**Part-1**

1. Is possible for double in switch case? Yes or no
2. output of this code?

int main()

{

double a=10.2;

switch(a) //error

{

case 10.2:

printf("double");

break;

default:

printf("invalid");

break;

}

return 0;

}

1. What is the difference between break, return,goto & continue?
2. What is goto? Write a sysntax of it.
3. How to define infinite loops?
4. While(1) vs for(;;) vs goto
5. What is Fall down property of switch?
6. What is the output?

int main()

{

int i = 1024; //2^10 10 0000 0000

for (; i; i >>= 1) //10times

printf("GeeksQuiz\n");

return 0;

}

1. What is the output?

int main()

{

int i=5;

if (printf("\0")) // \0-0 if(0)

i = 3;

else

i = 5;

printf("%d", i);

return 0;

}

1. What is the output?

int main()

{

int i =1;

printf("%d", printf("%d .%d",1,1)); //nested printf 1 .14

return 0;

}

1. What is the output?

int main()

{

int i =12;

printf("%d", printf("%d%d",i,i)); //12124

return 0;

}

1. Difference between sentinel control loop & counter control loop.
2. Difference between entry control loop &exit control loop.
3. Compare Else if ladder & Switch? Illustrate its merits & demerits.
4. What is ANSI C? List down some compilers. What is MISRA?
5. What is ASCII ? A-Z ,a-z ,0-9 ascii codes in decimal?
6. What is the difference between array & linked list?
7. Difference between compilers & interpreter.
8. Compilation process in c? (.c)pre-processor(.i)->compiler(.s)->assembler(.obj)->linker(.exe/.hex/.bin)->loader->CPU
9. What are the code optimization techniques? ?:
10. How will u free a block of memory without using free()? ->memory leak ptr=realloc(ptr,0)
11. How to prevent same header file getting included multiple times?
12. What is little endian & big endian?
13. Difference between const pointer & pointer to a constant?
14. Constant uses
15. Volatile uses
16. What is Output of this code?

int main()

{

volatile int i[10]={1,2,3,4,5};

volatile const int \* const ptr=&i;

\*ptr++=2;

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

return 0;

}

1. How do you override a defined macro?
2. What is the Output?

int main()

{

char a = '\012'; //octal number

printf("%d", a); //dec 10

return 0;

}

1. What is the difference between inline function and macro function? #define MAX(a,b) a>b?a:b
2. What is recursive function? Name some demerits of it.
3. What is prototype of function?
4. What is static function?
5. Is there possible to call a function before main function?
6. What is formal and actual arguments?
7. Compare call by value & call by reference?
8. What is function overloading? Is it possible in C?
9. Is main function prototype pre-declared or user declared?
10. How many Nested function calls possible? Illustrate with PIC16f877a?
11. Is it possible to print the address of main function?how? pf(%p,main)
12. Declare a function prototype of without return and without arguments.
13. What is the output?

int main()

{

char arr[100];

printf("%d", scanf("%s", arr)); //1

/\* Suppose that input value given

for above scanf is "Azetech" \*/

return 1;

}