**Session 17**

1. Strings are terminated by the \_\_NULL (‘\0’) \_\_ character.
2. The number of characters that can be input into char arr[15] is \_\_14\_\_\_.
3. Modification of the string pointer can lead to data loss. **(True / False)** - True
4. The character is used to print a new line in printf(). - “\n”
5. To use the strcat() function, the \_ <string.h>\_\_\_ header file must be included in the program.
6. Two pointers can be compared only if both these variables are pointing to variables of different types. **(True / False)** -False
7. strcmp() returns \_\_0 value\_\_\_\_ if two strings are identical.
8. When an array is passed to a function, only its \_\_address\_\_\_\_ is passed.

**Session 19**

1. A \_\_structure\_\_\_ groups together a number of data items, which need not be of the same data type.
2. Individual structure elements are referenced through the use of the \_dot operator (.)\_.
3. Values of one structure variable can be assigned to another variable of the same type  
   using a simple assignment statement. **(True / False) -** True
4. It is impossible to have one structure within another structure. **(True / False) -** False
5. A new data type name can be defined by using the \_\_struct \_\_\_keyword.
6. In bubble sort, the \_\_\_\_\_\_\_\_\_elements are compared. //Not learnt yet
7. In insertion sort, if an unsorted element has to be put in a particular sorted location, values are swapped. **(True / False)** //Not learnt yet