

```
1. main(int argc, char *argv[])
{
(main && argc) ? main(argc-1, NULL) : return 0;
}
```

- a. Runtime error.
- b. Gets into Infinite loop
- c. Compile error. Illegal syntax
- d. None of the above

```
2. main()
{
int i = 0xff;
printf("%d", i<<2);
}
```

- a. 4
- b. 512
- c. 1020
- d. 1024

```
3. union u
{
struct st
{
int i : 4;
int j : 4;
int k : 4;
int l;
}st;
int i;
}u;
```

```
main()
{
u.i = 100;
printf("%d, %d, %d",u.i, u.st.i, u.st.l);
```

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}

- a. 4, 4, 0
- b. 0, 0, 0
- c. 100, 4, 0
- d. 40, 4, 0

4.print % character?

- a. printf("\\%")
- b. printf("\\%")
- c. printf("%%")
- d. printf("\\%%")

5.main()

```
{  
char *a = "Hello ";  
char *b = "World";  
printf("%s", stract(a,b));  
}
```

- a. "Hello"
- b. "Hello World"
- c. "HelloWorld"
- d. None of the above

6.void func1(int (*a)[10])

```
{  
printf("Ok it works");  
}
```

```
void func2(int a[][10])  
{  
printf("Will this work?");  
}
```

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```
main()
{
int a[10][10];
func1(a);
func2(a);
}
```

- a. "Ok it works"
- b. "Will this work?"
- c. "Ok it works Will this work?"
- d. None of the above

7.main()

```
{
int i = 100;
printf("%d", sizeof(sizeof(i)));
}
```

- a. 2
- b. 100
- c. 4
- d. none of the above

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8.main()

```
{
printf("%d, %d", sizeof('c'), sizeof(100));
}
```

- a. 2, 2
- b. 2, 100
- c. 4, 100
- d. 4, 4

9.main()

```
{  
int c = 5;  
printf("%d", main|c);  
}
```

- a. 1
- b. 5
- c. 0
- d. none of the above

10.main()

```
{  
char c;  
int i = 456;  
c = i;  
printf("%d", c);  
}
```

- a. 456
- b. -456
- c. random number
- d. none of the above

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11.main()

```
{  
int x=5;  
for(;x!=0;x--) {  
printf("x=%d\n", x--); }  
}
```

- a. 5, 4, 3, 2,1
- b. 4, 3, 2, 1, 0
- c. 5, 3, 1
- d. none of the above

12.main()

```
{  
int x=5;  
{  
printf("x=%d ", x--); }  
}
```

- a. 5, 3, 1
- b. 5, 2, 1,
- c. 5, 3, 1, -1, 3
- d. -3, -1, 1, 3, 5

13.main()

```
{  
int i;  
for(i=0;i<5;i++)  
{  
printf("%d\n", 1L << i);  
}  
}
```

- a. 5, 4, 3, 2, 1
- b. 0, 1, 2, 3, 4
- c. 0, 1, 2, 4, 8
- d. 1, 2, 4, 8, 16

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1.

main()

```
{  
{  
unsigned int bit=256;  
printf(□%d□, bit);  
}  
{  
unsigned int bit=512;  
printf(□%d□, bit);  
}
```

}

- a. 256, 256
- b. 512, 512
- c. 256, 512
- d. Compile error

2.

```
main()
{
int i;
for(i=0;i<5;i++)
{
printf("%d\n", 1L << i);
}
}
```

- a. 5, 4, 3, 2, 1
- b. 0, 1, 2, 3, 4
- c. 0, 1, 2, 4, 8
- d. 1, 2, 4, 8, 16

3.

```
main()
{
signed int bit=512, i=5;
for(;i-->0)
{
printf("%d\n", bit = (bit >> (i - (i - 1))));
}
}
```

- a. 512, 256, 128, 64, 32
- b. 256, 128, 64, 32, 16
- c. 128, 64, 32, 16, 8
- d. 64, 32, 16, 8, 4

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4.

```
main()
{
    signed int bit=512, i=5;
    for(;i;i--)
    {
        printf("%d\n", bit >> (i - (i - 1)));
    }
}
```

- a. 512, 256, 0, 0, 0
- b. 256, 256, 0, 0, 0
- c. 512, 512, 512, 512, 512
- d. 256, 256, 256, 256, 256

5.

```
main()
{
    if (!(1&&0))
    {
        printf("OK I am done.");
    }
    else
    {
        printf("OK I am gone.");
    }
}
```

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- a. OK I am done
- b. OK I am gone
- c. compile error
- d. none of the above

6.

```
main()
{
    if ((1||0) && (0||1))
```

```

{
printf("OK I am done.");
}
else
{
printf("OK I am gone.");
}
}

```

- a. OK I am done
- b. OK I am gone
- c. compile error
- d. none of the above

7.

```

main()
{
signed int bit=512, mBit;
{
mBit = ~bit;
bit = bit & ~bit ;
printf("%d %d", bit, mBit);
}
}

```

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- a. 0, 0
- b. 0, 513
- c. 512, 0
- d. 0, -513

8.

```

main()
{
int i;
printf("%d", &i)+1;
scanf("%d", i)-1;
}

```


- a. Runtime error.
- b. Runtime error. Access violation.
- c. Compile error. Illegal syntax
- d. None of the above

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