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2	PG Mates / RoomSharing / Flat Mates	React+Springboot+MySql
3	Tour and Travel management System	React+Springboot+MySql
4	Election commition of India (online Voting System)	React+Springboot+MySql
5	HomeRental Booking System	React+Springboot+MySql
6	Event Management System	React+Springboot+MySql
7	Hotel Management System	React+Springboot+MySql
8	Agriculture web Project	React+Springboot+MySql
9	AirLine Reservation System / Flight booking System	React+Springboot+MySql
10	E-commerce web Project	React+Springboot+MySql
11	Hospital Management System	React+Springboot+MySql
12	E-RTO Driving licence portal	React+Springboot+MySql
13	Transpotation Services portal	React+Springboot+MySql
14	Courier Services Portal / Courier Management System	React+Springboot+MySql
15	Online Food Delivery Portal	React+Springboot+MySql
16	Muncipal Corporation Management	React+Springboot+MySql
17	Gym Management System	React+Springboot+MySql
18	Bike/Car ental System Portal	React+Springboot+MySql
19	CharityDonation web project	React+Springboot+MySql
20	Movie Booking System	React+Springboot+MySql

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33	Blogg Application Project	React+Springboot+MySql
34	Car Parking booking Project	React+Springboot+MySql
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36	Society management Portal	React+Springboot+MySql
37	E-College Portal	React+Springboot+MySql
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39	Sports Ground Booking	React+Springboot+MySql
40	BloodBank mangement System	React+Springboot+MySql



41	Bus Tickit Booking Project	React+Springboot+MySql
42	Fruite Delivery Project	React+Springboot+MySql
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44	Online Dairy Product sell Project	React+Springboot+MySql
45	Online E-Pharma medicine sell Project	React+Springboot+MySql
46	FarmerMarketplace Web Project	React+Springboot+MySql
47	Online Cloth Store Project	React+Springboot+MySql
48	Train Ticket Booking Project	React+Springboot+MySql
49	Quizz Application Project	JSP+Springboot+MySql
50	Hotel Room Booking Project	React+Springboot+MySql
51	Online Crime Reporting Portal Project	React+Springboot+MySql
52	Online Child Adoption Portal Project	React+Springboot+MySql
53	online Pizza Delivery System Project	React+Springboot+MySql
54	Online Social Complaint Portal Project	React+Springboot+MySql
55	Electric Vehical management system Project	React+Springboot+MySql
56	Online mess / Tiffin management System Project	React+Springboot+MySql
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## Spring Boot + React JS + MySQL Project List

Sr.No	Project Name	YouTube Link
1	Online E-Learning Hub Platform Project	<a href="https://youtu.be/KMjyBaWmgzg?si=YckHuNzs7eC84-IW">https://youtu.be/KMjyBaWmgzg?si=YckHuNzs7eC84-IW</a>
2	PG Mate / Room sharing/Flat sharing	<a href="https://youtu.be/4P9clHg3wvk?si=4uEsi0962CG6Xodp">https://youtu.be/4P9clHg3wvk?si=4uEsi0962CG6Xodp</a>
3	Tour and Travel System Project Version 1.0	<a href="https://youtu.be/-UHOBywHaP8?si=KHHfE_A0uv725f12">https://youtu.be/-UHOBywHaP8?si=KHHfE_A0uv725f12</a>
4	Marriage Hall Booking	<a href="https://youtu.be/VXz0kZQi5to?si=ILOS-QG3TpAFP5k7">https://youtu.be/VXz0kZQi5to?si=ILOS-QG3TpAFP5k7</a>
5	Ecommerce Shopping project	<a href="https://youtu.be/vJ_C6LkhrZ0?si=YhcBylSErvdn7paq">https://youtu.be/vJ_C6LkhrZ0?si=YhcBylSErvdn7paq</a>
6	Bike Rental System Project	<a href="https://youtu.be/FlzsAmIBCbk?si=7ujQTJqEgkQ8ju2H">https://youtu.be/FlzsAmIBCbk?si=7ujQTJqEgkQ8ju2H</a>
7	Multi-Restaurant management system	<a href="https://youtu.be/pvV-pM2Jf3s?si=PgvnT-yFc8ktrDxB">https://youtu.be/pvV-pM2Jf3s?si=PgvnT-yFc8ktrDxB</a>
8	Hospital management system Project	<a href="https://youtu.be/lynlouBZvY4?si=CXzQs3BsRkjKhZCw">https://youtu.be/lynlouBZvY4?si=CXzQs3BsRkjKhZCw</a>
9	Municipal Corporation system Project	<a href="https://youtu.be/cVMx9NVyl4I?si=qX0oQt-GT-LR_5jF">https://youtu.be/cVMx9NVyl4I?si=qX0oQt-GT-LR_5jF</a>
10	Tour and Travel System Project version 2.0	<a href="https://youtu.be/_4u0mB9mHxE?si=gDiAhKBowi2gNUKZ">https://youtu.be/_4u0mB9mHxE?si=gDiAhKBowi2gNUKZ</a>

Sr.No	Project Name	YouTube Link
11	Tour and Travel System Project version 3.0	<a href="https://youtu.be/Dm7nOdpasWg?si=P_Lh2gcOFhlyudug">https://youtu.be/Dm7nOdpasWg?si=P_Lh2gcOFhlyudug</a>
12	Gym Management system Project	<a href="https://youtu.be/J8_7Zrkg7ag?si=LcxV51ynfUB7OptX">https://youtu.be/J8_7Zrkg7ag?si=LcxV51ynfUB7OptX</a>
13	Online Driving License system Project	<a href="https://youtu.be/3yRzsMs8TLE?si=JRI_z4FDx4Gmt7fn">https://youtu.be/3yRzsMs8TLE?si=JRI_z4FDx4Gmt7fn</a>
14	Online Flight Booking system Project	<a href="https://youtu.be/m755rOwdk8U?si=HURvAY2VnizlyJlh">https://youtu.be/m755rOwdk8U?si=HURvAY2VnizlyJlh</a>
15	Employee management system project	<a href="https://youtu.be/ID1iE3W_GRw?si=Y_jv1xV_BljhrD0H">https://youtu.be/ID1iE3W_GRw?si=Y_jv1xV_BljhrD0H</a>
16	Online student school or college portal	<a href="https://youtu.be/4A25aEKfei0?si=RoVgZtxMk9TPdQvD">https://youtu.be/4A25aEKfei0?si=RoVgZtxMk9TPdQvD</a>
17	Online movie booking system project	<a href="https://youtu.be/Lfjv_U74SC4?si=fiDvrhhrjb4KSIsm">https://youtu.be/Lfjv_U74SC4?si=fiDvrhhrjb4KSIsm</a>
18	Online Pizza Delivery system project	<a href="https://youtu.be/Tp3izreZ458?si=8eWAOzA8SVdNwlyM">https://youtu.be/Tp3izreZ458?si=8eWAOzA8SVdNwlyM</a>
19	Online Crime Reporting system Project	<a href="https://youtu.be/0UlzReSk9tQ?si=6vN0e70TVY1GOwPO">https://youtu.be/0UlzReSk9tQ?si=6vN0e70TVY1GOwPO</a>
20	Online Children Adoption Project	<a href="https://youtu.be/3T5HC2HKyT4?si=bntP78niYH802I7N">https://youtu.be/3T5HC2HKyT4?si=bntP78niYH802I7N</a>

1.

```
#include<stdio.h>
int main( void )
{
    int val1 = 0x64;
    int val2 = 064 + val1;
    int val3 = 0x72 + 072 + 72 - val1 + val2;

    printf("val2=%d val3=%d\n",val2,val3);

    return 0;
}
```

- A. val2=152 val3=296
- B. val2=150 val3=298
- C. val2=148 val3=288
- D. val2=154 val3=297

Answer: A

2.

```
#include <stdio.h>
int main( void )
{
    int num1,num2,num3;

    num1 = 144;
    num2 = 156;
    num3 = printf("%10d",++num1 )+ ++num2;

    printf(" %d",num3);
    return 0;
}
```

- A. 144 166
- B. 145 167
- C. 145 168
- D. 144 167

Answer: B

3.

```
#include <stdio.h>
int main( void )
{
    int i = 100;
    int j = 200;

    printf("%d",++( i + j ));

    return 0;
}
```

- A. 300
- B. 301
- C. 302
- D. Compile time error

Answer: D

4.

```
#include <stdio.h>
int main( void )
{
    int val1, val2, val3;
    val1 = 11, (22), 33;
    val2 = ((44 , 55) , 66) ;
    val3 = (77) , 88 , 99 ;

    printf("val1=%d val2=%d val3=%d", val1, val2, val3);

    return 0;
}
```

- A. val1=11 val2=66 val3=77
- B. val1=33 val2=66 val3=99
- C. val1=11 val2=44 val3=77
- D. val1=33 val2=44 val3=99

Answer: A

5.

```
#include<stdio.h>
int main( void )
{
    printf("\n %.2f",sizeof('A' + 'a')/8.0f);

    return (0);
}
```

- A. 0.50
- B. 1.00
- C. 0.12
- D. 0.25

Answer: A

6.

```
#include<stdio.h>
int main( void )
{
    int num1 = 0, num2 = -1 , num3 = -2, num4 = 1, ans;

    ans = num1++ && num2++ || ++num4 && num3++;

    printf("%d %d %d %d %d",num1, num2, num3, num4, ans);

    return 0;
}
```

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

Answer: D



7.

```
#include<stdio.h>
int main( void )
{
    int val=0;

    ++val && ++val==1 && --val;

    printf(" val=%d ", val);
    return 0;
}
```

- A. val=3
- B. val=2
- C. val=1
- D. val=0

Answer: B

8.

```
#include<stdio.h>
int main( void )
{
    int x1=1, x2=2, x3=3;
    int val=!((x1+x2)<(x3-1));

    printf(" val=%d ", !val);

    return 0;
}
```

- A. val=0
- B. val=1
- C. val=2
- D. garbage value

Answer: A

9.

```
#include<stdio.h>
int main( void )
{
    int var1=10,var2=20;

    var2-= var1--;
    printf("var2=%d var1=%d",var2, var1);

    return 0;
}
```

- A. var2=11 var1=9
- B. var2=10 var1=9
- C. var2=11 var1=10
- D. var2=10 var1=10

Answer: B

10.

```
#include <stdio.h>
int main( void )
{
    int num1 = 1, num2 = 0, num3 = 5;

    int ans1 = num1 && num2++ && num3++;

    int ans2 = --num1 || ++num2 && num3++;

    printf("num2=%d num3=%d ", num2,num3);
    printf("ans1-ans2=%d ", ans1-ans2);
    return 0;
}
```

- A. num2=1 num3=7 ans1-ans2= 1
- B. num2=1 num3=6 ans1-ans2=-1
- C. num2=2 num3=7 ans1-ans2= 0
- D. num2=2 num3=6 ans1-ans2=-1

Answer: D

11.

```
#include <stdio.h>
int main( void )
{
    int i = 0, j=0;

    j = !(!( ++i && (i++ == 1)));

    printf("\n i=%d j=%d",i, j);

    return 0;
}
```

- A. i=2 j=1
- B. i=1 j=1
- C. i=2 j=0
- D. i=1 j=1

Answer: A

12.

```
#include <stdio.h>
int main( void )
{
    int num1 = 0;
    float num2=100.9999f;
    double num3=200.8888;

    printf("%.6f", (float)sizeof(num1+num2+num3)/1.0f);

    return 0;
}
```

- A. 16.000000
- B. 12.000000
- C. 08.000000
- D. 8.000000

Answer: D

13.

```
#include <stdio.h>
int main( void )
{
    int num1, num2, num3;
    num1 = 10/ 2 + 5 *3;
    num2 = num1++ * 5;
    num3 = ++num2 / 2;

    printf("\n num1=%d num2=%d num3=%d", num1, num2, num3);
    return 0;
}
```

- A. num1=21 num2=101 num3=50
- B. num1=21 num2=105 num3=52
- C. num1=20 num2=100 num3=50
- D. num1=20 num2=101 num3=51

Answer: A

14.

```
#include <stdio.h>
int main( void )
{
    int val1 = 16, val2 , val3, ans;

    val2= ~~val1;
    val3= ~val2, val2+1;
    ans= val1 + val2+ val3;
    printf("\n ans=%d", ans);
    return 0;
}
```

- A. ans = 15
- B. ans = 48
- C. ans = 17
- D. ans = 16

Answer: A



15.

```
#include <stdio.h>
int main( void )
{
    printf("\n ans1=%d ans2=%x ans3=%o", 0100,0100,0100);

    return 0;
}
```

- A. ans1=64 ans2=40 ans3=100
- B. ans1=100 ans2=100 ans3=0100
- C. ans1=64 ans2=64 ans3=0100
- D. ans1=40 ans2=40 ans3=0100

Answer: A

16.

```
#include<stdio.h>
int main( void )
{
    int num1=-10;
    unsigned int num2=10;

    int ans= !(num1<num2);
    printf("\n ans=%d", ans);
    return 0;
}
```

- A. ans = 0
- B. ans = 1
- C. ans =-10
- D. ans = 10

Answer: A

1.

```
#include <stdio.h>
int main(void)
{
    int i = 0;
    for (i = 0; i < 5; i++);
    {
        if (i <= 5)
        {
            printf("Sunbeam\n");
        }
    }
    return 0;
}
```

- A. Sunbeam print 5 times
- B. Sunbeam print 4 times
- C. Sunbeam print 1 times
- D. Sunbeam print 0 times

Answer: C

2.

```
#include <stdio.h>
int main(void)
{
    int i = 0;
    if (i == 0)
    {
        continue;
        printf("Sunbeam");
    }
    return 0;
}
```

- A. Sunbeam is printed infinite times
- B. Sunbeam
- C. 0
- D. Compile time error

Answer: D

3.

```
#include <stdio.h>
int main( void )
{
    int k = 0;

    for (;k < 3; k++)
        printf("%d] Pune\t",k++);

    return 0;
}
```

- A. Compile time error
- B. 1] Pune
- C. 0] Pune 1] Pune 2] Pune
- D. 0] Pune 2] Pune

Answer: D

4.

```
#include <stdio.h>
int main(void)
{
    int i = 0, j=0, k=0;

    for(i=0, j=-3; i<3, j<3; i++, j++)
        k=i+j;
    printf("%d", i+j);

    return 0;
}
```

- A. 12
- B. 9
- C. 11
- D. 10
- E. compile time error

Answer: B

5.

```
#include <stdio.h>
int main( void )
{
    int x = 100;
    if(x < 4);printf("%5d", x++);
    return 0;
}
```

- A. 100
- B. 101
- C. print nothing
- D. Compile time error

Answer: A

6.

```
#include <stdio.h>
int main(void)
{
    int k;for (k = -3; k < -5; k++)printf("welcome ");
    printf("welcome ");
    return 0;
}
```

- A. Compile time error
- B. welcome welcome
- C. welcome welcome welcome
- D. welcome

Answer: D

7.

```
#include <stdio.h>
int main(void)
{
    int val = -5 ;
    while(++val < 5)
        printf(" Sunbeam ",val++);
    printf(" ",++val );

    return 0;
}
```



## Control Flow Statements



**SUNBEAM**  
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- A. Sunbeam print Only 3 time
- B. Sunbeam print Only 10 time
- C. Sunbeam print Only 5 time
- D. Sunbeam print Only 6 time

Answer: C

8.

```
#include <stdio.h>
int main(void)
{
    int val = 0 ;
    do
    {
        printf(" do while");
    }while(val++);
    val--;
    while(val--);
        printf(" while");

    return 0;
}
```

- A. do while
- B. compile time error
- C. do while printed then infinite loop
- D. do while while

Answer: D

9.

```
#include <stdio.h>
int main( void )
{
    int a=10;

    switch(0)case 0*5: printf(" case 0 %5d",a);
    switch(1)printf(" case 1 %5d",a);

    return 0;
}
```

- A. no output
- B. case 0      10 case 1      10
- C. case 0      10
- D. compile time error

Answer : C

10.

```
#include <stdio.h>
int main(void)
{
    int a=1;
    switch(a++)
    {
        default: printf("error");
        case 2 : case 1 : break; printf("Sun");
        case 3: printf("beam"); break;
    }
    return 0;
}
```

- A. Sunbeam
- B. beam
- C. Sun
- D. no output

Answer: D

11.

```
#include <stdio.h>
int main( void )
{
    int a = 0;

    while(++a++);
    {
        printf("welcome");
    }
    return 0;
}
```

- A. 5
- B. 6
- C. 0
- D. lvalue error

Answer: D

12.

```
#include <stdio.h>
int main(void)
{
    int x;
    x=5>8 ? 10:1 !=5 <=5 ? 20 : 30;
    printf("Value of x:%d",x);
    return 0;
}
```

- A. Value of x:30
- B. Value of x:20
- C. Value of x:10
- D. Value of x:1

Answer: A

13.

```
#include <stdio.h>
int main(void)
{
    int a=33;
    do
    {
        printf("%d ", ++a);
        a-=3;
    }while(!!!(a <= 30+1));
    return 0;
}
```

- A. 34
- B. 33
- C. 33 infinte loop
- D. 34 infinte loop

Answer: A

15.

```
#include <stdio.h>
int main(void)
{
    int val=1;
    switch(val)
    {
        case 0+1+2*0:
            printf("Sunbeam");
            if(++val%2==1)
                ;
            else
            {
                break;
            }
        default: printf(" IT Park\n"); break;
    }
    return 0;
}
```

- A. Sunbeam
- B. Pune
- C. Sunbeam IT Park
- D. None

Answer: A

16.

```
#include <stdio.h>
int main(void)
{
    if(printf("welcome to "););
    if((printf(" Sunbeam ")+1)%2==0)
        printf(" pune ");
    else
        printf(" karad ");

    return 0;
}
```





- A. welcome to Sunbeam pune
- B. welcome to Sunbeam karad
- C. welcome to Sunbeam
- D. compile time error

Answer: D

Sunbeam

1.

```
#include<stdio.h>
int function(int,int);
int main(void)
{
    int i=135,a=135,k;
    k=function(!++i,!++a);
    printf("i=%d a=%d k=%d\n",i,a,k);
    return 0;
}
int function(int j,int b)
{
    int c;
    c=j++ + b++;
    return !c;
}
```

- A. i=136 a=136 k=1
- B. i=136 a=136 k=0
- C. i=136 a=136 k=272
- D. i=135 a=135 k=1

Answer: A

2.

```
#include<stdio.h>
int function(int,int);
int main(void)
{
    int i=10,j=20;
    printf("before fun call :: i=%d j=%d \n",i,j);
    i=i+j;j=i-j;i=i-j;
    function(i,j);
    i=i+j;j=i-j;i=i-j;

    printf(" after fun call :: i=%d j=%d \n",i,j);
    return 0;
}
```

```
int function(int i,int j)
{
    i=i+j;j=i-j;i=i-j;
}
```

- A. before fun call :: i=10 j=20  
after fun call :: i=10 j=20
- B. before fun call :: i=10 j=20  
after fun call :: i=20 j=10
- C. before fun call :: i=20 j=10  
after fun call :: i=10 j=20
- D. compile time error

Answer: A

```
3.
#include<stdio.h>
int main(void)
{
    int result;
    int i=10,j=20;
    result=add(i,j);
    printf("i=%d \n",result);
    return 0;
}
int add(int a,int b)
{
    int result;
    result=a+b;
    return result, a+b, a-b;
}
```

- A. Compile time error :function declaration is missing.
- B. i=40
- C. i=30
- D. i=-10

Answer: D

4.

```
#include<stdio.h>
int myFunction(int, int);
int main(void)
{
    int result;
    int i=2, j=3;
    i=myFunction(i, j);
    printf("i=%d j=%d\n", i, j);
    return 0;
}
int myFunction(int a, int b)
{
    a=a+a;
    b=b+b;
    return b-b;
    return a-a;
}
```

- A. i=0 j=0
- B. i=4 j=0
- C. i=4 j=6
- D. i=0 j=3

Answer: D

5.

```
#include<stdio.h>
int function(int z);
int main(void)
{
    int z=111;

    z = z + function(z++);
    printf("result=%d", z);

    return 0;
}
```



```
int function(int z)
{
    return ++z;
}
```

- A. result=225
- B. result=224
- C. result=222
- D. result=223

Answer :B

```
6.
#include<stdio.h>
int main(void)
{
    if((printf("Hello C\n")-8))
    {
        main();
    }
    printf("Hello C\n");
    return 0;
}
```

- A. stack overflow error
- B. prints Hello C only once
- C. prints Hello C twice
- D. prints Hello C infinite number of times

Answer: C

```
7.
#include<stdio.h>
void fun(int);
int main( void )
{
    static int i=1; fun(i);
    return 0;
}
```

```
void fun(int i)
{
    static int j=1;
    i=j;j++;i++;
    printf("%d,",i);
    if(i<=3)
        fun(i);
}
```

- A. 1,1,1
- B. 2,2,3
- C. 2,3,4
- D. 3,4,5

Answer: C

8.

```
#include<stdio.h>
void rec(int);
int main()
{
    int a=3;

    rec(a);
    return 0;
}
void rec(int n)
{
    if(n>0)
    {
        rec(--n);
        printf(",%d",n);
        rec(--n);
    }
    else
        printf("\t");
}
```

- A. ,1,2,0,0
- B. ,0,1,2,1
- C. ,0,1,2,0
- D. ,0,1,0,0

Answer: C

9.

```
#include<stdio.h>
int main(void)
{
    int i;
    for(i=0;i<3;i++)
    {
        int x=0;
        static int y=0;
        printf("x=%d , y=%d \t",x++,y++);
    }
    return 0;
}
```

- |            |         |         |
|------------|---------|---------|
| A. x=0,y=0 | x=1,y=1 | x=2,y=2 |
| B. x=0,y=0 | x=1,y=0 | x=2,y=0 |
| C. x=0,y=0 | x=0,y=1 | x=0,y=2 |
| D. x=0,y=0 | x=0,y=0 | x=0,y=0 |

Answer: C

10.

```
#include<stdio.h>
register int i;
int main(void)
{
    printf("\n Enter value of i::");
    scanf("%d",&i);
    printf("\n i=%d i=%u", i, &i);
    return 0;
}
```

- A. register variables can not declare globally
- B. we can not print the address of register variables
- C. Both A and B
- D. Run time error

Answer: C

11.

```
#include <stdio.h>
void func(void);
int main(void)
{
    func(); func();
    return 0;
}
void func(void)
{
    auto int i=0;
    register int j=0;
    static int k=0;
    i++;j++;k++;
    printf("i=%d j=%d k=%d\t",i,j,k);
}
```

- A. i=1 j=1 k=1      i=1 j=1 k=2
- B. i=0 j=0 k=0      i=0 j=0 k=0
- C. i=1 j=1 k=1      i=2 j=2 k=2
- D. compile time error

Answer: A

12.

The Statement `extern int var` is

- A. Declaration of identifier var
- B. Defination of identifier var
- C. Declaration as well as defination
- D. None of the above

Answer: A

13.

```
#include <stdio.h>
int main(void)
{
    extern int var=1000;
    printf(" var = %d",++var);
    return 0;
}
```

- A. var = 1000
- B. var = 0
- C. var = 1001
- D. compile time error

Answer: D

14.

```
#include <stdio.h>
int fun(float a);
int main( void )
{
    static float x;
    x=(float)fun(100);

    printf(" x = %.f ",x);
    return 0;
}
int fun(float a)
{
    return a ==100.0f ? 1000 : 500;
}
```

- A. compile time error
- B. x = 1000.000000
- C. x = 500
- D. x = 1000

Answer: D

15.

```
#include<stdio.h>
static int num=9;
int main(void)
{
    if(num<0)
        return 0;
    else if(num%2==1)
    {
        num--;
        printf("%3d,", num-=1);
    }
    else
    {
        printf("%3d,", num-=2);
    }
    main();
    return 0;
}
```

- A. 8, 6, 4, 2, 0,
- B. 8, 5, 4, 1, 0, -3,
- C. 8, 6, 4, 2, 0, -2,
- D. 7, 5, 3, 1, -1,

Answer: D

16.

```
#include<stdio.h>
int fun(int x,int y)
{
    if(x==0)
        return y;
    return fun(x-1,x+y);
}
```

```
int main(void)
{
    static int x=fun(2,2);
    printf("X is %d",x);
    return 0;
}
```

- A. X is 5
- B. X is 2
- C. X is 3
- D. Compile time error

Answer: D

1.

```
#include<stdio.h>
signed char* convert(unsigned int *data)
{
    return ((signed char*)(data));
}
int main( void )
{
    unsigned int a = 577;
    signed char *data=NULL;
    data =convert(&a);
    printf(" %d ",*data);
    return 0;
}
```

- A. 66
- B. B
- C. A
- D. 65

Answer: D

2.

```
#include <stdio.h>
void calculate(float *ptr_floater1,float *ptr_floater2,
float *ptr_answer);
int main( void )
{
    float floater1 = 0.001, floater2= 0.003, answer=0.0f;
    calculate(&floater1,&floater2, &answer);
    printf("ans=%.3f", answer);
    return 0;
}
void calculate(float *ptr_floater1,float *ptr_floater2,
float *ptr_answer)
{
    *ptr_floater1 = 4 * *ptr_floater1;
    *ptr_answer= 3 * (*ptr_floater2 - *ptr_floater1);
    return;
}
```



- A. 0.001
- B. -0.003
- C. 0.004
- D. 0.003

Answer: B

3.

```
#include <stdio.h>
int x=10;
void callbyaddress(int *ptr_x)
{
    x=*ptr_x * *ptr_x / x;
}
int main( void )
{
    int x=100;
    printf(" x = %d ",x);
    callbyaddress(&x);
    printf(" x = %d",x);
    return 0;
}
```

- A. x = 100    x = 100
- B. x = 100    x = 10
- C. x = 10     x = 10
- D. Compile time error

Answer: A

3.

```
#include<stdio.h>
void callbyaddress(float *ptr_val)
{
    *ptr_val= 2.0f * *ptr_val;
    return;
}
```

```
int main( void )
{
    float val=3.14f;
    float * const strVal = &val;

    callbyaddress(&val);
    printf("%.1f",*strVal);
    return 0;
}
```

- A. 3.1
- B. 6.3
- C. 6.2
- D. compile time error

Answer: B

5.

```
#include <stdio.h>
void modify(int * const value)
{
    *value = 200;
    return ;
}
int main( void )
{
    const int value = 300;
    modify(&value);
    printf("value = %d\n", value);
    return 0;
}
```

- A. value = 200
- B. value = 300
- C. garbage value
- D. none of above

Answer: A

6.

```
#include <stdio.h>
int no=1000;
int* fun1(int *value)
{
    no += *value / *value;
    return &no;
}
int main( void )
{
    int num1=10;
    int *val=fun1(&num1);
    printf(" value= %d", *val);
    return 0;
}
```

- A. value = 1001
- B. value = 101
- C. value = 1010
- D. run time error

Answer: A

7.

```
#include<stdio.h>
int main( void )
{
    int num1 = 100;
    char ch='D';
    void *ptr_num1 = &num1;
    printf("%c-", --*(int*)ptr_num1);

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

    return 0;
}
```

- A. 100 - D
- B. 99 - C
- C. c - C
- D. D - D

Answer: C

8.

```
#include<stdio.h>
int main( void )
{
    void *ptr=NULL;
    char ch=72;
    int no='i';
    float f=4.46;
    ptr=&ch; printf("%c", *(char*)ptr);
    ptr=&no; printf("%c", *(int*)ptr);
    ptr=&f; printf("-%.f", *(float*)ptr);
    return 0;
}
```

- A. Hi-5
- B. Hi-4
- C. Hi-4.460000
- D. Garbage value

Answer: B

9.

```
#include<stdio.h>
int main( void )
{
    int num1 = 100, num2=150;
    int *p = &num1, **pp = &p;
    **pp = num2;
    ++**pp;
    printf("num1=%d *p=%d **pp=%d\n", num1, *p, **pp);
    return 0;
}
```

- A. num1=101 \*p=101 \*\*pp=101
- B. num1=151 \*p=151 \*\*pp=151
- C. num1=101 \*p=100 \*\*pp= garbage value
- D. num1=151 \*p=151 \*\*pp= garbage value

Answer :B

10.

```
#include<stdio.h>
int main( void )
{
    int num1 = 100, num2=150;
    int *p = &num1;
    int **pp = &p;
    **pp = 75;
    --*p;
    ++**pp;
    num2=**pp;
    printf("num1=%d num2=%d ", num1, num2 );
    printf("*p=%d **pp=%d\n", *p, **pp );
    return 0;
}
```

- A. num1=100 num2=150 \*p=100 \*\*pp=100
- B. num1=100 num2=75 \*p=74 \*\*pp=75
- C. num1=150 num2=150 \*p=150 \*\*pp=150
- D. num1=75 num2=75 \*p=75 \*\*pp=75

Answer: D

11.

```
#include<stdio.h>
int fun(int **pp);
int main( void )
{
    int val = 10 ,*ptr1= &val;
    val=fun(&ptr1);
    printf(" val=%d *ptr=%d", val, *ptr1);
    return 0;
}
```

```
int fun(int **pp)
{
    **pp *= **pp ;
    printf(" **pp=%d ", **pp);
    return **pp/10;
}
```

- A. \*\*pp=100 val=10 \*ptr=10
- B. \*\*pp=100 val=10 \*ptr=100
- C. \*\*pp=100 val=100 \*ptr=10
- D. \*\*pp=10 val=10 \*ptr=10

Answer: A

12.

```
#include<stdio.h>
void changeVal2(int **x)
{
    **x/=2;
    return;
}
void changeVal1(int *x)
{
    *x*=5;
    return;
}
int main( void )
{
    int num1=10;
    int *ptr1=&num1;
    changeVal2(&ptr1);
    printf("num1=%d *ptr1=%d ", num1, *ptr1);

    changeVal1(ptr1);
    printf("num1=%d *ptr1=%d ", num1, *ptr1);

    return 0;
}
```

- A. num1=10 \*ptr1=5 num1=10 \*ptr1=25  
B. Run time error  
C. num1=5 \*ptr1=5 num1=25 \*ptr1=25  
D. Compile time error

Answer: C

13.

```
#include<stdio.h>
```

```
int main( void )
```

```
{  
    const int a = 10;  
    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 = 101 ptr = 101 a = 100 ptr = 100  
D. a = 100 ptr = 101 a = 100 ptr = 99

Answer: C

14.

```
#include<stdio.h>
```

```
int main( void )
```

```
{  
    const int a = 10 , b = 20 ;  
    const int * ptr = &a;  
    int * const ptr1 = &a;  
    printf("a = %d *ptr = %d ", a, *ptr);  
    ptr = &b;  
    *ptr1 = b;  
    printf("a = %d *ptr = %d ", a, *ptr);  
    return 0;  
}
```

- A. `a = 10 *ptr = 10 a = 10 *ptr = 20`  
B. `a = 10 *ptr = 10 a = 20 *ptr = 20`  
C. compile time error  
D. run time error

Answer: B

15.

```
#include<stdio.h>
int fun1(int n1, int n2)
{
    return n1+n2;
}

int fun2(int n2, int n1)
{
    return n1-n2;
}

void print(int n1, int n2,int (*fp)(int n1, int n2) )
{
    printf(" funptr = %d (*funptr) = %d" , fp, *fp);
    return;
}

int main( void )
{
    int val1=100, val2=200;
    int (*funptr)(int no1, int no2);

    funptr=fun1(val1,val2);
    print(val1, val2, funptr);

    funptr=fun2(val2, val1);
    print(10, 20, funptr);

    return 0;
}
```



A. run time error

B. funptr=300 (\*funptr)=300 funptr= 100 (\*funptr)= 100

C. funptr=300 (\*funptr)=300 funptr=-100 (\*funptr)=-100

D. compile time error

Answer: C

16.

What is the meaning of the statement?

```
int* fun(char (*a)[]);
```

A. fun is a function that accepts an argument which is a pointer to a character array returns a pointer to an integer.

B. fun is a function that accepts an argument which is an array of pointers to characters returns a pointer to an integer.

C. fun is a function that accepts an argument which is a pointer to a character array returns an integer.

D. fun is a function that accepts an argument which is an array of pointers to characters returns an integer.

Answer: A

1.

```
#include <stdio.h>
void fun();
int main( void )
{
    fun();
    return 0;
}
void fun()
{
    #ifndef value
        #define value 100
        #undef value
    #else
        #undef value
        #define value 200
    #endif
    #define Value 300 printf("Value : %d",Value);
    return ;
}
```

- A. Value : 100
- B. Value : 200
- C. no output
- D. Compile time error
- E. Value : 300

Answer: C

2.

```
#include<stdio.h>
#line 100
int main( void )
{
    printf("\n line = %d ",__LINE__ );
    #line 0
    printf(" line = %d ",__LINE__ );
    #line 100
    printf(" line = %d ",__LINE__ );
    return 0;
}
```

## Preprocessor Directives

### Dynamic Memory Allocation



**SUNBEAM**  
Exploring New Ideas Reaching New Heights

- A. run time error
- B. compile time error
- C. line = 102   line = 0   line = 100
- D. line = 103   line = 0   line = 102

Answer: C

3.

```
#include<stdio.h>
#include<string.h>
int main( void )
{
    #define SUNBEAM "SUNBEAM IT PARK \n"
    #define Sunbeam "SUNBEAM MARKETYARD\n"
    #ifdef SUNBEAM
        printf(SUNBEAM);
    #endif
    #ifdef SUNBEAM
        printf(Sunbeam);
    #endif
    printf("\'Sunbeam\' \n");
    printf("\"SUNBEAM\" \n");
    return 0;
}
```

- A. SUNBEAM IT PARK
- B. SUNBEAM IT PARK  
SUNBEAM MARKETYARD  
Sunbeam  
SUNBEAM
- C. SUNBEAM IT PARK  
SUNBEAM MARKETYARD  
'Sunbeam'  
"SUNBEAM"
- D. SUNBEAM MARKETYARD

Answer: C

3.

```
#include<stdio.h>
#define A(x)((x)*(x))
int main( void )
{
    int a, b=3;
    a = 75 / (b* A((b+2)));
    printf("%d\n", a);
    return 0;
}
```

- A. 1
- B. 625
- C. 75
- D. 225

Answer: A

4.

```
#include <stdio.h>
#define MACRO(n, i, a, m) m##a##i##n
#define MAIN MACRO(n, i, a, m)

#define SUNMEAM sunbeam
int MAIN(void )
{
    printf("\\"SUNBEAM\\"");
    return 0;
}
```

- A. "SUNBEAM"
- B. SUNBEAM
- C. sunbeam
- D. compile time error

Answer: A

5.

```
#include<stdio.h>
#define SWAP(a, b) {b ^= b; a ^= a; b ^= b ;}
int main( void )
{
    int x = 10;
    int y = 20;
    x=x*y; y=x/y; x=x/y;
    SWAP(x, y);
    x=x+y; y=x-y; x=x-y;
    printf("X=%d,Y=%d",x,y);
    return 0;
}
```

- A. X=0,Y=0
- B. X=10,Y=20
- C. X=20,Y=10
- D. Compile time error

Answer: A

6.

```
#include<stdio.h>
#define exp(a) a+a * 5 / a*a
int main( void )
{
    int x = exp(3+2) * 5;
    printf("Value of X=%d",x);
    return 0;
}
```

- A. Value of X=27
- B. Value of X=32
- C. Value of X=20
- D. compile time error

Answer: A

7.

```
#include<stdio.h>
#define int char
int main( void )
{
    int* i = 65, j=56;
    printf("sizeof(i)=%d sizeof(j)=%d",sizeof(i),sizeof(j));
    return 0;
}
```

- A. sizeof(i)=8 sizeof(j)=1
- B. sizeof(i)=4 sizeof(j)=1
- C. sizeof(i)=8 sizeof(j)=8
- D. sizeof(i)=4 sizeof(j)=4

Answer: B

8.

```
#include <stdio.h>
#define INCREMENT(x) --x
#define DECREMENT(x) ++x
int main( void )
{
    char *ptr = "SunbeamKarad";
    int x = 10;
    printf("%s", DECREMENT(ptr));
    printf("%3d\t", DECREMENT(x));
    printf("%s", INCREMENT(ptr));
    printf("%3d", INCREMENT(x));
    return 0;
}
```

- A. unbeamKarad 11      SunbeamKarad 10
- B. SunbeamKarad 11      unbeamKarad 10
- C. garbage value SunbeamKarad 11      SunbeamKarad 10
- D. garbagevalue SunbeamKarad 9      SunbeamKarad 10

Answer: A

9.

```
#include<stdio.h>
#define f1(para1,para2) para1##para2
#define f2(para2,para1) para1##para2
int main(void)
{
    char var_='A';
    printf("%c ",++f1(var,_));
    printf(" %d",--f2(_,var));
    return 0;
}
```

- A. B 65
- B. A 65
- C. B 66
- D. B 65

Answer: A

10.

```
#include<stdio.h>
#include<string.h>
int main(void)
{
    char joining1[10]="",joining2[10]="",joining3[10]="";
    strcat(joining1,"TIME");
    strcat( joining1,"_"); strcat( joining1,"_");
    strcat( joining3,joining1);
    strcat( joining2,"_"); strcat( joining2,"_");
    strcpy( joining1,joining2);
    strcat( joining1,joining3);
    printf("\n time= %s", joining1);
    return 0;
}
```

- A. time= \_\_TIME\_\_
- b. time= current time will print
- c. compile time error
- D. run time error

Answer: A

11.

```
#include<stdio.h>
#include<stdlib.h>
int main ( void )
{
    char *title=NULL;
    title = (char *) malloc(15);
    strcpy(title, "C Programming");
    printf("String = %c", *title);
    free(title); title=0;
    strcpy(title, "C++");
    printf(" %s", title);
    return 0;
}
```

- A. String = C Programming
- B. Compile time error
- C. String = C C++
- D. exit value -1

Answer: D

12. Consider 32 bit compilation.

```
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
    char *ptr=NULL;
    ptr = (char *)calloc(20,sizeof(char));
    printf("%d bytes\n", sizeof(ptr));
    free(ptr); ptr=NULL;
    return 0;
}
```

- A. 4 bytes
- B. 1 bytes
- C. 8 bytes
- D. 20 bytes

Answer: A



13.

```
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
    char *ptr=NULL;
    ptr = (char *)calloc(1,10);
    strcpy(ptr, "Sunbeam");
    ptr = (char *)realloc(ptr,20);
    strcat(ptr, " IT PARK");
    printf("%c",
    (ptr[0]>=65 && ptr[0]<=90)? ptr[14]+32 : ptr[0]-32);
    free(ptr);
    ptr=NULL;
    return 0;
}
```

- A. K
- B. k
- C. s
- D. S

Answer: B

14.

```
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
    char *ptr=NULL;
    strcpy(ptr , "Demo1");
    strcpy(ptr , "Demo2");
    free(ptr);
    printf("%s\n",ptr);
    return 0;
}
```

- A. Demo1
- B. Demo2
- C. Demo1Demo2
- D. exit value -1

Answer: D

15.

what type of data u can store in this block of memory?

```
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
    void *ptr=NULL;
    ptr = malloc(10);
    return 0;
}
```

- A. int
- B. char
- C. float
- D. all of above data types

Answer: D

16.

Which of the above three functions are likely to cause problems with pointers?

```
int * fun1 (void)
{
    int x= 10;
    return (&x);
}
int * fun2 (void)
{
    int * px;
    *px= 10;
    return px;
}
```

```
int *fun3 (void)
{
    int *px;
    px = (int *) malloc (sizeof(int));
    *px= 10;
    return px;
}
```

- A. function fun1 and fun2
- B. function fun2 and fun3
- C. function fun1 , fun2 and fun3
- D. function fun3

Answer: A

1.

```
#include<stdio.h>
#define COL 3
#define ROW 3
int main(void)
{
    int arr[ROW][COL] = {{1,2,3},{1,2},{1}},i,j;
    for(i=0; i<3; i++)
        for(j=0; j<3; j++)
            printf("%d",arr[i][j]);
    return 0;
}
```

- A. Compile time error
- B. Run time error
- C. Prints array elements
- D. None of the above

Answer: A

2.

```
#include<stdio.h>
#define COL 3
#define ROW 2
int main( void )
{
    int arr[ROW][COL] = {10,20,30,40};
    int *ptr[] = {(int *)arr+2, (int *)arr+1, (int *)arr};
    printf("%d %d %d %d\n", ptr[0][1], (*(ptr + 1) + 0),
            *(ptr + 0)[2], *(ptr[1] + 1));
    return 0;
}
```

- A. 40 20 10 0
- B. 40 20 30 10
- C. 40 20 10 30
- D. 40 20 30 0

Answer: C

3.

What will be the output of following program if base address of arr is 4289999264.

```
#include<stdio.h>
int main(void)
{
    int a[2][2] = {{1,2},{3,4}};
    printf("%u %u %u %u\n", a+1, &a+1, (a+1), &(a+1));
    return 0;
}
```

- A. 4289999272 4289999280 4289999272 4289999280
- B. 4289999268 4289999280 4289999268 4289999280
- C. 4289999272 4289999272 4289999272 4289999272
- D. Compile time error
- E. None of the above

Answer: D

4.

```
#include<stdio.h>
int main(void)
{
    int a[2][2] = {{1,2},{1,2}}, r,c;
    for(r=0; r<2; r++)
        for(c=0; c<2; c++)
            printf("%d %d %d %d\n", r,c, (*(a+r)+c), (*(a+c)+r));
    return 0;
}
```

- A. 0 0 1 1  
0 1 2 1  
1 0 1 2  
1 1 2 2
- B. 0 0 1 1  
0 1 1 2  
1 0 2 1  
1 1 2 2

- C. 

0	0	1	1
0	1	2	2
1	0	1	1
1	1	2	2
- D. 

0	0	1	1
0	1	1	1
1	0	2	2
1	1	2	2

Answer: A

5.

```
#include<stdio.h>
int main(void)
{
    int a[3][3] = {{1,2,3},{4,5,6},{7,8,9}};
    int *ptr_a = &a[1][0];
    int **ptr_ptr = &ptr_a;
    printf("%d %d %d\n", **ptr_ptr,*ptr_a, **a);
    return 0;
}
```

- A. 

1	1	1
---	---	---
- B. 

4	4	4
---	---	---
- C. 

4	4	1
---	---	---
- D. 

1	4	1
---	---	---

Answer: C

6.

```
#include<stdio.h>
int main(void)
{
    int arr[2][3] = {1,2,3,4,5},row,col;
    for(row=0; row<3; row++)
        for(col=0; col<2; col++)
            printf("%d",arr[row][col]);
    return 0;
}
```

- A. 012345
- B. 123450
- C. 12345
- D. 1245 [garbage value] [garbage value]

Answer: D

7.

```
#include<stdio.h>
int main(void)
{
    char arr[4][8] = {"PG-DAC", "PG-DESD", "PG-DBDA"};
    printf("%c%s", **arr, *(arr+1)+1);
    return 0;
}
```

- A. PPG-DAC
- B. PPG-DESD
- C. PPG-DBDA
- D. PG-DESD

Answer: D

8.

```
#include<stdio.h>
int main(void)
{
    char arr[4][10]={"Sunbeam", "Karad", "Pune", "Hinjewadi"};
    char *ptr = (char*)arr[3];
    *ptr++;
    printf("%s %s\n", arr[ptr - arr[3]], --ptr);
    return 0;
}
```

- A. Sunbeam Hinjewadi
- B. Sunbeam Pune
- C. Compiler error
- D. None of the above

Answer: A

9.

```
#include<stdio.h>
int main(void)
{
    char arr[5][8] = {"DAC", "DESD", "DMC", "DBDA", "PreCAT"};
    char *ptr = arr[4];

    printf("%c.%s\n", *(ptr+3) + *(ptr+3) - ptr[4],
           (ptr+3) - *(ptr+1) + ptr[1]);

    return 0;
}
```

- A. P.CAT
- B. E.CAT
- C. C.CAT
- D. None of the above
- E. Compiler error

Answer: B

10.

```
#include<stdio.h>
#define so sizeof
int main(void)
{
    char s[4][32];

    printf("%d %d %d", so(s[2][2]), so(s[2]), so(s));

    return 0;
}
```

- A. 1 4 128
- B. 1 4 64
- C. 1 32 128
- D. 1 32 64

Answer: C



11.

```
#include<stdio.h>
int main(void)
{
    char str[4][12] = {"%s", "\"SunBeam\""};
    printf(str[0],str[1]);
    return 0;
}
```

- A. \"SunBeam\"
- B. %s "SunBeam"
- C. "SunBeam"
- D. SunBeam

Answer: C

12.

If following program is run like this:

./demo.out This is Demo of Commamd Line Arguments

What will be the output?

```
#include<stdio.h>
int main(int argc, char *argv[])
{
    int i=0;
    while(argv[i])
    {
        printf("%c",argv[i++][0]); argv++;
    }
    return 0;
}
```

- A. .TiDoCLA
- B. .ioL
- C. TDCA
- D. /ioL

Answer: B

13.

If following program is run like this:

`./demo.out Karad Marketyard Hinjewadi`

What will be the output?

```
#include<stdio.h>
int main(int argc, char *argv[])
{
    int i=0;
    while(*argv++)
    {
        printf("%s ",*argv++);
        argv--;
    }
    return 0;
}
```

- A. KaradMarketyardHinjewadi
- B. Karad Marketyard Hinjewadi
- C. Karad Hinjewadi
- D. Karad Marketyard Hinjewadi NULL

Answer: D

14.

```
#include<stdio.h>
int main(int argv, char *argc[])
{
    int loop;
    for(loop = argv; loop <= argv; loop++ )
        printf("%s", argc[loop]);
    return 0;
}
```

- A. Error - argv and argc are replaced
- B. 0
- C. NULL
- D. Nothing will be printed

Answer: C

15.

```
#include<stdio.h>
int main(int argc, char *argv[], char *envp[])
{
    int i;
    for(i=0; argv[argc] == NULL; i++)
        printf("%s\n", envp[i]);
    return 0;
}
```

- A. Error - Exit value other than 0
- B. No output
- C. Prints List of environment variables with no error
- D. Prints List of environment variables with error

Answer: D

16.

What will be the output of following program if run on command line?

```
#include<stdio.h>
int main(int argc, char *argv[], char *envp[])
{
    printf("%d %c\n", argc, **argv++);
    return 0;
}
```

- A. 1 .
- B. 1 NULL
- C. error with exit value -1
- D. 1 \

Answer: A

1.

```
#include<stdio.h>
struct s1{
    char a[4];
    char *p;
}o = {"DAC", "DMC"};
int main(void)
{
    o.p = o.a+1;
    printf("%c %s\n", *o.p, o.a);
    return 0;
}
```

- A. M DAC
- B. A DAC
- C. A DMC
- D. M DMC

Answer: B

2. Consider 32 bit compilation.

```
#include<stdio.h>
struct s2 {
    char *cp;
    struct s1{
        char a[4];
        char *p;
    }o1;
}o2;
int main(void)
{
    printf("%d %d %d\n", sizeof(struct s2) , sizeof(o2) ,
        sizeof(o2.o1));
    return 0;
}
```

- A. 24 24 16
- B. 12 12 8
- C. Both A and B
- D. None of the above

Answer: B

3.

```
#include<stdio.h>
struct s2 {
    char *cp;
    struct s1{
        char a[4];
        char *p;
    }o1;
}o2 = {"DAC", "DESD", "DMC"};
```

```
int main(void)
{
    printf("%s %s\n", ++o2.cp, ++o2.o1.p);
    return 0;
}
```

- A. AC MC
- B. AC ESD
- C. MC AC
- D. ESD MC

Answer: A

4.

```
#include<stdio.h>
int main(void)
{
    struct s{
        char *p;int i;
        struct s *sp;
    }a[] = {"abcd",1,a+1,"efgh",2,a+2,"ijkl",3,a}, *p;
    p = a;
    printf("%s %s %s\n",a[0].p,p->p,a[2].sp->p);
    return 0;
}
```

- A. abcd abcd ijkl
- B. abcd efgh ijkl
- C. abcd abcd efgh
- D. abcd abcd abcd

Answer: D

5.

```
#include<stdio.h>
struct s {
    int i;
    struct s obj;
}s1;
int main(void)
{
    s1.i = 100;
    s1.obj = s1;
    printf("%d",s1.obj.i);
    return 0;
}
```

- A. 100
- B. Garbage value
- C. Compiler error
- D. Run time error

Answer: C

6.

```
#include<stdio.h>
union
{
    short i;
    char c;
}u;
int main(void)
{
    u.c = 'D';
    u.i = 0x0041;
    printf("%d %c", sizeof(u), u.c);
    return 0;
}
```

- A. 2 A
- B. 2 D
- C. 3 A
- D. 3 D

Answer: A

7.

```
#include<stdio.h>
union u{
    int i;
    char c[4];
};
int main(void)
{
    union u u1;
    u1.i=0;
    u1.c[1] = u1.c[2] = 'F';
    printf("%s",u1.c);
    return 0;
}
```

- A. no output return value from main function is zero
- B. Garbage character followed by 'FF'
- C. FF
- D. Compile Error

Answer: A

8. consider 32 bit compilation.

```
#include<stdio.h>
#pragma pack(1)
struct
{
    char ca[10];
    union u
    {
        int i;
        char c;
        long int l;
    }u1;
}s1;
int main(void)
{
    printf("%d", sizeof(s1) + sizeof(s1.u1));
    return 0;
}
```

## Use Define Data Type



- A. 20
- B. 18
- C. 23
- D. 26

Answer: B

9.  
`#include<stdio.h>`  
`int main(void)`  
{  
    `enum colours {RED, BLACK, WHITE=5, YELLOW, BLUE, GREY};`  
    `printf("%d %d %d %d", RED, YELLOW, BLUE, GREY);`  
    `return 0;`  
}

- A. 1 2 3 4
- B. 0 2 3 4
- C. 1 6 7 8
- D. 0 6 7 8

Answer: D

10.  
`#include<stdio.h>`  
`int main(void)`  
{  
    `enum choice {CH1, CH2, CH3};`  
    `enum choice ch1, ch2, ch3;`  
    `ch1 = CH1;`  
    `ch2 = CH3;`  
    `ch3 = CH2;`  
    `printf("%d, %d, %d,", ch1, ch2, ch3);`  
    `return 0;`  
}

- A. 0, 1, 2
- B. 1, 2, 3
- C. 0, 2, 1
- D. 1, 3, 2

Answer: C



11.

```
#include<stdio.h>
int main(void)
{
    enum choice {CH1, CH2, CH3};
    enum choice ch1, ch2, ch3;
    ch1 = CH1;
    ch2 = CH3;
    ch3 = ch2-ch1;

    printf("%d %d", sizeof(enum choice), ch3);
    return 0;
}
```

- A. 4 2
- B. 2 2
- C. 4 1
- D. 2 1

Answer: A

12.

```
#include<stdio.h>
int main(void)
{
    typedef int int_t;
    int_t *iptr;
    int ival = 60;
    iptr = &ival;
    printf("%d",*iptr);
    return 0;
}
```

- A. 60
- B. Compiler error
- C. Linker error
- D. Runtime error

Answer: A

13.

Select correct answer

```
typedef int (*funptr)(int, int);
```

- A. funptr is a function pointer
- B. funptr can be used as type
- C. Both A and B
- D. None of the above

Answer: C

14.

```
#include<stdio.h>
int main(void)
{
    typedef struct {
        int val;
        test_t *ptr;
    }test_t;
    test_t obj = { 25, &obj};
    printf("%d",obj.ptr->val);
    return 0;
}
```

- A. 25
- B. Compiler time error
- C. Run time error
- D. None of the above

Answer: B

15.

```
#include<stdio.h>
struct demo
{
    int d1:2;
    int d2:3;
};
```

```
int main(void)
{
    struct demo ds;
    ds.d1 = 1;ds.d2 = 3;
    printf("%d %d ", ds.d1,ds.d2);
    ds.d1 = 2;ds.d2 = 7;
    printf("%d %d", ds.d1,ds.d2);
    return 0;
}
```

- A. 1 3 2 7
- B. 1 3 -2 -1
- C. Compiler error
- D. None of the above

Answer: B

16.

```
#include<stdio.h>
struct time {
    int ss:7;
    int mm:7;
    int hh:4;
};

int main(void)
{
    struct time t1;
    printf("%d %d", sizeof(t1), sizeof(t1.ss));
    return 0;
}
```

- A. 4
- B. Compiler error
- C. Runtime error
- D. None of the above

Answer: B

1.

```
#include<stdio.h>
int main(void)
{
    unsigned short int a = 10;

    a = ~a;
    printf("%u\n", a);

    return 0;
}
```

- A. -11
- B. 65525
- C. 65526
- D. -9

Answer: B

2.

```
#include<stdio.h>
int main(void)
{
    int a = 144;

    if (a = a >> 4)
        printf("a=%d\n", a=a<<3);

    return 0;
}
```

- A. 72
- B. 144
- C. 288
- D. 36

Answer: A

3.

```
#include<stdio.h>
int main(void)
{
    if (!(7 | 8))
        printf("Honesty");
    if ((~7 | 0x000f) != 8)
        printf("is the best policy\n");
    return 0;
}
```

- A. Honesty is the best policy
- B. Honesty
- C. is the best policy
- D. run time error

Answer: C

4.

```
#include <stdio.h>
#define MOBILE 0x01
#define LAPPY 0x02
int main(void)
{
    unsigned char item=0x00;
    item |=MOBILE;
    item |=LAPPY;
    printf("I have purchased ...:");

    if(item & MOBILE)
    {
        printf("Mobile, ");
    }
    if(item & LAPPY)
    {
        printf("Lappy");
    }
    return 0;
}
```

- A. I have purchased ....:
- B. I have purchased ...:Mobile, Lappy
- C. I have purchased ...:Mobile,
- D. I have purchased ...:Lappy

Answer: B

5.

```
#include <stdio.h>
int main(void)
{
    char var=0x04;
    var = var | 0x04;
    printf("%d,",var);
    var |= 0x01;
    printf("%d",var);
    return 0;
}
```

- A. 8,9
- B. 4,5
- C. 8,8
- D. 4,4

Answer: B

6.

```
#include <stdio.h>
int main(void)
{
    int x=10; x &= ~2;printf("x = %d",x);
    return 0;
}
```

- A. x = 10
- B. x = 8
- C. x = 12
- D. x = 0

Answer: B

7.

```
#include <stdio.h>
int main(void)
{
    char flag=0x0f;
    flag &= ~0x02; printf("flag = %d",flag);
    return 0;
}
```

- A. flag = 13
- B. flag = d
- C. flag = 22
- D. flag = 10

Answer: A

8.

```
#include <stdio.h>
int main(void)
{
    FILE *fp = stdout;
    int num=102;
    fprintf(fp, "%d-%c-%d-%c", num, num-32, num+=32, num-=32);
    return 0;
}
```

- A. 102-F-102-f
- B. 102-f-70-F
- C. 70-f-102-F
- D. 70-F-70-f

Answer: A

9.

if fseek function fail to move to desised position in file. It returns

- A. 0
- B. non zero error error numbers
- C. nothing
- D. run time error

Answer: B

10.

What should be the output of the following code?  
if file contents following data in sunbeam.txt  
[Sunbeam DMC DAC DBDA DESD]

```
#include <stdio.h>
int main(void)
{
    FILE *fp=NULL;
    char c[1024];
    fp = fopen("sunbeam.txt", "r");

    fseek(fp, 0, SEEK_END);
    fseek(fp, -15L, SEEK_CUR);
    fgets(c, 7, fp);

    puts(c);
    return 0;
}
```

- A. prints "C DAC "
- B. prints "DMC DA"
- C. prints garbage value
- D. prints "C DAC"

Answer: A

11.

`fseek(filepointer, 0L, SEEK_SET);`  
can be represent in coding ?

- A. `fseek(filepointer, 0L, 0);`
- B. `rewind(filepointer);`
- C. `fseek(fp, 0, SEEK_END-2);` or `fseek(fp, 0, SEEK_CUR-1);`
- D. All of above

Answer: D



12.  
if sunbeam.txt file contents [sunbeam] data in file what will be output ?

```
#include <stdio.h>
int main(void)
{
    FILE *fpRead=NULL;
    char ch;

    fpRead = fopen("sunbeam.txt", "a+");
    while((ch=fgetc(fpRead))!= 1*-1)
        printf("%c", ch);

    return 0;
}
```

- A. prints sunbeam
- B. prints sunbeam infinitely
- C. no output
- D. run time error

Answer: A

13.

```
#include <stdio.h>
int main(void)
{
    char *ptr = "SunBeam Pune and Karad";
    printf(ptr+7-5+5);
    return 0;
}
```

- A. prints Pune and Karad
- B. prints Sunbeam Pune and Karad
- C. prints garbage values
- D. none of above

Answer: A



14.

```
#include <stdio.h>
int main(void)
{
    printf("\?\?!\\n");
    return 0;
}
```

- A. Compile Time Error
- B. Run Time Error
- C. ???
- D. \?\?!\\n

Answer: C

15.

```
#include <stdio.h>
int main(void)
{
    char str[] = "\\t SunBeam \\0 \\n \\0 Pune";
    printf("%s", str);
    return 0;
}
```

- A. \t SunBeam \0 \n
- B. \\t SunBeam \\0 \\n \0 Pune
- C. \t SunBeam \0 \n \0 Pune
- D. none of above

Answer: A

16.

```
#include <stdio.h>
int main(void)
{
    printf("\n no of char = %d ",
    printf("\n\n welcome to sunbeam \t\t pune "));
    return 0;
}
```



**A.**

welcome to sunbeam                      pune  
no of char = 30

**B.**

no of char = 30

welcome to sunbeam                      pune

**C.**

\n\n welcome to sunbeam \t\t pune  
no of char = 34

**D. none of above**

**Answer: A**



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[+91 8007592194](tel:+918007592194)    [+91 9284926333](tel:+919284926333)



[codewitharrays@gmail.com](mailto:codewitharrays@gmail.com)



<https://codewitharrays.in/project>