

# C Programming | Day 5 | 12-Jun-2024 | MCQ

1. Find the output of the following C program:

0 points

```
#include <stdio.h>
int main()
{
    int x = 3;
    while (x--)
    {
        int x = 100;
        x--;
        printf("%d ", x);
    }
    return 0;
}
```

*Mark only one oval.*

- ☐ Infinite Loop
- ☐ 99 99 99
- ☐ 99 98 97
- ☐ 2 2 2

2. How many occurrences of the term 'PlanckConstant' are printed in the provided program?

1 point

```
#include <stdio.h>
int main()
{
    int count = -5;
    while (count <= 5)
    {
        if (count >= 0)
            break;
        else
        {
            count++;
            continue;
        }
        printf("PlanckConstant");
    }
    return 0;
}
```

*Mark only one oval.*

- ☐ 10 times
- ☐ 5 times
- ☐ Infinite times
- ☐ 0 times

3. Find the output of the following program:

1 point

```
#include <stdio.h>
int main()
{
    int cnt;
    for (cnt = 1; cnt != 10; cnt += 2)
        printf(" PeterPan ");
    return 0;
}
```

*Mark only one oval.*


- ☐ PeterPan PeterPan PeterPan PeterPan PeterPan
- ☐ PeterPan PeterPan PeterPan .... infinite times
- ☐ PeterPan PeterPan PeterPan PeterPan
- ☐ PeterPan PeterPan PeterPan PeterPan PeterPan PeterPan

4. Predict the output of the following program:

1 point


```
#include<stdio.h>
int main()
{
    int counter = 0;
    for (printf("One\n"); counter < 2 && printf("Two\n"); ++counter &&
printf("Three\n"))
    {
        printf("*\n");
    }
    return 0;
}
```

Mark only one oval.



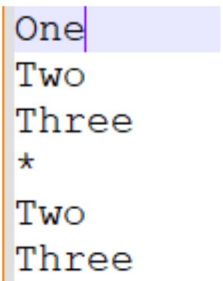
```
a.
One
Two
*
Three
Two
*
```

☐ Option 1




```
One
Two
*
Three
Two
*
Three
```

☐ Option 2



```
One
Two
Three
*
Two
Three
```

☐ Option 3



```
One
Two
Three
*
One
Two
Three
```

☐ Option 4

5. What is the result of executing the given program?

1 point

```
#include <stdio.h>
int main()
{
    char choice = 'x';
    switch (choice)
    {
        case 'x' || 10: printf("Quantum ");

        case 'y' || 20: printf("Physics ");
            break;
        default: printf("QuantumPhysics");
    }
    return 0;
}
```

*Mark only one oval.*

- ☐ Quantum
- ☐ Quantum Physics
- ☐ Quantum Physics QuantumPhysics
- ☐ Compile-time error

6. Find the error/output of the following C program:

1 point

```
#include <stdio.h>
int main()
{
    int x = 0;
    for (x = 0; x < 30; x++)
    {
        switch (x)
        {
            case 0:
                x += 5;
            case 1:
                x += 2;
            case 5:
                x += 5;
            default:
                x += 4;
                break;
        }
        printf("%d ", x);
    }
    return 0;
}
```

*Mark only one oval.*

- ☐ 5 10 15 20
- ☐ 7 12 17 22
- ☐ 16 21
- ☐ Compiler Error

7. Find the error or output of the following program?

1 point

```
#include <stdio.h>
int main()
{
    int c = 5, no = 10;
    do {
        no /= c;
    } while(c--);

    printf ("%d\\n\\n", no);
    return 0;
}
```

*Mark only one oval.*

- ☐ 1
- ☐ Runtime error
- ☐ 0
- ☐ 4
- ☐ Compile time error

8. Find the output of the following C program:

1 point

```
#include<stdio.h>
int main()
{
    int i;
    for (i = 9; i!=0; i--)
        printf("i = %d", i--);
    return 0;
}
```

*Mark only one oval.*

- ☐ 9 7 5 3 1
- ☐ 9 8 7 6 5 4 3 2 1
- ☐ Infinite Loop
- ☐ 9 7 5 3



9. Find the error/output of the following C program:

1 point

```
#include <stdio.h>
int global_var1;
int main()
{
    if (global_var1)
    {
        // Do nothing
    }
    else
    {
        printf("Else");
    }
    return 0;
}
```

*Mark only one oval.*

- ☐ if block is executed.
- ☐ else block is executed.
- ☐ It is unpredictable as 'global\_var1' is not initialized.
- ☐ Compile time error: 'misplaced else'

10. `#include <stdio.h>`

1 point

```
int main() {  
    int i;  
    if (printf("0"))  
        i = 3;  
    else  
        i = 5;  
    printf("%d", i);  
    return 0;  
}
```

Predict the output of above program?

*Mark only one oval.*

☐ 3

☐ 5

☐ 03

☐ 05

11. Predict the output of following program?

1 point

`#include <stdio.h>`

```
int main() {  
    int x = 10;  
    int y = 20;  
    x += (y += 10);  
    printf("%d %d", x, y);  
    return 0;  
}
```

*Mark only one oval.*

☐ 40 20

☐ 40 30

☐ 30 30

☐ 30 40

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