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Try Another Quiz Question: 1 If a variable is a pointer to a structure, then which of the following operator is used to access data members of the structure through the pointer variable? Your Answer: -> **⋖** Correct Answer: -> **Description:** None Question: 2 In which header file is the NULL macro defined? Your Answer: stdio.h Correct Answer: stdio.h and stddef.h Description: The macro "NULL" is defined in locale.h, stddef.h, stdio.h, stdlib.h, string.h, time.h, and wchar.h. Question: 3 Can you combine the following two statements into one? $p = (char^*) malloc(100);$ **Your Answer:** char *p = (char*)malloc(100); \checkmark Correct Answer: char *p = (char*)malloc(100); Description: None Question: 4 What will be the output of the program? #include<stdio.h> int main() static char *s[] = {"black", "white", "pink", "violet"}; char **ptr[] = {s+3, s+2, s+1, s}, ***p; p = ptr;++p; printf("%s", **p+1); return 0; Your Answer: None Correct Answer: ink **Description:** None Question: 5 What will be the output of the program? #include<stdio.h> int main() int i=3, *j, k; j = &i;printf("%d ", i**j*i+*j); return 0;

Correct Answer: 30

Your Answer: 30

Description: None

Question: 6 What will be the output of the program? #include<stdio.h> int main() int x=30, *y, *z; y=&x; /* Assume address of x is 500 and integer is 4 byte size */ *y++=*z++; printf("x=%d, y=%d, z=%d ", x, y, z); return 0; Your Answer: None X **Correct Answer:** x=31, y=504, z=504 **Description:** None Question: 7 What is (void*)0? Your Answer: Representation of NULL pointer Correct Answer: Representation of NULL pointer **Description:** None Question: 8 The operator used to get value at address stored in a pointer variable is Your Answer: * 🔍 Correct Answer: * Description: None Question: 9 What would be the equivalent pointer expression for referring the array element a[i][j][k][l] **Your Answer:** *(*(*(a+i)+j)+k)+l) **\rightarrow** Correct Answer: *(*(*(a+i)+j)+k)+l) **Description:** None Question: 10 How many bytes are occupied by near, far and huge pointers (DOS)? Your Answer: near=2 far=4 huge=8 Correct Answer: near=2 far=4 huge=4 Description: near=2, far=4 and huge=4 pointers exist only under DOS. Under windows and Linux every pointers is 4 bytes long. Finish 68 25 8 G+ Tweet Google +