**C Technical Test**

1) #include is called

[**A.**](javascript:%20void(0)) Preprocessor directive

[**B.**](javascript:%20void(0)) Inclusion directive

[**C.**](javascript:%20void(0)) File inclusion directive

[**D.**](javascript:%20void(0)) None of the mentioned ans: Option A

2) C preprocessors can have compiler specific features.

[**A.**](javascript:%20void(0)) true

[**B.**](javascript:%20void(0)) false

[**C.**](javascript:%20void(0)) Depends on the standard

[**D.**](javascript:%20void(0)) Depends on the platform ans: option A

3) The preprocessor provides the ability for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

* [**A.**](javascript:%20void(0)) The inclusion of header files
* [**B.**](javascript:%20void(0)) The inclusion of macro expansions
* [**C.**](javascript:%20void(0)) Conditional compilation and line control.
* [**D.**](javascript:%20void(0)) All of the mentioned ans: option D

The preprocessor provides the ability for the inclusion of header files, macro expansions, conditional compilation, and line control.

4) What is the output of this C code?  
  
int main()  
{  
enum {ORANGE = 12, MANGO, BANANA = 11, APPLE};  
printf("APPLE = %d\n", APPLE);  
}

* [**A.**](javascript:%20void(0)) APPLE= 11
* [**B.**](javascript:%20void(0)) APPLE= 12
* [**C.**](javascript:%20void(0)) APPLE= 23
* [**D.**](javascript:%20void(0)) APPLE= 0

Ans: Option B

Explanation:

* + - In enum, the value of constant is defined to the recent assignment from left.

4) What is the output of this C code?  
  
int main()  
{  
int var = 010;  
printf("%d", var);  
}

* [**A.**](javascript:%20void(0)) 2
* [**B.**](javascript:%20void(0)) 8
* [**C.**](javascript:%20void(0)) 9
* [**D.**](javascript:%20void(0)) 10

Answer: Option B

Explanation:

010 is octal representation of 8.

5) enum types are processed by?

* [**A.**](javascript:%20void(0)) Compiler
* [**B.**](javascript:%20void(0)) Preprocessor
* [**C.**](javascript:%20void(0)) Linker
* [**D.**](javascript:%20void(0)) Assembler

Answer: Option A

Which of the following declaration is not supported by C?

* [**A.**](javascript:%20void(0)) String str;
* [**B.**](javascript:%20void(0)) char \*str;
* [**C.**](javascript:%20void(0)) float str = 3e2;
* [**D.**](javascript:%20void(0)) Both (a) and (c)

Answer: Option A

Explanation:

It is legal in Java, not in C.

Which keyword is used to prevent any changes in the variable within a C program?

* [**A.**](javascript:%20void(0)) immutable
* [**B.**](javascript:%20void(0)) mutable
* [**C.**](javascript:%20void(0)) const
* [**D.**](javascript:%20void(0)) volatile

Answer: Option C

Explanation:

const is a keyword constant in C program.

A variable declared in a function can be used in main?

* [**A.**](javascript:%20void(0)) True
* [**B.**](javascript:%20void(0)) False
* [**C.**](javascript:%20void(0)) True if it is declared static
* [**D.**](javascript:%20void(0)) None of the mentioned.
  + - Answer: Option B
    - Explanation:
    - Since the scope of the variable declared within a function is restricted only within that function,  
      the above statement is false.

The code snippet below produces  
  
void main()  
{  
1 < 2 ? return 1 : return 2;  
}

* [**A.**](javascript:%20void(0)) returns 1
* [**B.**](javascript:%20void(0)) returns 2
* [**C.**](javascript:%20void(0)) varies
* [**D.**](javascript:%20void(0)) Compile time error

Answer: Option D

Value of c after the following expression (initializations a = 1, b = 2, c = 1): c += (-c) ? a : b;

* [**A.**](javascript:%20void(0)) syntax error
* [**B.**](javascript:%20void(0)) c = 1
* [**C.**](javascript:%20void(0)) c = 2
* [**D.**](javascript:%20void(0)) c = 3

Answer: Option C

|  |
| --- |
| How would you round off a value from 1.66 to 2.0? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | ceil(1.66) | | [**B.**](javascript:%20void%200;) | floor(1.66) | | [**C.**](javascript:%20void%200;) | roundup(1.66) | | [**D.**](javascript:%20void%200;) | roundto(1.66) |   **Answer:** Option **A**  The format identifier ‘%i’ is also used for \_\_\_\_\_ data type?   * [**A.**](javascript:%20void(0)) char * [**B.**](javascript:%20void(0)) int * [**C.**](javascript:%20void(0)) float * [**D.**](javascript:%20void(0)) double   Answer: Option B  Explanation:  Both %d and %i can be used as a format identifier for int data type. |