;
```

A) a=2.5, b=2.5, c=2.5, d=2.5
B) a=2, b=2.5, c=2.5, d=2.5
C) a=2.0, b=2.5, c=2.5, d=2.5
D) a=2.0, b=2.0, c=2.0, d=2.0

C

84) If both numerator and denominator of a division operation in C language are integers, then we get.?

A) Expected algebraic real value
B) Unexpected integer value
C) Compiler error.
D) None of the above

Answer [=]

B

85) Choose a right statement.

```
int var = 3.5;
```

A) a = 3.5
B) a = 3
C) a = 0
D) Compiler error

Answer [=]

B

86) Choose a right statement.

```
int main()
{
    int var = 3.5;;

    printf("%f", var);


    return 0;
}
```

A) 3.500000
B) 3
C) 3.5
D) 0.000000

Answer [=]

D

87) What is the output of the program.?

```
int main()
{
    int a = 25%10;

    printf("%d", a);


    return 0;
}
```

A) 2.5
B) 2
C) 5
D) Compiler error.

88) Can you use C Modulo Division operator % with float and int?

A) Only int variables = Okay
B) Only float variables = Okay
C) int or float combination = Okay
D) Numerator int variable, Denominator any variable = Okay

89) What is the output of the C program with Modulo Division operator with - or Negative numbers.?

```
int main()
{
    int a = -25%-10;

    int b = -25%10;

    int c = 25%-10;


    printf("%d %d %d", a, b, c);


    return 0;

}
```

A) 5 -5 -5
B) 5 -5 5
C) -5 -5 5
D) 5 5 5
Answer [=]
C

90) What is the output of the program.?

```
int main()
{
    float a = 45;
    printf("%f", a);


    return 0;

}
```

A) 45
B) 45.0
C) 45.000000
D) 0.000000
Answer [=]
C

91) What is the priority of operators *, / and % in C language.?

A) * > / > %

B) % > * > /

C) Both % = / , * are same

D) All three operators *, / and % are same.

D

92) In C language, which Operator group has more priority between (*, / and %) and (+, -) groups.?

A) Both groups share equal priority.

B) (+, -) > (*, / and %)

C) (+, -) < (*, / and %)

D) None of the above.

C

93) Associativity of C Operators *, /, %, +, - and = is.?

A) Operators *, / and % have Left to Right Associativity.
   Operators + and - have Left to Right Associativity.
   Operator = has Right to Left Associativitiy.

B) Operators *, / and % have Right to Left Associativity.
   Operators + and - have Left to Right Associativity.
   Operator = has Right to Left Associativitiy.

C) Operators *, / and % have Right to Left Associativity.
   Operators + and - have Right to Left Associativity.
   Operator = has Right to Left Associativitiy.

D) Operators *, / and % have Right to Left Associativity.
   Operators + and - have Right to Left Associativity.
   Operator = has Left to Right Associativitiy.

A

94) What is the Priority among (*, /, %), (+, -) and (=) C Operators.?

A) (*, /, %) > (+, -) < (=)
B) (*, /, %) < (+, -) < (=)
C) (*, /, %) > (+, -) > (=)
D) (*, /, %) < (+, -) (+, -) == (=)

Answer [=]

C

95) What is the output of the C statement.?

```c
int main()
{

    int a=0;

    a = 4 + 4/2*5 + 20;

    printf("%d", a);


    return 0;

}
```

A) 40
B) 4
C) 34
D) 54

Answer [=]

C

96) What is the output of the C Program.?

```c
int main()
{
```

```
    int a=0;

    a = 10 + 5 * 2 * 8 / 2 + 4;

    printf("%d", a);


    return 0;

}
```

A) 124
B) 54
C) 23
D) 404

97) What is the output of the C Program.?

```
int main()
{
    int a=0;

    a = 4 + 5/2*10 + 5;

    printf("%d", a);


    return 0;

}
```

A) 29
B) 5
C) 4
D) 34

98) What is the output of the C Program.?

```
int main()
{
```

```
    int a=0;

    a = 10 + 2 * 12 /(3*2) + 5;

    printf("%d", a);


    return 0;

}
```

A) 31
B) 19
C) 11
D) 29

99) What is the output of the C Program.?

```
int main()

{

    int a=0;

    a = 10 + 2 * 12 / 3 * 2 + 5;

    printf("%d", a);


    return 0;

}
```

A) 19
B) 31
C) 11
D) 25

100) What is the output of the C Program.?

```
int main()

{
```

```
    float a=10.0;

    a = a % 3;

    printf("%f", a);


    return 0;

}
```

A) 0
B) 1
C) 1.000000
D) Compiler error.

101) What is the output of the C Program.?

```
int main()

{

    float a=10.0;

    a = (int)a % 3;

    printf("%f", a);


    return 0;

}
```

A) 0
B) 1
C) 1.000000
D) Compiler Error.

102) What is the output of the C Program.?

```
int main()

{
```

```
    int a=0;

    a = 14%-5 - 2;

    printf("%d", a);


    return 0;

}
```

A) 0
B) -4
C) -2
D) 2

103) What is the output of the C Program.?

```
int main()
{
    int a= 3 + 5/2;

    printf("%d", a);


    return 0;

}
```

A) 3
B) 2
C) 5
D) Can not assign an expression to variable at the time of declaration.

104) Choose a C Conditional Operator from the list.

A) ?:
B) :?
C) :<

D) <:

105) What is the other name for C Language ?: Question Mark Colon Operator.?

A) Comparison Operator
B) If-Else Operator
C) Binary Operator
D) Ternary Operator

106) Choose a syntax for C Ternary Operator from the list.

A) condition ? expression1 : expression2
B) condition : expression1 ? expression2
C) condition ? expression1 < expression2
D) condition < expression1 ? expression2

107) What is the output of the C statement.?

```
int main()
{
```

```
    int a=0;

    a = 5<2 ? 4 : 3;

    printf("%d",a);


    return 0;

}
```

A) 4
B) 3
C) 5
D) 2

Answer [=]

B

108) What is the output of C Program.?

```
int main()
{
    int a=0;

    a = printf("4");

    printf("%d",a);


    return 0;

}
```

A) 04
B) compiler error
C) 40
D) 41

Answer [=]

D

109) What is the output of the C Program.?

```
int main()

{
```

```
    int a=0;

    a = 5>2 ? printf("4"): 3;

    printf("%d",a);


    return 0;

}
```

A) compiler error
B) 14
C) 41
D) 0

110) What is the output of the C Program.?

```
int main()

{

    int a=0;

    a = (5>2) ? : 8;

    printf("%d",a);


    return 0;

}
```

A) 0
B) 1
C) 8
D) compiler error

111) What is the output of C Program.?

```
int main()
```

```
{
    int a=0, b;

    a = (5>2) ? b=6: b=8;

    printf("%d %d",a, b);


    return 0;
}
```

A) 6 6
B) 0 6
C) 0 8
D) compiler error

112) Choose a correct statement regarding C Comparison Operators.

A) (x == y) Is x really equal to y. (x != y) Is x not equal to y.
B) (x < y) Is x less than y (x > y) Is x greater than y
C) (x <= y) Is x less than or equal to y. (x >= y) Is x greater than or equal to y
D) All the above

113) Choose a statement to use C If Else statement.

A) else if is compulsory to use with if statement.
B) else is compulsory to use with if statement.
C) else or else if is optional with if statement.
D) None of the above

114) Choose a correct C Statement using IF Conditional Statement.

A)

```
if( condition )
{
    //statements;
}
```

B)

```
if( condition )
{
    //statements;
}
else
{
    //statements;
}
```

C)

```
if( condition1 )
{
    //statements;
}
else if( condition2)
{
    //statements;
}
else
{
    //statements;
}
```

D) All the above.

Answer =**D**

115) What is the output of the C Program.?

```c
int main()
{
    if( 4 > 5 )
    {
        printf("Hurray..\n");
    }
     printf("Yes");


    return 0;

}
```

A) Yes
B) Hurray.. Yes
C) Hurray..Yes
D) Compiler error

116) What is the output of the C Program.?

```c
int main()
{
    if( 4 > 5 )
        printf("Hurray..\n");
        printf("Yes");


    return 0;

}
```

A) Yes
B) Hurray.. Yes
C) Hurray..Yes
D) No Output

117) What is the output of the C Program.?

```c
int main()
{
    if( 4 < 5 )
        printf("Hurray..\n");
        printf("Yes");
    else
        printf("England")

    return 0;
}
```

A) Hurray..Yes
B) Hurray.. Yes
C) Compiler error
D) None of the above

118) What is the output of the C Program.?

```c
int main()
```

```
{

    if( 10 < 9 )

        printf("Hurray..\n");

    else if(4 > 2)

        printf("England");


    return 0;

}
```

A) England
B) Hurray..
C) Compiler error for missing else
D) None of the above

119) What is the output of C Program.?

```
int main()

{

    if( 10 > 9 )

        printf("Singapore\n");

    else if(4%2 == 0)

        printf("England\n");

        printf("Poland");

    return 0;

}
```

A) Singapore
B) Singapore Poland
C) Singapore England Poland
D) England Poland

120) What is the output of the C Program.?

```
int main()

{
```

```
    if(-5)
    {
        printf("Germany\n");
    }
    if(5)
    {
        printf("Texas\n");
    }
    printf("ZING");


    return 0;
}
```

A) ZING
B) Texas ZING
C) Germany Texas ZING
D) Compiler error as a number can not be put as condition inside IF.

121) What is the output of the C Program.?

```
int main()
{
```

```
    if(10.0)
    {
        printf("Texas\n");
    }
    printf("ZING");


    return 0;
}
```

A) ZING
B) Texas ZING
C) Compiler error.
D) None of the above.

122) What is the output of C Program.?

```
int main()
{
```

```
    if("abc")

    {

        printf("India\n");

    }

    if('c')

    {

        printf("Honey\n");

    }

    printf("ZING");


    return 0;

}
```

A) ZING
B) Honey ZING
C) India ZING
D) India Honey ZING

123) What is the output of C Program.?

```
int main()

{
```

```
    if(TRUE)
    {
        printf("India\n");
    }
    if(true)
    {
        printf("Honey\n");
    }
    printf("ZING");

    return 0;
}
```

A) India ZING
B) Honey ZING
C) India Honey ZING
D) Compiler error

124) What is the output of C Program.?

```
int main()
{
```

```
    int x=1;

    float y = 1.0;

    if(x == y)

    {

        printf("Polo\n");

    }

    if( 1 == 1.0)

    {

        printf("Golf\n");

    }


    if( 1.0 == 1.0f )

    {

        printf("Boxing\n");

    }

    return 0;

}
```

A) No Output
B) Boxing
C) Golf Boxing
D) Polo Golf Boxing

125) What is the output of C Program.?

```
int main()

{
```

```
    int a=9;

    if(a=8)

    {

        printf("Kangaroo\n");

    }

    printf("Eggs\n");


    return 0;

}
```

A) No output
B) Eggs
C) Kangaroo Eggs
D) Compiler error

126) What is the output of C Program.?

```
int main()
```

```
{
    int a=9;

    if(a==5);

    {

        printf("Kangaroo\n");

    }

    printf("Eggs\n");


    return 0;

}
```

A) Eggs
B) Kangaroo Eggs
C) No output
D) Compiler error

127) What is the output of C Program.?

```
int main()

{
```

```
    int a=9;

    if(a==9);
    {
        printf("Ostrich\n");
    }
    elseif(a==8)
    {
        printf("Eggs\n");
    }

    printf("White");

    return 0;
}
```

A) White
B) Ostrich White
C) No Ouput
D) Compiler error

128) What is the output of C Program.?

```
int main()
{
```

```
    int a=9;

    if(a==9)

    {

        printf("Ostrich\n");

    }

    else;

    {

        printf("Eggs\n");

    }


    printf("White");


    return 0;

}
```

A) White
B) Ostrich White
C) Ostrich Eggs White
D) Compiler Error

C

**129) What is the Priority of C Logical Operators.? NOT
(!), AND (&&) and OR (||)**
A) NOT (!) > AND (&&) > OR (||)
B) NOT (!) > AND (&&) = OR (||)
C) AND (&&) > OR (||) > NOT (!)
D) AND (&&) = OR (||) > NOT (!)
A

**130) Choose a correct C Operator Priority.? Items in
one group ( ) has same priority.**
A) (!) < (*, /, %) < (+, -) < (<, <=, >, >=) < (==, !=) < (&&)
< (||) < (=)

B) ((!) , (*, /, %) , (+, -)) < (<, <=, >, >=) < (==, !=) < (&&) < (||) < (=)

C) (!) > (*, /, %) > (+, -) > (<, <=, >, >=) > (==, !=) > (&&) > (||) > (=)

D) ((!) , (*, /, %) , (+, -)) > (<, <=, >, >=) > (==, !=) > (&&) > (||) > (=)

C

131) Choose a right C Statement.

A) Loops or Repetition block executes a group of statements repeatedly.
B) Loop is usually executed as long as a condition is met.
C) Loops usually take advantage of Loop Counter
D) All the above.

D

132) Loops in C Language are implemented using.?

A) While Block
B) For Block
C) Do While Block
D) All the above

D

133) Which loop is faster in C Language, for, while or Do While.?

A) for
B) while
C) do while
D) All work at same speed

D

134) Choose correct C while loop syntax.

A)

```
while(condition)
```

```
{
    //statements
}
```

B)

```
{
    //statements
}while(condition)
```

C)

```
while(condition);
{
    //statements
}
```

D)

```
while()
{
    if(condition)
    {
        //statements
    }
}
```

135) Choose a correct C for loop syntax.

A)

```
for(initalization; condition; incrementoperation)
```

```
{
    //statements
}
```

B)

```
for(declaration; condition; incrementoperation)
{
    //statements
}
```

C)

```
for(declaration; incrementoperation; condition)
{
    //statements
}
```

D)

```
for(initalization; condition; incrementoperation;)
{
    //statements
}
```

Answer [=]
A

136) Choose a correct C do while syntax.

A)

```
dowhile(condition)
```

```
{
    //statements
}
```

B)

```
do while(condition)

{
    //statements
}
```

C)

```
do

{
    //statements


}while(condition)
```

D)

```
do

{
    //statements


}while(condition);
```

137) Choose a correct C Statement.
A) a++ is (a=a+1) POST INCREMENT Operator

B) a-- is (a=a-1) POST DECREMENT Opeartor --a is (a=a-1) PRE DECREMENT Opeator
C) ++a is (a=a+1) PRE INCRMENT Operator
D) All the above.

138) Choose correct Syntax for C Arithmetic Compound Assignment Operators.

A) a+=b is (a= a+ b) and a-=b is (a= a-b)
B) a*=b is (a=a*b) and a/=b is (a = a/b)
C) a%=b is (a=a%b)
D) All the above.

139) What is the output of C Program.?

```
int main()
{
    int k, j;


    for(k=1, j=10; k <= 5; k++)
    {
        printf("%d ", (k+j));
    }


    return 0;

}
```

A) compiler error
B) 10 10 10 10 10
C) 11 12 13 14 15
D) None of the above

```
int main()
{
    int k;


    for(k=1; k <= 5; k++);
    {
        printf("%d ", k);
    }


    return 0;
}
```

A) 1 2 3 4 5
B) 1 2 3 4
C) 6
D) 5
Answer [=]
C

A) continue; statement
B) break; statement
C) leave; statement
D) quit; statement
Answer [=]
B

A) continue; is used to take the execution control to next iteration or sequence
B) continue; statement causes the statements below it to skip for execution
C) continue; is usually accompanied by IF statement.
D) All the above.

143) What is the output of C Program.?

```c
int main()
{
    int k;


    for(printf("FLOWER "); printf("YELLOW "); printf("FRUITS "))
    {
        break;
    }


    return 0;
}
```

A) Compiler error
B) FLOWER FRUITS
C) FLOWER YELLOW
D) FLOWER YELLOW FRUITS

144) What is the output of C Program.?

```c
int main()
```

```
{
    int a=14;


    while(a<20)
    {
        ++a;
        if(a>=16 && a<=18)
        {
            continue;
        }
        printf("%d ", a);


    }


    return 0;
}
```

A) 15 16 17 18 19
B) 15 18 19
C) 15 16 20
D) 15 19 20

**145) Choose a correct statement about C break;
statement.?**
A) break; statement can be used inside switch block
B) break; statement can be used with loops like for, while and do
while.
C) break; statement causes only the same or inner loop where
break; is present to quit suddenly.
D) All the above.

146) Choose a correct statement about C language break; statement.

A) A single break; statement can force execution control to come out of only one loop.
B) A single break; statement can force execution control to come out of a maximum of two nested loops.
C) A single break; statement can force execution control to come out of a maximum of three nested loops.
D) None of the above.

Answer [=]

A

147) Choose a correct C Statement regarding for loop.

```
for(; ;);
```

A) for loop works exactly first time
B) for loop works infinite number of times
C) Compiler error
D) None of the above

Answer [=]

B

148) What is the output of C Program.?

```
int main()
{
    int a=10, b, c;

    b=a++;

    c=++a;

    printf("%d %d %d", a, b, c);


    return 0;

}
```

A) 10 11 12
B) 12 10 12
C) 12 11 12
D) 12 12 12

B

149) What is the output of C Program.?

```
int main()
{
    int a=0, b=0;
    while(++a < 4)
        printf("%d ", a);


    while(b++ < 4)
        printf("%d ", b);


    return 0;

}
```

A) 0 1 2 3 1 2 3 4
B) 1 2 3 1 2 3 4
C) 1 2 3 4 1 2 3 4
D) 1 2 3 4 0 1 2 3

Answer = **B**

150) What are C ASCII character ranges.?

A) A to Z = 65 to 91
B) a to z = 97 to 122
C) 0 to 9 = 48 to 57
D) All the above

Answer [=]

D

151) Expand or Abbreviate ASCII with regard to C Language.

A) Australian Standard Code for Information Interchange
B) American Standard Code for Information Interchange
C) American Symbolic Code for Information Interchange
D) Australian Symbolic Code for Information Interchange

Answer [=]

B

152) Choose correct statement about Functions in C Language.

A) A Function is a group of c statements which can be reused any number of times.
B) Every Function has a return type.
C) Every Function may no may not return a value.
D) All the above.

Answer [=]

D

153) Choose a correct statement about C Language Functions.

A) A function name can not be same as a predefined C Keyword.
B) A function name can start with an Underscore(_) or A to Z or a to z.
C) Default return type of any function is an Integer.
D) All the above.

Answer [=]

D

154) Choose a correct statement about C Function.?

```
main()
{

    printf("Hello");

}
```

A) "main" is the name of default must and should Function.
B) main() is same as int main()
C) By default, return 0 is added as the last statement of a function without specific return type.
D) All the above
Answer [=]
D

155) A function which calls itself is called a ___ function.

A) Self Function
B) Auto Function
C) Recursive Function
D) Static Function
Answer [=]
C

156) How many values can a C Function return at a time.?

A) Only One Value
B) Maximum of two values
C) Maximum of three values
D) Maximum of 8 values
Answer [=]
A

157) What are types of Functions in C Language.?

A) Library Functions
B) User Defined Functions
C) Both Library and User Defined
D) None of the above
Answer [=]
C

158) Choose correct statements about C Language Pass By Value.

A) Pass By Value copies the variable value in one more memory location.
B) Pass By Value does not use Pointers.
C) Pass By Value protects your source or original variables from changes in outside functions or called functions.
D) All the above

Answer [=]

D

159) What is the limit for number of functions in a C Program.?

A) 16
B) 31
C) 32
D) None of the above

Answer [=]

D

160) Every C Program should contain which function.?

A) printf()
B) show()
C) scanf()
D) main()

Answer [=]

D

161) What is the minimum number of functions to be present in a C Program.?

A) 1
B) 2
C) 3
D) 4

Answer [=]

A

162) What is the maximum number of statements that can present in a C function.?

A) 64
B) 128
C) 256
D) None of the above

D

163) What characters are allowed in a C function name identifier.?

A) Alphabets, Numbers, %, $, _
B) Alphabets, Numbers, Underscore (_)
C) Alphabets, Numbers, dollar $
D) Alphabets, Numbers, %

B

164) What is the output of C Program with functions and pointers.?

```c
int main()
{
    int b=25;

    //b memory location=1234;

    int *p = b;

    printf("%d %d", b, p);


    return 0;
}
```

A) 25 1234
B) 25 0
C) 25 25
D) Compiler error

C

165) What is the output of C Program with functions and pointers.?

```
int main()
{

    int b=25;

    //b memory location=1234;

    int *p;

    p=&b;

    printf("%d %d %d", &b, p);

    return 0;

}
```

A) 25 25
B) 1234 1234
C) 25 1234
D) 1234 25

166) What do you call STAR * and Ampersand & in a c program context.?

```
int a=10, *p;

p = &a;

printf("%d %d", a, *p);
```

A) * = ADDRESS OF operator, & = VALUE AT operator
B) * = ADDRESS OF operator, & = ADDRESS OF operator
C) * = VALUE AT operator, & = ADDRESS OF operator
D) * = VALUE AT operator, & = VALUE AT operator

167) Arguments passed to a function in C language are called ___ arguments.

A) Formal arguments
B) Actual Arguments
C) Definite Arguments
D) Ideal Arguments

Answer [=]

B

168) Arguments received by a function in C language are called ___ arguments.

A) Definite arguments
B) Formal arguments
C) Actual arguments
D) Ideal arguments

Answer [=]

B

169) Choose a corrects statement about C language function arguments.

A) Number of arguments should be same when sending and receiving
B) Type of each argument should match exactly
C) Order of each argument should be same
D) All the above

Answer [=]

D

170) Choose a correct statement with C Functions.

A) A function can call any other function any number of times
B) You can write any function in any order in a multi function C File.
C) You can refer to or call any function using a Pointer also.
D) All the above

Answer [=]

D

171) Choose a non Library C function below.

A) printf()
B) scanf()
C) fprintf()
D) printf2()

Answer [=]

D

172) What is the default return value of a C function if not specified explicitly.?

A) -1
B) 0
C) 1
D) None of the above

Answer [=]

B

173) What are the data type of variables that can be returned by a C Function.?

A) int, float, double, char
B) struct, enum
C) Pointers to variables, arrays, functions, struct variables, enum variables etc
D) All the above

Answer [=]

D

174) What is the output of C Program with pointers.?

```c
int main()
{
    int a = 4;
    int *p;
    p=&a;
    while(*p > 0)
    {
        printf("%d ", *p);
        (*p)--;
    }
    return 0;
}
```

A) 0 0 0 0
B) 4 4 4 4
C) 4 3 2 1
D) Compiler error

175) What is the output of C Program with pointers.?

```c
int main()
{
    int a=20;
    int *p, *q;
    p=&a;
    q=p;
    printf("%d ", a);
    *p=30;
    printf("%d ", a);
    *q=40;
    printf("%d ", a);
    return 0;
}
```

A) 20 0 0
B) 20 20 20
C) 20 30 40
D) Compiler error

176) What is the output of C Program with pointers.?

```c
int main()
{
    int a=20;
    //a memory location=1234
    printf("%d %d %d", a, &a, *(&a));
    return 0;
}
```

A) 20 20 20
B) 20 1234 1234
C) 20 1234 20
D) 20 20 20

177) A recursive function can be replaced with __ in c language.
A) for loop
B) while loop
C) do while loop
D) All the above
Answer [=]
D

178) A recursive function is faster than __ loop.
A) for
B) while
C) do while
D) None of the above
Answer [=]
D

179) A recursive function without If and Else conditions will always lead to.?
A) Finite loop
B) Infinite loop
C) Incorrect result
D) Correct result
Answer [=]
B

180) What is the C keyword that must be used to achieve expected result using Recursion.?
A) printf
B) scanf
C) void
D) return
Answer [=]
D

181) How many functions are required to create a recursive functionality.?

A) One
B) Two
C) More than two
D) None of the above

Answer [=]

A

182) Choose a correct statement about Recursive Function in C language.

A) Each recursion creates new variables at different memory locations
B) There is no limit on the number of Recursive calls
C) Pointers can also be used with Recursion but with difficulty.
D) All the above

Answer [=]

D

183) What is an Array in C language.?

A) A group of elements of same data type.
B) An array contains more than one element
C) Array elements are stored in memory in continuous or contiguous locations.
D) All the above.

Answer [=]

D

184) Choose a correct statement about C language arrays.

A) An array address is the address of first element of array itself.
B) An array size must be declared if not initialized immediately.
C) Array size is the sum of sizes of all elements of the array.
D) All the above

Answer [=]

D

185) What are the Types of Arrays.?

A) int, long, float, double
B) struct, enum
C) char
D) All the above

Answer [=]

D

186) An array Index starts with.?

A) -1
B) 0
C) 1
D) 2

Answer [=]

B

187) Choose a correct statement about C language arrays.

A) An array size can not changed once it is created.
B) Array element value can be changed any number of times
C) To access Nth element of an array **students**, use **students[n-1]** as the starting index is 0.
D) All the above

Answer [=]

D

188) What is an array Base Address in C language.?

A) Base address is the address of 0th index element.
B) An array b[] base address is &b[0]
C) An array b[] base address can be printed with **printf("%d", b);**
D) All the above

Answer [=]

D

189) An entire array is always passed by ___ to a called function.

A) Call by value
B) Call by reference
C) Address relocation
D) Address restructure

Answer [=]

B

190) What is the value of an array element which is not initialized.?

A) By default Zero 0
B) 1
C) Depends on Storage Class
D) None of the above.

Answer [=]

C

191) What happens when you try to access an Array variable outside its Size.?

A) Compiler error is thrown
B) 0 value will be returned
C) 1 value will be returned
D) Some garbage value will be returned.

Answer [=]

D

192) What is the size of an array in the below C program statement.?

```
int main()
{
    int ary[9];

    return 0;

}
```

A) 8
B) 9
C) 10
D) None of the above

Answer [=]

B

193) What is the minimum and maximum Indexes of this below array.?

```
int main()
{
    int ary[9];

    return 0;

}
```

A) -1, 8
B) 0, 8
C) 1,9
D) None of the above

Answer [=]

B

194) Can we change the starting index of an array from 0 to 1 in any way.?

A) Yes. Through pointers.
B) Yes. Through Call by Value.
C) Yes. Through Call by Reference.
D) None of the above.

Answer =**D**

195) What is the need for C arrays.?

A) You need not create so many separate variables and get confused while using.
B) Using a single Array variable, you can access all elements of the array easily.
C) Code maintainability is easy for programmers and maintainers.
D) All the above.

D

196) What is the output of C program with arrays.?

```c
int main()
{
    int ary[4], size=4;

    printf("%d ", ary[size]);

    return 0;
}
```

A) 0
B) 1
C) Random number
D) Compiler error

C

```
int main()
{
    int ary[3]={1,2};
    printf("%d %d",ary[2]);
    return 0;
}
```

A) 0
B) 2
C) Garbage value
D) Compiler error

Answer [=]
C

```
int main()
{
    int ary[] = {10,20,30}, *p;
    p = &ary[0];
    int i=0;
    while(i<3)
    {
        printf("%d ", *p);
        p++;
        i++;
    }
    return 0;
}
```

A) 10 10 10
B) 10 20 20
C) 10 20 30
D) randomvalue randomvalue randomvalue

Answer =**C**

199) What is the function used to allocate memory to an array at run time with Zero initial value to each.?
A) calloc()
B) malloc()
C) palloc()
D) kalloc()

200) What is the function used to allocate memory to an array at run time without initializing array elements.?
A) calloc()
B) malloc()
C) palloc()
D) kalloc()

201) Choose a correct Syntax for malloc() function to allocate memory to an array at run time.

A)

```
int *p;

p = (int*)malloc(10*sizeof(int));
```

B)

```
int *p;

p = (int*)malloc(10,sizeof(int));
```

C)

```
int *p;

p = (int*)malloc(sizeof(int), 10);
```

D)

```
int *p;

p = (int*)malloc(10*sizeof(int *));
```

202) What is the syntax of CALLOC to allocate memory to an array at runtime.?

A)

```
int *p;

p = (int*)calloc(10, sizeof(int));
```

B)

```
int *p;

p = (int*)calloc(10*sizeof(int));
```

C)

```
int *p;

p = (int*)calloc(sizeof(int), 10);
```

D)

```
int *p;

p = (int*)calloc(10, sizeof(int *));
```

Answer [=]

A

203) Choose a correct statement with array pointers.

A) It is valid to add an integer number to an array pointer. Result can be anything.
B) It is valid to subtract an integer number from array pointer. Result can be anything.
C) Difference of pointers to two elements of an array gives the difference between their indexes.
D) All the above

Answer [=]

D

204) Choose correct statement about C array pointers.

A) You can compare two array elements with *p == *(p+i)
B) You can compare two pointers with p1==p2.
C) Accessing out of bounds index element is valid and it returns a garbage value.
D) All the above.

Answer [=]
D

205) Array of Arrays is also called.?

A) Multi Data Array
B) Multi Size Array
C) Multi Dimensional Array
D) Multi Byte Array

Answer [=]
C

206) Choose a correct statement about a C Multidimensional array.

A) First Dimension size is optional when initializing the array at the same time.
B) Last Dimension size is optional when initializing the array at the same time.
C) It is a must to specify all dimensions of a multidimensional array.
D) Memory locations of elements of a multidimensional array is not sequential.

Answer [=]
A

207) Choose a correct C Statement to choose number 66 in the array, int ary[3][2] = {{11,22},{33,44},{55,66}};

A) ary[2][1]
B) *(*(ary+2)+1)
C) *ary[2]+1
D) All the above

Answer [=]
D

208) A multidimensional array of dimension N is a collection of.?

A) Single Dimensional Arrays
B) N dimensional arrays
C) N-1 dimension arrays
D) N-2 dimension arrays

Answer [=]

C

209) Choose a correct statement about a Multidimensional array and pointer.?

A) int *ptr[N] is an array of N integer pointers. Size is N * sizeof(1*int).
B) int (*ptr)[N] is a pointer to an array of N elements. Size of ptr is size of 1 integer.
C) An multidimensional array or a single dimensional array can contain pointer elements.
D) All the above

Answer [=]

D

210) What is a String in C Language.?

A) String is a new Data Type in C
B) String is an array of Characters with null character as the last element of array.
C) String is an array of Characters with null character as the first element of array
D) String is an array of Integers with 0 as the last element of array.

Answer [=]

B

211) Choose a correct statement about C String.

```
char ary[]="Hello..!";
```

A) Character array, ary is a string.
B) ary has no Null character at the end
C) String size is not mentioned
D) String can not contain special characters.

Answer =**A**

212) What is the Format specifier used to print a String or Character array in C Printf or Scanf function.?

A) %c
B) %C
C) %s
D) %w

Answer [=]

C

213) What is the maximum length of a C String.?

A) 32 characters
B) 64 characters
C) 256 characters
D) None of the above

Answer [=]

D

214) What is the output of C Program with arrays.?

```
int main()
{
    char str[25];
    scanf("%s", str);
    printf("%s",str);
    return 0;
}
//input: South Africa
```

A) South
B) South Africa
C) S
D) Compiler error

Answer [=]

A

215) What is the output of C program with strings.?

```
int main()
{
    char str[2];

    scanf("%s", str);

    printf("%s",str);

    return 0;

}
//Input: South
```

A) So
B) South
C) Compiler error
D) None of the above

Answer [=]

C

216) How do you accept a Multi Word Input in C Language.?

A) SCANF
B) GETS
C) GETC
D) FINDS

Answer [=]

B

217) Choose a correct C Statement about Strings.

A) PRINTF is capable of printing a multi word string.
B) PUTS is capable of printing a multi word string.
C) GETS is capable of accepting a multi word string from console or command prompt
D) All the above

Answer [=]

D

218) What is the ASCII value of NULL or \0.?

A) 0
B) 1
C) 10
D) 49

Answer [=]

A

219) A character constant is enclosed by.?

A) Left Single Quotes
B) Right Single Quotes
C) Double Quotes
D) None of the above

Answer [=]

B

220) Choose a correct statement about C String.

A) A string is a group of characters enclosed by double quotes.
B) If a string is defined with double quotes, NULL is automatically added at the end.
C) Size of a string is without counting NULL character at the end
D) All the above

Answer [=]

D

221) A C string elements are always stored in.?

A) Random memory locations
B) Alternate memory locations
C) Sequential memory locations
D) None of the above

Answer [=]

C

222) What is the output of C program with strings.?

```c
int main()
{
    char var='b';

    printf("%d ", sizeof("a"));

    printf("%d ", sizeof('b'));

    printf("%d ", sizeof(10));

    printf("%d ", sizeof(var));

}
//int size is 2 bytes
```

A) 1 1 1 1
B) 2 1 2 1
C) 2 2 2 1
D) 2 2 2 2

Answer [=]

C

223) What is actually passed to PRINTF or SCANF functions.?
A) Value of String
B) Address of String
C) End address of String
D) Integer equivalent value of String

Answer [=]

B

224) What is a structure in C language.?
A) A structure is a collection of elements that can be of same data type.
B) A structure is a collection of elements that can be of different data type.
C) Elements of a structure are called members.
D) All the above

Answer [=]

D

225) What is the size of a C structure.?

A) C structure is always 128 bytes.
B) Size of C structure is the total bytes of all elements of structure.
C) Size of C structure is the size of largest element.
D) None of the above

Answer [=]

B

226) Choose a correct statement about C structures.

A) Structure elements can be initialized at the time of declaration.
B) Structure members can not be initialized at the time of declaration
C) Only integer members of structure can be initialized at the time of declaraion
D) None of the above

Answer [=]

B

227) Choose a correct statement about C structure.?

```
int main()
{
    struct ship
    {

    };
    return 0;
}
```

A) It is wrong to define an empty structure
B) Member variables can be added to a structure even after its first definition.
C) There is no use of defining an empty structure
D) None of the above

Answer [=]

C

228) Choose a correct statement about C structure elements.?

A) Structure elements are stored on random free memory locations
B) structure elements are stored in register memory locations
C) structure elements are stored in contiguous memory locations
D) None of the above.

Answer [=]

C

229) A C Structure or User defined data type is also called.?

A) Derived data type
B) Secondary data type
C) Aggregate data type
D) All the above

Answer [=]

D

230) What are the uses of C Structures.?

A) structure is used to implement Linked Lists, Stack and Queue data structures
B) Structures are used in Operating System functionality like Display and Input taking.
C) Structure are used to exchange information with peripherals of PC
D) All the above

Answer [=]

D

231) Choose a correct statement about C structures.

A) A structure can contain same structure type member.
B) A structure size is limited by only physical memory of that PC.
C) You can define an unlimited number of members inside a structure.
D) All the above.

Answer [=]

D

232) What is actually passed if you pass a structure variable to a function.?

A) Copy of structure variable
B) Reference of structure variable
C) Starting address of structure variable
D) Ending address of structure variable

Answer [=]

A

233) Choose a correct statement about structure and array.?

A) An array stores only elements of same type. Accessing elements is easy.
B) A structure is preferred when different type elements are to be combined as a single entity.
C) An array implementation has performance improvements to structure
D) All the above

Answer [=]

D

234) Choose a correct statement about C structures.

A) A structure enables display of folder structure in OS.
B) A structure enables erasing contents in a folder in OS.
C) A structure enables to detect and respond to mouse clicks.
D) All the above

Answer [=]

D

235) What are the types of data allowed inside a structure.?

A) int, float, double, long double
B) char, enum, union
C) pointers and Same structure type members
D) All the above

Answer [=]

D

236) What is an Escape Sequence in C language.?

A) An escape sequence is a combination of two characters starting with Back Slash always.
B) An escape sequence is usually part of a string to tell compiler to produce New Lines, New tabs, Single or Double quotes etc
C) An escape sequence is used to format the output to look in desired way.
D) All the above

Answer [=]

D

237) Choose a correct statement about C Escape Sequences.

A) \n produces new line.
B) \t produces one tab space (white spaces)
C) \b produces one Backspace
D) All the above

Answer [=]

D

238) Choose a correct statement about C Escape Sequences.

A) \r produces one Carriage Return. \r does not take you to the next line. It takes cursor to only the beginning of same line.
B) \f produces form feed
C) \a produces Alert Sound or Beep Sound from PC motherboard speaker
D) All the above

Answer [=]

D

239) Choose a correct statement about C Escape Sequences.

A) \' outputs one Single Quote. Right Single Quote.
B) \" outputs one Double Quote.
C) \\ produces one Visible Back Slash \.
D) All the above

Answer [=]

D

240) What is a format specifier in C language.?

A) A format Specifier tells compiler to treat a variable value is predefined way.

B) Different format specifiers are used to print different type of data.

C) Format specifiers are used to write data to files in a formatted way.

D) All the above

Answer [=]

D

241) Choose a valid C format specifier.?

A) %d prints integer constants

B) %u prints unsigned integer constants

C) %ld prints **signed long** and %lu prints **unsigned long** constants

D) All the above

Answer [=]

D

242) Choose a correct statement about C format Specifiers.

A) %c prints unsigned or signed character constants.

B) %s prints string constants

C) %l or %L prints long constants.

D) All the above

Answer [=]

D

243) Choose a correct statement about format specifiers.

A) %f prints float constants with 6 digits of precision

B) %lf prints double constants

C) %Lf prints long double constants

D) All the above

Answer [=]

D

244) What does C format specifier %W.D represent.?

A) W represents total number of columns including precision digits.
B) D represents number of precision digits out of W columns.
C) Plus(+) before W.D is for Right Alignment. Minus(-) before W.D is for Left Alignment
D) All the above

Answer [=]

D

245) Choose a C Formatted Input Output function below.

A) printf(), scanf()
B) sprintf(), sscanf()
C) fprintf(), fscanf()
D) All the above

Answer [=]

D

246) Choose a C unformatted input output function below.

A) gets(), puts()
B) getchar(), putchar()
C) A & B
D) None of the above

Answer [=]

C

247) What are the types of C Preprocessor Directives.?

A) Macros
B) Conditional Compilation
C) File Inclusion
D) All the above

Answer [=]

D

248) Processor Directive in C language starts with.?

A) $ symbol (DOLLAR)
B) @ symbol (At The Rate)
C) & symbol (Ampersand)
D) # symbol (HASH)

Answer [=]
D

249) Preprocessor in C language works on.?

A) DOTC file (.c)
B) DOTEXE file (.exe)
C) DOTH file (.h)
D) DOTCP file (.cp)

Answer [=]
A

250) What is the another name for .C file.?

A) Executable code
B) Source Code
C) Distributable Code
D) Macro code

Answer [=]
B

251) What is the keyword used to define a C macro.?

A) def
B) definition
C) define
D) defy

Answer [=]
C

252) What is the C keyword used to create global Constants.?

A) constant
B) definition
C) def
D) define

Answer =**D**

253) How do you separate a multiline macro in C language.?

A) Using * operator
B) Using % operator
C) Using \ operator
D) Using + operator

Answer [=]

C

254) What is the file extension of expanded source code of .C file after preprocessing.?

A) .e file
B) .h file
C) .l file
D) .p file

Answer [=]

C

255) What is the C Preprocessor directive to be used to add a header file or any file to existing C program.?

A) #add
B) #present
C) #include
D) $include

Answer [=]

C

256) What does #include stdio.h does in c language.?

A) It includes stdio.h into existing C program.
B) #include increases the size of C program by including the specified file contents like functions, constants etc.
C) #include includes specified file before compilation.
D) All the above

Answer [=]

D

257) What is the abbreviation of C STDIO in stdio.h.?

A) Standard Input Output
B) String Terminating Operations Input Output
C) Store Input Output
D) None of the above

Answer [=]

A

258) Choose a correct statement about #include<stdio.h>.?

A) A file named stdio.h will be searched in all directories and included if found
B) A file named stdio.h will be searched in current directory and included if found
C) A file named stdio.h will be searched in current directory and pre configured list of directories in search path and included if found
D) None of the above

Answer [=]

B

259) Choose a correct C statement about #include"

A) A file named stdio.h will be searched in all directories and included if found
B) A file named stdio.h will be searched in current directory and included if found
C) A file named stdio.h will be searched in current directory and pre configured list of directories in search path and included if found
D) None of the above

Answer [=]

C

260) What is a Pragma in C language.?

A) A Pragma may be an instruction to build tool to process or generate comments

B) A Pragma may be an instruction to compiler to execute specific functions at specific times say startup or exit of program.

C) A pragma may be an instruction to tell compiler to ignore certain warnings.

D) All the above

Answer [=]

D

261) What is the C Pragma directive or command to execute a particular function at startup of program.?

A) #pragma start function1

B) #pragma statup function1

C) #pragma startnow function1

D) #prama startup function1

Answer [=]

B

262) At what stage of building a C program does Pragma work.?

A) Before Compilation

B) After compilation

C) After Linking

D) None of the above

Answer [=]

A

263) Choose a correct implementation of C Pragma Warning.?

A) #pragma warn -par

B) #pragma warn -rch

C) #pragma warn -rvl

D) All the above

Answer [=]

D

264) Choose a correct statement about C Macro.?

A) A Macro name can be in lower or upper case.
B) A Macro can be nested. It can use another macro as part of its implementation. #define CVV 2*OLDCVV. Here OLDCVV is another macro defined prior to Macro CVV.
C) Control is not passed to Macro as it is like just a dummy String(eg. CVV) Replacement technique with implementation (Macro Expansion part)
D) All the above

Answer [=]

D

265) What is the input file in a C program building process.?

A) filename.k
B) filename.cpp
C) filename.c
D) filename.p

Answer [=]

C

266) What is the output Filename of C Program build process.?

A) filename.ex
B) filename.bak
C) filename.exe
D) filename.asm

Answer [=]

C

267) What is the compilation step in C Program build process.?

A) Preprocessing->Compiling->Assembling->Linking
B) Assembling->Preprocessing->Compiling->Linking
C) Linking->Preprocessing->Compiling->Assembling
D) Compiling-> Preprocessing->Assembling->Linking

Answer [=]

A

268) What is a C Editor.?

A) A C compiler
B) A C assembler
C) A C code editor like notepad
D) None of the above

Answer [=]

C

269) What is the output of C Compiler compiling.?

A) An assembly language code
B) Object Code
C) Class file code
D) None of the above

Answer [=]

A

270) Expanded Source code is the output of which C program building process.?

A) Preprocessor
B) Assembler
C) Linker
D) Compiler

Answer [=]

A

271) Choose a correct statement about C program output file.?

A) Output file .exe is machine dependent. .Exe is windows suitable file.
B) Exe file does not work in Linux or Unix machines. So different type of output is created on different machines
C) Linker produces a suitable output file for each maching
D) All the above

Answer [=]

D

272) What is the need for a File when you can store anything in memory.?

A) Memory (RAM) is limited in any computer.

B) A file is stored on Hard Disk which can store Gigabytes of data.

C) File stored on Hard Disk is safe even if PC is switched off. But Memory or RAM contents are cleared when PC is off.

D) All the above

Answer [=]

D

273) What is the keyword used to declare a C file pointer.?

A) file

B) FILE

C) FILEFP

D) filefp

Answer [=]

B

274) What is a C FILE data type.?

A) FILE is like a Structure only

B) FILE is like a Union only

C) FILE is like a user define int data type

D) None of the above

Answer [=]

A

275) Where is a file temporarily stored before read or write operation in C language.?

A) Notepad

B) RAM

C) Hard disk

D) Buffer

Answer [=]

D

276) What is the need for closing a file in C language.?

A) fclose(fp) closes a file to release the memory used in opening a file.
B) Closing a file clears Buffer contents from RAM or memory.
C) Unclosed files occupy memory and PC hangs when on low memory.
D) All the above

Answer [=]

D

277) If a FILE pointer is NULL what does it mean.?

```
FILE *fp;

fp=fopen("abc.txt","w");
```

A) Unable to open a file named abc.txt
B) abc.txt is not available on disk
C) Hard disk has hard ware problems.
D) All the above

Answer [=]

D

278) What are the C functions used to read or write a file in Text Mode.?

A) fprintf(), fscanf()
B) fread(), fwrite()
C) fprint(), fscan()
D) read(), write()

Answer [=]

A

279) What are the C functions used to read or write a file in Binary Mode.?

A) fprintf(), fscanf()
B) fread(), rwrite()
C) readf(), writef()
D) printf(), scanf()

Answer =**B**

280) What is the C function used to move current pointer to the beginning of file.?

```
FILE *fp;
```

A) rev(fp)
B) rewind(fp)
C) rew(fp)
D) wind(fp)

Answer [=]

B

281) Choose a correct syntax for FSCANF and FPRINTF in c language.?

A) fprintf("format specifier",variables, fp); fscanf("format specifier",variables, fp);
B) fprintf(fp,count,"format specifier",variables); fscanf(fp,count,"format specifier",variables);
C) fprintf(fp,"format specifier",variables); fscanf(fp,"format specifier",variables);
D) None of the above

Answer [=]

C

282) What are Nibble, Word and Byte in computer language.?

A) Byte = 8 bits, Word= 4 Bytes, Nibble= 8 Bytes
B) Byte = 8 bits, Word=2 Bytes, Nibble=4 Bytes
C) Byte = 8 bits, Word=12 bits, Nibble=32 Bits
D) Byte = 8 bits, Word=24 bits, Nibble=40 Bits

Answer [=]

B

283) Choose correct representation of Decimal number in Binary.

A)

```
0    0000
1    0001
2    0010
3    0011
4    0100
```

B)

```
5    0101
6    0110
7    0111
8    1000
9    1001
```

C)

```
10   1010    A
11   1011    B
12   1100    C
13   1101    D
14   1110    E
15   1111    F
```

D) All the above

Answer [=]

D

284) What is the operator used to make 1's One's compliment.?

A) & Bitwise AND Operator
B) | Bitwise OR operator
C) ~ Bitwise Negate Operator
D) ^ Bitwise Exclusive OR

Answer [=]

C

285) What is the result of 0110 & 1100.?

A) 1000
B) 0100
C) 0001
D) 1010

Answer [=]
B

286) What is the output of Bitwise OR operation | on (0110 | 1100).?

A) 1110
B) 1100
C) 1000
D) 1010

Answer [=]
A

287) What is the output of Exclusive OR ^ operator on 0110^1000.?

A) 1000
B) 1110
C) 0011
D) 0001

Answer [=]
B

288) What is the output of Left Shift Operator << on (00011000<<2).?

A) 01100000
B) 11000000
C) 00000110
D) 00000011

Answer [=]
A

289) What is the result of Right Shift Operator >> on (00110000>>2).?

A) 11000000
B) 00001100
C) 01100000
D) 11001111

B

290) Choose correct statement about Left Shift Operator << .?

A) Left shift operator shifts individual bits on the left side
B) When shifting left side, overflow bits are ignored.
C) Zeroes are filled on the right side
D) All the above

D

291) Choose a correct statement about Right Shift Operator >> .?

A) Right shift operator shift individual bits on to the right side.
B) When shifting bits right side, overflow bits on the right are ignored or truncated.
C) Zeroes are filled on the left side.
D) All the above

D

292) What is a Single Operand Operator below.?

A) &
B) |
C) ^
D) ~

D

293) What is the Bitwise operator used to set a particular bit value to 1.?

A) & AND
B) | OR
C) ^ Exclusive OR
D) ~ Operator

Answer [=]

B

294) What is the Bitwise operator used set a particular bit to Zero 0.?

A) & Operator
B) | OR operator
C) ^ Exclusive Operator
D) ~ TILDE Operator

Answer [=]

A

295) Which is Bit Toggling operator below.?

A) & AND operator
B) | OR operator
C) ^ Exclusive Operator
D) ~ TILDE operator

Answer [=]

C

296) Which is the format specifier used to prefix 0x and print a number in hexadecimal notation.?

A) %x
B) %0x
C) %#x
D) %hx

Answer [=]

C

297) Left Shift operation is equivalent to.?

A) Division by 2
B) Multiplying by 2
C) Adding 2
D) Subtracting 2

Answer [=]

B

298) Right Shift operation >> is equivalent to .?

A) Multiplying by 2
B) Division by 2
C) Adding 2
D) Subtracting 2

Answer [=]

B

299) What is the minimum and maximum values in Octal Number System.?

A) 1 to 8
B) 0 to 7
C) 2 to 9
D) None of the above

Answer [=]

B

300) What number system is not understood by C language compiler directly.?

A) Decimal
B) Octal
C) Binary
D) Hex Decimal

Answer [=]

C

301) Choose a correct statement about C Bitwise operators.?

A) 0^number = number
B) 1 | number = number
C) 0 & number = 0
D) All the above

Answer =**D**