**Part-2**

1. Write the syntax of strdup and strnd function .
2. What is the difference between scanf and gets functions?
3. What is indirection operator?
4. What is dereference operator?
5. How many levels of pointer (in Pointer to pointer) can possible in a program?
6. What is sentinel value in a string?
7. What is void pointer? Where it is used?
8. What is the difference between far and near pointer? How long memory range they can points?
9. What is segmentation fault? Write the causes of this fault.
10. Is possible to point a inline function using pointers?
11. What is inline function?
12. Difference between normal function ,macro function and inline function?
13. Is array name is const pointer?
14. What Designated Initializers in array?
15. Difference between lvalue and rvalue?
16. Difference between #define and typedef?
17. What are the advantage and disadvantages of pointers?
18. Differentiate NULL pointer and NULL macro ,ASCII null ,null string.
19. Are pointers integer?
20. What is command line arguments?
21. What is the output?

void fun(int \*p)

{

int q = 10;

p = &q;

}

int main()

{

int r = 20;

int \*p = &r;

fun(p);

printf("%d", \*p);

return 0;

}

1. What is the output?

int main()

{

int r = 20;

static int \*p = &r;

printf("%d", \*p);

return 0;

}

1. What is the difference between structure and union?
2. Can structure be a member of union?
3. Is it possible for bit fields in union?
4. Is it possible for pointer variable in union?
5. Is bit-field have memory address?
6. How can you access pointer variable in the structure?
7. How can you access character array in the structure?
8. How can you access bit fields in the structure using ptr member?
9. How can you access integer variable in the structure using ptr member?
10. What is Structure padding & packing?
11. Illustrate the merits & demerits of padding & packing?
12. What is enumeration? Write the syntax of enumeration.
13. Here find what will be s1,s2,s3 and s4? Are they are pointers or char?

typedef char \* string\_t;

#define string\_d char \*

string\_t s1, s2;

string\_d s3, s4;

1. What is member overlapping in union?
2. Why array name is const pointer?
3. What are the real time applications of 2d & 3d arrays?
4. Can the sizeof operator be used to tell the size of an array passed to a function?
5. Sizeof vs strlen?
6. What is Null array and zero/empty array?
7. What is output of this code?

int a[5]={0};

printf(“%d”,a[1]);

1. Write a function call and function prototype for sending whole array elements to another function.
2. Estimate the size of structure.

Struct stu

{

Float a;

Char b,c;

Int d;

Double e;

}

1. What will be the output?

int main()

{

int arr[5];

// Assume base address of arr is 2000 and size of integer is 32 bit

printf("%u %u", arr + 1, &arr + 1);

return 0;

}

1. Advantage and disadvantages of union.

Ans:

1. char \*strdup(const char \*s); , char \*strndup(const char \*s, size\_t n);