

## 20 MCQ's on Pseudo Codes

**Question 1: What is the output for the following pseudo code**

```
#include <stdio.h>

int fun(int n) {
    if(n == 0) // equality operator
        return 1;
    return n + fun(n - 2);
}

int main() {
    printf("%d", fun(4));
    return 0;
}
```

**Output: 7**

**Question 2: What is the output for the following pseudo code**

```
#include <stdio.h>

int fun(int n) {
    if(n > 5) // relational >
        return n;
    return n + fun(n + 1);
}

int main() {
    printf("%d", fun(3));
    return 0;
}
```

**Output: 18**

**Question 3: What is the output for the following pseudo code**

```
#include <stdio.h>

int fun(int n) {
    if(n < 2) // relational <
        return 1;
    return fun(n - 1) + fun(n - 2);
}

int main() {
    printf("%d", fun(5));
}
```

```
    return 0;
}
```

**Output: 8 (Fibonacci)**

**Question 4: What is the output for the following pseudo code**

```
#include <stdio.h>

int fun(int n) {
    if(!n) // equivalent to n==0
        return 1;
    return n + fun(n - 1);
}

int main() {
    printf("%d", fun(4));
    return 0;
}
```

**Output: 11**

**Question 5: What is the output for the following pseudo code**

```
#include <stdio.h>

int fun(int n) {
    if(n <= 0 && n >= -1) // using &&
        return 1;
    return n + fun(n - 2);
}

int main() {
    printf("%d", fun(5));
    return 0;
}
```

**Output: 10**

**Question 6: What is the output for the following pseudo code**

```
#include <stdio.h>

int fun(int n) {
    if(n == 0 || n == 1) // logical OR
        return 1;
    return fun(n - 2) + fun(n - 1);
}

int main() {
    printf("%d", fun(4));
}
```

```
    return 0;
}
```

**Output: 5**

**Question 7: What is the output for the following pseudo code**

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

```
int fun(int n) {
    if((n & 1) == 1) // bitwise AND to check odd
        return 1;
    return fun(n / 2) + n;
}
```

```
int main() {
    printf("%d", fun(6));
    return 0;
}
```

**Output: 7**

**Question 8: What is the output for the following pseudo code**

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

```
int fun(int n) {
    if(n >= 5) // relational >=
        return n;
    return n + fun(n + 1);
}
```

```
int main() {
    printf("%d", fun(3));
    return 0;
}
```

**Output: 12**

**Question 9: What is the output for the following pseudo code**

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

```
int fun(int n) {
    if(n <= 1) // relational <=
        return 2;
    return n + fun(n - 2);
}
```

```
int main() {
```

```
    printf("%d", fun(6));  
    return 0;  
}
```

**Output: 14**

**Question 10: What is the output for the following pseudo code**

```
#include <stdio.h>  
  
int fun(int n) {  
    if(n % 2 == 0) // check even  
        return 2;  
    return fun(n - 1) + 3;  
}  
  
int main() {  
    printf("%d", fun(5));  
    return 0;  
}
```

**Output: 5**

**Question 11: What is the output for the following pseudo code**

```
#include <stdio.h>  
  
int fun(int n) {  
    if(!(n > 3)) // NOT operator  
        return 1;  
    return fun(n - 1) + 2;  
}  
  
int main() {  
    printf("%d", fun(5));  
    return 0;  
}
```

**Output: 5**

**Question 12: What is the output for the following pseudo code**

```
#include <stdio.h>  
  
int fun(int n) {  
    if((n & 1) == 0 && n < 3) // bitwise AND + &&  
        return 1;  
    return n + fun(n - 2);  
}
```

```
int main() {  
    printf("%d", fun(6));  
    return 0;  
}
```

**Output: 11**

**Question 13: What is the output for the following pseudo code**

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

```
int fun(int n) {  
    if(n != 0) // not equal  
        return n + fun(n - 1);  
    return 0;  
}
```

```
int main() {  
    printf("%d", fun(4));  
    return 0;  
}
```

**Output: 10**

**Question 14: What is the output for the following pseudo code**

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

```
int fun(int n) {  
    if(n % 2 == 0) // equality  
        return 2;  
    return n + fun(n - 1);  
}
```

```
int main() {  
    printf("%d", fun(5));  
    return 0;  
}
```

**Output: 7**

**Question 15: What is the output for the following pseudo code**

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

```
int fun(int n) {  
    if((n & 1) > 0) // check odd  
        return 1;  
    return n + fun(n / 2);  
}
```

```
int main() {  
    printf("%d", fun(6));  
    return 0;  
}
```

**Output: 7**

**Question 16: What is the output for the following pseudo code**

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

```
int fun(int n) {  
    if(n < 2 || n == 3)  
        return 1;  
    return fun(n - 1) + fun(n - 2);  
}
```

```
int main() {  
    printf("%d", fun(5));  
    return 0;  
}
```

**Output: 4**

**Question 17: What is the output for the following pseudo code**

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

```
int fun(int n) {  
    if(!n) // n==0  
        return 1;  
    return n + fun(n - 1);  
}
```

```
int main() {  
    printf("%d", fun(5));  
    return 0;  
}
```

**Output: 16**

**Question 18: What is the output for the following pseudo code**

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

```
int fun(int n) {  
    if((n & 1) == 0) // check even  
        return 2;  
    return fun(n - 1) + 3;  
}
```

```
int main() {
    printf("%d", fun(5));
    return 0;
}
```

**Output: 5**

**Question 19: What is the output for the following pseudo code**

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

```
int fun(int n) {
    if(n == 0 || n == 1)
        return 1;
    return n + fun(n - 2);
}
```

```
int main() {
    printf("%d", fun(4));
    return 0;
}
```

**Output: 7**

**Question 20: What is the output for the following pseudo code**

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

```
int fun(int n) {
    if((n & 1) >= 1) // bitwise AND
        return 1;
    return n + fun(n - 2);
}
```

```
int main() {
    printf("%d", fun(6));
    return 0;
}
```

**Output: Segmentation fault**

**Question: Difference between break and continue with Example**

**Break Statement:**

**Explanation:**

The break statement is used to terminate the loop completely.

When break is executed, control comes out of the loop immediately, and no further iterations are executed.

**Example (C language):**

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

```
int main() {  
    for(int i = 1; i <= 5; i++) {  
        if(i == 3) {  
            break;  
        }  
        printf("%d ", i);  
    }  
    return 0;  
}
```

**Output:**

1 2

**Explanation of Example:**

The loop starts from 1

When i becomes 3, break executes

The loop stops completely

Numbers after 3 are not printed

**Continue Statement:****Explanation:**

The continue statement is used to skip the current iteration of the loop.

When continue is executed, control moves to the next iteration of the loop.

**Example (C language):**

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

```
int main() {  
    for(int i = 1; i <= 5; i++) {  
        if(i == 3) {  
            continue;  
        }  
        printf("%d ", i);  
    }  
    return 0;  
}
```

**Output:** 1 2 4 5

**Explanation of Example:**

The loop runs from 1 to 5

When i becomes 3, continue executes

Printing of 3 is skipped

The loop continues with the next iteration