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### Basics of C

Q. 1 void main( )  
{ printf("%d", sizeof(char));  
printf("%d", sizeof(int));  
printf("%d", sizeof(float));  
}

- a. 1 2 4                      **b. 1 4 4**                      c. Error : invalid parameter to sizeof                      d. 2 4 4

Q.2 Find invalid rule for an identifier

- a. It can start & end with alphabet                      **b. It can start & end with digit character**                      c. None of them

Q. 3 Where can I write #include statement?

- a. anywhere in function  
**b. at the start of program**  
c. anywhere in program, but # should be 1st char. on that line  
d. at the start of function

Q. 4

void main( )  
{  
printf("%d", printf("\*usm\*"));  
}

- a. Error                      **b. \*usm\*5**                      c. \*usm\*                      d. 5\*usm\*

Q.5 Statement of C ends with

- a. }                      b. /                      c. \                      **d. ;**

Q.6 Which files contain prototype of standard (library) function?

- a. .obj                      **b. .h**                      c. .cpp                      d. .c

Q.7 'C' Language is developed by \_\_\_\_\_.

## C Programming Question Bank

- a. Stroustrup      b. Kernighan Ritchie      c. Ken Thompson      d. Dennis Ritchie

Q.8 Data stored in Computer's memory is in\_\_\_\_\_.

- a. decimal      b. character      c. **bin**      d. hexadecimal

Q.9 We can not have variables of type\_\_\_\_\_.

- a. **void**      b. short      c. long double

Q.10 C is a \_\_\_\_\_ level language.

- a. lower      b. **high**      c. mid

Q.11 Where can we declare local variables?

- a. None of this      b. **start of block**      c. start of program

Q.12 When memory is allocated to variables of a program?

- a. when we compile program      b. when we save program  
c. **when we execute program**      d. when we write program

Q.13 By default local variable contains\_\_\_\_\_.

- a. 0      b. -ve data      c. **garbage**      d. !

Q.14 In every C program, first control is received by function \_\_\_\_\_.

- a. that is declared first in program      b. that is defined last in program  
c. **main**      d. that is defined first in program

Q.15 The maximum length of an identifier is\_\_\_\_\_.

- a. 10 char      b. 32 char      c. **Compiler dependant**      d. 8 char

Q.16 Which of the following is a valid identifier?

- a. 26-July      b. **26 July**      c. 26\_July      d. \_26July

Q.17 Which of the following statements are true regarding arithmetic operators?

- i) An arithmetic operation between an integer and an integer yields an integer  
ii) An arithmetic operation between two floats yields an integer  
iii) An arithmetic operation between an integer and a float yields an integer  
iv) An arithmetic operation between an integer and a float yields a float  
a. **i and iv**      b. i and iii      c. ii and iii      d. ii and iv

Q.18 We can not have variables of type\_\_\_\_\_.

- a. long double      b. short int      c. **void**      d. signed char

Q.19 Decimal equivalent of hex 10 is\_\_\_\_\_.

- a. **16**      b. 10      c. 17      d. 12

Q. 20

```
void main( )  
{
```

## C Programming Question Bank

```
printf("%c", „%d" );
}
```

- a. garbage                      **b. d**                      c. %c                      d. Error

Q.21

```
void main( )
{ char ch='12';
printf("%d", ch );
}
```

- a. 1                      **b. 50**                      c. 12                      d. Error

Q.22 Which of the following are format specifiers?

- i) %f                      ii) %c                      iii) %q                      iv) %z                      v) %u

Select one:

- a. i, ii, iii & iv                      b. ii, iii, iv & v                      **c. i, ii & v**                      d. i, ii, iv & v

Q.23 Which is invalid escape character?

- a. \\                      b. \7                      **c. \\***                      d. \"

Q.24 Block of statements are enclosed in

- a. { }**                      b. < >                      c. ( )                      d. [ ]

Q.25 Which characters are used for multiline commenting?

- a. \\*\*/                      b. \\*\*\                      **c. /\*\*/**                      d. /\*\*\

Q.26 Which is not a translator?

- a. Linker**                      b. Assembler                      c. Interpreter                      d. Compiler

Q.27 Which character is used to precede escape character?

- a. %                      b. /                      **c. \**                      d. none

Q.28 Find odd man out

- a. 97 „a" 0x61                      **b. 91 'a' 0x5b**                      c. 65 „A" 0x41                      d. 90 „Z" 0x5A

Q.29

```
void main( )
{
printf("\\65" );
}
```

- a. \5**                      b. \\65                      c. \A                      d. \65

Q.30 Octal constants are preceded by char\_\_\_\_\_.

- a. 0                      **b. 0(zero)**                      c. 0x

Q.31 What getch( ) does?

- a. gets char from user & shows it on screen                      **b. gets char from user & does not show on screen**  
c. gets char from file                      d. shows output to user

## C Programming Question Bank

Q.32 By default how many decimal places are displayed for %f used for float variable?

- a. 6                      b. depends on data                      c. 2                      d. 0

Q.33 Which of the following is not a keyword of C?

- a. void                      b. register                      c. n

Q.34

```
void main( )  
{  
printf("%d %d %d", 8 );  
}
```

- a. Error                      b. 8 8 garbage                      c. 8 0 0                      d. 8 0 garbage

Q.35

```
int x = 10;  
void main( )  
{printf("%d",x);  
{int x =20;  
{ int x =30;  
printf("%d",x);  
}  
printf("%d",x);  
}  
}
```

- a. Erro                      b. 10 30 30                      c. 10 30 20                      d. 10 20 30

Q.36 Which is false statement?

- a. 1 is true                      b. 32767 is true                      c. 32768 is false                      d. 0 is false

Q.37

```
void main( )  
{  
printf("Today\r\bis a\7 great\t\r\\day");  
}
```

Select one:

- a. day 7 great                      b. Todayrbis a\7 greattrday                      c. is a 7 great day                      d. \day great

Q.38

```
void main( )  
{int ch=26;  
printf("%X", ch );  
}
```

- a. 1a                      b. 1 A                      c. 26

Q.39 What is format char for printing data in binary?

- a. %B                      b. %b                      c. none                      d. %o

### Expression

Q. 1

```
void main( )  
{ int a=2, b, c,d;  
b=c=5;  
d=++a- --b*c%b;  
printf("d", d);  
}
```

- a. 3                      b. 2                      c. -1                      **d. Error:Lvalue required**

Q. 2

```
void main( )  
{ float a=5,b=2;  
printf("%f", a%b*2);  
}
```

- a. 2.0                      b. 0.5                      **c. error**                      d. 1.0

Q.3

```
void main( )  
{ int u1; float u2;  
printf("%d", sizeof(u2+sizeof(u1)));  
}
```

- a. 4**                      b. 8                      c. C                      d. 6

Q.4

```
void main( )  
{ int i=20, j=30;  
i^=j;  
j^=i;  
i^=j;  
printf("%d, %d", i, j);  
}
```

- a. 0,0                      **b. 30,20**                      c. 20,30                      d. 20,20

Q.5

```
void main( )  
{ int x=32767, y=9;  
x=x+y;  
printf("%d", x);  
}
```

- a. Garbage value                      **b. 32776**                      c. -32760                      d. -32776

Q.6

```
void main( )  
{ int p=4;
```

## C Programming Question Bank

```
printf("%d", ++p*p++*++p);
}
```

- a. 216                      b. none                      c. 175

Q.7 Which is correct statement?

- a. && checks 2nd condition only if 1st condition is true  
 b. || checks 2nd condition only if 1st condition is true  
**c. && checks 2nd condition only if 1st condition is false**

Q.8 Find invalid bitwise operator

- a. &&                      b. ~                      c. ^                      d. >>

Q.9 Which statement will generate an error?

- a. (b>c) ? a=b : a=c;                      b. None of them                      c. a=b>c ? b : c;

Q.10 Which is not a operator in C?

- a. \$                      b. ^                      c. ~                      d. sizeof

Q.11 What is negation of operator <?

- a. !<                      b. !                      c. >                      **d. >=**

Q. 12

```
void main( )
{ int x=1, y=2, z=6;
x+=x*y*z=8;
printf(" %d", x);
}
```

- a. Compi                      b. 18                      c. 14                      d. 2

Q.13

```
void main( )
{ char ch=-3;
printf("%d %d %d", -ch, -ch+1, !ch );
}
```

- a. 3 132 0                      b. -3 132 1                      c. 3 -3 1                      **d. 3 4 0**

Question 14

```
void main( )
{ int a=5, b=2;
printf("%d %f %f", a/b, (float)a/b, a/(float)b );
}
```

- a. 2 2.5 2.5                      b. 2 2.500000 2.500000                      **c. 2 2.000000 2.500000**

Q. 15

```
void main( )
{ char b='C ', c='B';
printf("%c", c+b-36);
}
```

}

- a. A                      **b. a**                      c. 133

Q.16 Which unary operator changes operand?

- a. ~                      b. !                      **c. - -**                      d. -

Q.17

```
void main( )
{ int no 1 =0;
printf("%d", 5/no 1);
}
```

- a. Compilation error**                      b. 32767                      c. 5                      d. None of them

Q.18

```
void main( )
{ int p=5, x;
x=++p*p++;
printf("%d", x);
}
```

- a. 36**                      b. 49                      c. 42                      d. 30

Q.19

```
void main( )
{ int xx=3*(5 +1)/(2-2*10);
printf("%d", xx);
}
```

- a. -1**                      b. None of them                      c. 1                      d. 0

Q. 20

```
void main( )
{ int i=1, j=0, k=i--&&++j| |--j;
printf("%d %d %d", i, j, k);
}
```

- a. 0 1 0                      b. None of these                      c. 1 1 1                      **d. 0 1 1**

Q.21 How to store value of x in y?

- a. x=y;                      **b. y=x;**                      c. x= =y;

Q.22

```
void main( )
{ int i=2, j=3, k=0, m=0 ;
float a=1, b=2;
k=i/j *k;
m=j/i*j;
a=i*/j*j;
b=i*j/k;
printf("%d %d %f %f ", k, m, a, b);
```

## C Programming Question Bank

}  
a. 0 3 0.000000 0.000000      **b. Error**      c. 0 3 0.000000 2.000000      d. 2 3 0.000000 2.000000

Q.23

```
void main( )
{ int x=1, y=2, z=3;
printf(" %d %d %d", ++x, x+y, z);
}
```

a.                      b. 1 3 3                      **c. 243**                      d. 2 3 3

Q. 24 In the following expression which operation is performed first?

Expression:  $a=3/2+9*6/4-7+2.4/8$

a. 2+9                      b. 6/4                      **c. 3/2**                      d. 9\*6

Q.25

```
void main( )
{ int s1 = 1, s2=4;
printf("%d", (s1&s2)?5:10 );
}
```

a. 5                      **b. 10**                      c. 0                      d. 1

Q.26 Which of the following are unary operators?

a. %(modulus)                      b. / (division)                      c. =(assignment)                      **d. -(subtraction)**

Q. 27

```
void main( )
{ int p=10;
printf("%d %d %d", --p, --p, --p);
}
```

a. 9 8 7                      b. 7 8 9                      c. 10 9 8                      **d. 7 7 7**

Q.28 Which operator does not work with float?

a. %                      b. /

Q.29

```
void main( )
{ int p=1, q=2, r=3;
float p=1.0, q=2.0, r=3.0;
printf("%d %d %f", p, q, r);
}
```

**a. error**                      b. 1 2 3                      c. 1 2 3.0                      d. 1.0 2.0 3.0

Q.30

```
void main( )
{ int x=2;
float f1=1.0, f2=2.0, sum;
sum=x*f1+f2/x+f1*f2;
```



## C Programming Question Bank

```
printf("%f ", sum);  
}
```

- a. Compilation error      b. 1.500000      c. 6.000000      **d. 5.000000**

Q.31 Which is invalid type of operator?

- a. Relational      b. Bitwise      c. Logical      **d. Saving**

Q.32 What is not allowed?

- a. ++ k      b. +++ k      c. + k      **d. ++++ k**

Q.33 Which condition can result into true?

- a. None of them      b.  $x > y \ \&\& \ x < y$       c.  $x \geq y \ \&\& \ y > x$       **d.  $x != y \ \&\& \ x > y$**

Q.34 Which is not a operator in C?

- a. .\***      b. !=      c. +=      d. ->

Q.35

```
void main( )  
{  
printf("%d", 32>>2 );  
}
```

- a. 30      b. 128      **c. 8**

Q.36 How many ternary operators are available in C?

- a. 1**      b. 2      c. 5

Q.37 Which is correct precedence order of binary operators?

(descending order of priority)

- a. Arithmetic, Relational, Logical, Assignment**      b. Assignment, Relational, Logical, Arithmetic  
c. Arithmetic, Logical, Relational, Assignment      d. Relational, Arithmetic, Logical, Assignment

Q.38 Which type is not available in operators?

- a. unary      b. binary      **c. nnary**      d. ternary

Q.39

```
void main( )  
{ int v=-5, w=0, x=4;  
printf("%d", w || v || x&&w);  
}
```

- a. 1**      b. 5      c. Garbage value is printed      d. 0

Q.40

```
void main( )  
{ int product;  
char ch='CH';  
product("%d", product);  
}
```

## C Programming Question Bank

- a. 99      b. 67      c. Garbage      d. Error:Character constant too long

Q.41

```
void main( )
{ char ch=20;
printf("%d %d", ch>>4, ch <<2 );
}
```

- a. 180 10      **b. 1 80**      c. 5 40

Q. 42 Which can not be used as assignment operator?

- a. %=      b. ^=      c. &=      **d. !=**

Q.43

```
void main( )
{ int p=10;
printf("%d %d %d", p--, ++p, p--); // 10 10 10
-1 9 -1
}
```

- a. 9 11 10      **b. 10 9 10**      c. 10 10 10      d. error

Q.44 Which operator does not check 2nd condition if 1st condition is false?

- a. &      b. ||      **c. &&**      d. >>

Q.45 What is associativity for comma operator?

- a. Right to Left      b. Left to Left      **c. Left to Right**      d. Right to Right

Q.46

```
void main( )
{ char c1='1', c2='2'; 73+50
int sum=c1+c2;
printf("%c %d", sum, sum);
}
```

- a. c 99      b. 3 garbage      c. C 99      **d. sign 123**

Q.47

```
void main( )
{
printf("%d", 5/0 );
}
```

- a. 32767      b. Runtime error      **c. Compilation error**      d. 5

## If Else & Switch

Q.1 What is the difference between '=' and '==' operators?

- a. = is a assignment operator, whereas == is a logical operator,  
**b. = assigns value, whereas == compares two quantities**

## C Programming Question Bank

c. – should be used only for assigning integer values to identifiers, whereas = can be used to assign char, float values to identifiers.

d. Both operators mean same when used in condition.

Q.2 Which operator works like if else?

- a. ::      **b. ? :**      c. ->      d. >>

Q.3 Which operators can be used to form a condition?

- a. Relational      b. Relational & logical      c. Logical & arithmetic      **d. All operators in C**

Q.4 Which operator cannot be used for joining two conditions?

- a. &&      b. ||      **c. !**      d. Both && and ||

Q. 5 Which operator is used to negate the condition?

- a. -      b. ~      **c. !**      d. ^

Q. 6 Which is correct statement?

- a. alone if can occur without else**      b. alone else can occur without if  
c. else should be written before if      d. else is compulsory for every if

Q.7 Which nested if-else can be converted to switch?

- a. Every nested if-else can be converted in to switch  
b. Having 1 operand common in all conditions & other operand uncommon(contant)  
c. aying relational operator == in all conditions  
**d. both having relational operator == in all conditions and having 1 operand common in all conditions & other operand uncommon(contant)**

Q.8 What is possible?

- a. writing switch in if-else      b. writing if-else in switch  
c. writing one switch another switch      **d. All of the remaining options**

Q.9 What is not required for writing switch?

- a. default      b. case      c. break      **d. continue**

Q.10 What is true about default?

- a. default can be written anywhere in switch**      b. default must be last case in switch  
c. default must be first case in switch      d. default is compulsory in switch

Q. 11 What is most false about switch?

- a. All cases require continue**      b. All cases require break  
c. Last case doesn't require break      d. First case may not have break

Q.12 Switch can not handle\_\_\_\_\_data type

- a. char      b. int      c. float      **d. float & double**

Q.13 What is false about switch cases?

- a. cases have to be constant expression

## C Programming Question Bank

- b. cases can be fractional
- c. cases can be strings
- d. Both cases can be fractional and cases can be strings**

Q.14 What is true about switch cases?

- a. more than 1 cases having same action can be written together separated by comma
- b. more than 1 cases can be joined by using &&, ||
- c. duplicate cases are not allowed**
- d. small case & upper case are treated as same case

Q.15 switch is preferred over nested if-else because

- a. It increases complexity of a program
- b. It improves execution speed of a program
- c. It increases readability of a program**
- d. It reduces size of compiled code

Q.16 Which is keyword of C?

- a. Case
- b. Default
- c. If
- d. None of these**

Q.17 Which character is used in switch to separate case from its action part

- a. blank
- b. :**
- c. ;
- d. ,

Q.18 Which condition is correct to check whether ch is a capital letter?

- a. `ch>='A' || ch>='Z'`
- b. `ch<='A' && ch<='Z'`
- c. `ch>='A' || ch<='Z'`
- d. `ch>='A' && ch<='Z'`**

Q.19

```
void main( )
```

```
{ int m=10, n=15;

    if(!(!m)&&m) printf("%d", m++);

    else printf("%d", n++);

}
```

- a. 15
- b. 10**
- c. 16
- d. 11

Q.20

```
void main( )
```

```
{ float f=5.4;

    if(f==5.4) printf("equal");

    else      printf("not equal");

              printf("%f", f);

}
```

- a. equal
- b. not equal 5.400000
- c. not equal
- d. 5.400000**

Q.21

```
void main( )
```

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```
{ int a=2, b=3;
    if(a=b); printf("equal");
else printf("not equal");
}
```

- a. not equal                      b. equal                      c. No output                      **d. Error**

Q.22

```
void main( )
{ if( ! 123.4 ) printf("WELCOME");
  Else printf("GET OUT");
}
```

- a. WELCOME                      **b. GET OUT**                      c. no output                      d. Error: improper if condition

Q.23

```
void main( )
{ static int i;
    if(!(i=1)) printf("USM");
else printf("usm");
}
```

- a. usm                      **b. USM**                      c. Error:static variable not allowed in C                      d. Error: invalid if condition

Q.24

```
void main( )
{ int a=2,b=3;
    if(a>b);
    printf("*");
    printf("+");
}
```

- a. \*                      b. +                      **c. \*+**                      d. no output

Q.25

```
void main( )
{ int a=2,b=5,c=1;
    if(a>b)
        if(a>c) printf("*");
    else printf("*");
    printf("+");
}
```

- a. \*+                      b. \*\*+                      c. \*\*\*                      **d. +**

Q.26

```
void main( )
{ int a=3,b=0;
    if(a,b) printf("*");
    else printf("+");
}
```

- a. \*                      **b. +**                      c. \*+                      d. Error

Q.27

```
void main( )
```

```
{ int k=1,b=0,c=++b;
```

```
    if( k-- >0 ) printf("*");
```

```
    else printf("+");
```

```
        print("%d", k);
```

```
}
```

a. \*0

b. +0

c. \*1

d. +1

Q.28

```
. void main( )
```

```
{ int a=0,b=1;
```

```
    if(++a= --b) printf("%d %d", --a, b++);
```

```
    else printf("%d %d", a--, ++b);
```

```
}
```

a. 0 1

b. 0 0

c. -1 0

d. 1 1

Q. 29

```
void main( )
```

```
{ int a=3,b=1;
```

```
    if( b>a, a>b) printf("%d",--b);
```

```
    else printf("%d", a++);
```

```
}
```

a. 3

b. 1

c. 0

d. Error

Q. 30

```
void main( )
```

```
{ int a=0,b=2;
```

```
    if(a++, b--, --b) printf("%d %d", a, b);
```

```
    else printf("%d %d", b, a);
```

```

    }
a. 0 1      b. 2 1      c. 1 0      d. Error

```

Q.31

```
if(a>b) b=a;
```

```
    if(c>b) b=c;
```

```
    printf("%d", b);
```

What is represented by above code?

- a. it prints value of b as it is  
**c. it prints maximum of 3 nos. a, b, c**  
 b. it prints minimum of 3 nos. a, b, c  
 d. it prints average of 3 nos. a, b, c

Q.32

```
void main( )
{
    int m=0,n=5/2+3*6;
    if( !m++ && ++m) printf("%d", m++);
    else printf("%d", m--);
}
```

Select one:

- a. 1 **b. 2** c. 3 d. 0

Q.33

```
void main( )
{
    int m=3, n=4;
    if(m&n) printf("%d", m--);
    else printf("%d", n++);
}
```

- a. 3 **b. 4** c. 2 d. 5

Q.34

```
void main( )
{
    int m=0, n=-1;
    if(~m && ~n) printf("%d", n);
    else printf("+%d", ~m);
}
```

- a. +-1** b. -1 c. +32767 d. 32768

Q. 35

```
void main( )
```

```
{
char a='A';
```

```
    if(a= 'a' || (a='B') || a) a=a+32;
```

```
else a='c';
```

```
printf("%c", a);
```

```
}
```

a. a

**b. b**

c. c

d. Error

Q.36

```
void main( )
```

```
{ char a='A';
```

```
if(a= 'a' || a= 'B' || 'b') a+=32;
```

```
else a='c';
```

```
printf("%c", a);
```

```
}
```

**a. a**

b. c

c. A

d. Error

Q.37

```
void main( )
```

```
{ char a='A';
```

```
if(a= 'a' || a='B' || 'b') a+= ' ';
```

```
else a= 'C'+ ' ';
```

```
printf("%c", a);
```

```
}
```

**a. a**

b. c

c. A

d. Error

Q.38

```
void main( )
```

```
{ int a=2,b=3;
```

```
if(a<=b)
```

```
if(a=b) printf("***");;
```

```
else printf("*****");
```



- a. \*\*  
 b. \*\*\*\*  
 c. No output

Q.39

void main( )

```

{ float j=0.1;

switch( j )

{case 0.1 : printf("%f", j++); continue;

case 0.2 : printf("%f", j ); break;

default : printf("Default");

}

}
    
```

- a. 0.1      b. 0.1 0.2      c. 0.1 Default      d. Error

Q. 40

void main( )

```

{char c='a';

lable: switch (c)

{ case 'a': ++c; goto lable;

case 'b': printf("%c", c++);

case 'c': printf("%c", c);

}

}
    
```

- a. b      b. c      c. b c      d. a b c

### Loops

Q.1 What is not a difference between while & do-while loop?

- a. In while loop condition is checked 1st & in do while it is checked last  
 b. do-while loop executes at least once whereas while loop may not execute in worst case  
**c. while loop stops when condition is false whereas do-while stops when condition is true**  
 d. In while loop, condition decides execution of current iteration whereas in do while, it decides execution of next iteration.

## C Programming Question Bank

Q. 2 Who allows control to flow inside or outside loop?

- a. loop statements      b. loop expression      **c. loop condition**      d. initialization

Q.3

```
void main( )  
{ int i=0;  
for(;i=2;) { printf("%d ", i); i++; }  
}
```

- a. 0      b. 0 1 2      c. 0 1      **d. Infinite loop**

Q.4 In for(...) how many semicolons are allowed?

- a. <=2      **b. exactly 2**      c. >=2      d. >=0

Q. 5

```
void main( )  
{ char ch='\0';  
while(ch)  
{ printf(" end of output is %c", ch);  
break;  
}  
printf(" null character");  
}
```

- a. null character**      b. end of output is 0 null character  
c. end of output is \0 null character      d. end of output is null character

Q.6

```
void main( )  
{ int i=0;  
for(;i<=5;) printf("%d ", i*i*2);  
}
```

- a. 0 2 4      b. 0 1 2 3 4 5 Incorrect      **c. 0 is printed infinitely**      d. Error

Q.7

```
void main( )  
{ int sum=0,n=8;  
do  
{ sum=n%2;  
n/=2;  
printf("%d", sum);  
}while(n);  
}
```

- a. 0000      b. 1000      **c. 0001**      d. 000

Q. 8

```
void main( )  
{ int i=0;  
for(;i<=3; printf("%d ", ++i ) );  
}
```

## C Programming Question Bank

```
}
```

a. 1 2 3

**b. 1 2 3 4**

c. 0 1 2 3

d. Error

Q.9

```
while(k<=5) printf("%d", k++);
```

If k contains initially -5, then how many times above loop will execute?

a. 0

b. 10

**c. 11**

d. 9

Q.10 Which logic will give output :

1

1 2

1 2 3

1 2 3 4

a. for(a=1; a<=4; a++)

```
{ printf("\n");
```

```
for(b=1; b<=a; b++) printf("%2d", a);
```

```
}
```

**b. for(a=1; a<=4; a++)**

```
{ printf("\n");
```

```
for(b=1; b<=a; b++) printf("%2d", b);
```

```
}
```

c. for(a=1; a<=4; a++)

```
{ printf("\n");
```

```
for(b=0; b< 4; b++) printf("%2d", a);
```

```
}
```

d. for(a=0; a < 4; a++)

```
{ printf("\n");
```

```
for(b=1; b<=4; b++) printf("%2d", b);
```

```
}
```

Q.11

```
void main( )
```

```
{ int k=3;
```

```
while(k)
```

```
{int k=1;
```

```
printf("%d ", k);
```

```
k--;
```

```
}
```

```
k--;
```

```
}
```

a. 1

b. 3 2 1

**c. Infinite loop**

d. Error

Question 12

```
void main( )
```

```
{ int x=3;
```

```
do
```

```
{printf("%d ", x--);
```

## C Programming Question Bank

```
}while(x&&0);
}
```

- a. **3**                      b. 3 2 1                      c. 2 1                      d. none

Q.13

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

- a. 121321233132                      **b. 213132**                      c. 111213212223313233                      d. No output

Q.14

```
void main( )
{ int i, j;
for(i=1; i<=3; i=i+2)
for(j=1; j<=3; j=j+2)
printf("%d", i+j );
}
```

- a. **2 4 4 6**                      b. 1 2 2 3                      c. Infinite loop                      d. No output

Q.15

```
void main( )
{ char ch='\0';
while( ch<=127)
{
printf("%c %d ", ch++, ch );
}
}
```

- a. Prints 127 ASCII char                      b. Prints entire ASCII table                      **c. Infinite loop**                      d. No output

Q.16 In worst case, how many times will do – while loop executes (minimum)?

- a. 0                      **b. 1**                      c. n times                      d. infinite

Q.17

```
void main( )
{ int k=3;
while(k)
{ int K=1;
printf("%d", k);
k--;
}
}
```

## C Programming Question Bank

- a. 1                      **b. 3 2 1**                      c. Infinite loop                      d. Error

Q.18

```
void main( )
{ int no=123;
while(no)
{ no/=10;
printf("%d", no%10);
}
}
```

- a. 2                      **b. 210**                      c. 21                      d. 213

Q.19 Which part of loop executes only once?

- a. loop statements                      b. loop expression                      c. loop condition                      **d. initialization**

Q.20

```
void main( )
{ int i=1;
while(i<=32767)
{ printf("%d ", i);
i++;
}
}
```

- a. 1 2.....32766                      **b. 1 2.....32767**                      c. 1 2.....32768                      d. Infinite loop

Q.21

```
void main( )
{ int i=0j=1;
for(i=1,j=0; j<i; i++, j++)
{ if(i= j) goto label2;
else printf("%d", i);
}
label2: printf("%d", j);
}
```

- a. 1                      **b. 1....3276732767**                      c. 1....32767                      d. Infinite loop

Q.22 Missing condition in for loop will generate\_\_\_\_\_.

- a. Compiler error                      b. Runtime error                      c. Warning                      **d. Infinite loop**

Q. 23 What continue does?

- a. It helps to continue execution of a program  
**b. It skips that iteration & continues loop**  
c. It continues that iteration & then takes control outside loop  
d. It continues execution of a function by skipping a loop

Q.24 The statements which are repeated in loop are called

- a. loop statements**                      b. loop expression                      c. loop condition                      d. initialization

Q.25

```
void main( )  
{ int i=0;  
for(i=1;;i++)  
if(i==5)  
{ printf("%d", i);  
break;  
}  
else  
{ printf("%d",i++);  
continue;  
}  
}
```

- a. 12345                      b. 246                      c. **135**                      d. Error

Q. 26 Missing condition in while loop will generate \_\_\_\_\_.

- a. **Compiler error**                      b. Runtime error                      c. Warning                      d. Infinite loop

Q.27 In do while loop, 5th time condition is checked & now resulted into false, so how many times loop has executed?

- a. 4                      b. **5**                      c. 6                      d. 0

Q.28 Which loop will not output nos. 1 to 10

- a. for(a=0; a<10; a++) printf("%d",a+1);                      b. for(a=0; a<10; ) printf("%d", ++a);  
c. for(a=0; a++<10; ) printf("%d", a);                      d. **for(a=0; a<10; a+1) printf("%d", a);**

Q. 29 What is correct execution sequence in a for loop?

- a. loop statements, loop expression, loop condition, initialization  
b. loop expression, loop statements, loop condition  
c. loop statements, loop condition, loop expression  
d. **loop condition, loop statements, loop expression**

Q.30 In which loop, condition decides execution of next iteration?

- a. while                      b. **do while**                      c. for                      d. none

Q.31

```
void main( )  
{  
While (1) printf("USM C");  
}
```

- a. condition in while loop is illegal                      b. 'USM C' will be printed once  
c. **while loop is an infinite loop**                      d. Linker error is generated

Q.32 What is not a loop in C?

- a. for                      b. While                      c. **repeat until** d. do while

## C Programming Question Bank

Q.33 Which statement helps to stop the loop?

- a. loop statements      **b. loop expression**      c. continue      d. initialization

Q.34

```
void main( )  
{  
int j=1;  
for(;j<=3; j++) printf("%d", j);  
}
```

- a. 0      **b. 123**      c. Infinite loop      d. No output

Q.35

```
void main( )  
{ int i=2j=3;  
do  
{ if(j= =i)  
{ printf("less"); break;  
}  
j+=i;  
printf("more");  
}while(i!=j-3);  
}
```

- a. less      **b. more**      c. 'more' is printed thrice      d. Infinite loop

Q.36 In while loop, 7th time condition is checked & now resulted into false, so how many iterations executed?

- a. 0      b. 5      **c. 6**      d. 7

Q.37

```
void main( )  
{ int j=1;  
while( j<=255)  
{ printf("%c %d ", j, j);  
j++;  
}  
}
```

- a. Prints garbage      **b. Prints ASCII table**      c. Infinite loop      d. No output

Q. 38 Which loop does not require to write ';' after loop condition?

- a. while**      b. do while      c. for      d. none

Q.39

```
void main( )  
{  
char ch=49 - '1';  
while(++ch) putchar(ch);  
}
```

## C Programming Question Bank

- a. Prints all ASCII chars except last
- c. Infinite loop

- b. Prints all ASCII char except First
- d. No output

Q. 40 Which statement can stop the loop?

- a. continue
- b. break**
- c. initialization
- d. if

Q.41

```
void main( )
```

```
{  
int i=0;  
while(++i<5) printf("%d", ++i);  
}
```

- a. 24**
- b. 1234
- c. 246
- d. Error

Q. 42

```
void main( )
```

```
{  
while(4<5) printf("hi!");  
}
```

- a. hi!
- b. hi! Printed infinitely**
- c. No output
- d. Error

Q. 43

```
void main( )
```

```
{  
int i=0;  
for(i=1;i<=4,i++)  
{ if(i==2) continue;  
else  
{ printf("%d", i);  
break;  
}  
}  
}
```

- a. 1 3 4
- b. 1 2 3
- c. 1**
- d. 2

Q. 44 Which loop allows to omit condition?

- a. while
- b. do while
- c. for**
- d. none

Q. 45 In for loop, more than one initializations or loop expressions are separated using\_\_\_\_\_.

- a. ;
- b. ,**
- c. blank
- d. tab

Q.46

```
void main( )
```

```
{  
int i=10;  
for(;;) i++ printf("hello!");  
}
```



## C Programming Question Bank

- a. hello!      b. 'hello!' is printed 10 times      **c. Infinite loop**      d. Error

Q. 47 In worst case, how many times while loop executes (minimum)?

- a. 0**      b. 1      c. n times      d. infinite

Q. 48 What is not used to control loop iterations?

- a. loop statements      b. loop expression      c. loop condition      d. initialization

Q.49

Which loops are similar in behavior?

- a. for & do while      b. while & do while      **c. while & for**      d. do while, for & while

Q. 50

```
void main( )
```

```
{
```

```
int i=0, j=0;
```

```
while(j= =i)
```

```
{ printf("%d %d ", i, j);
```

```
i++; j--;
```

```
}
```

```
}
```

- a. 1 1      b. 0 1 0 1 0 1      **c. 0 0**      d. Infinite loop

## Functions

Q.1 What is true regarding a return statement in a function?

Select one:

- a. There cannot be more than one return statements in a function  
b. A return statement must be written at the end of the function  
**c. A function may not have return statement**  
d. All the above are true

Q.2 How many times & when memory is allocated to formal parameters?

- a. Only once during compilation time  
b. Only once during execution time, at the start of program  
c. Only once during executing time, before function call  
**d. For every call of that function**

Q.3 Which following statement is false about parameters?

- a. Formal Parameters should be same as actual parameters**  
b. Actual Parameters should be same as formal parameters  
c. Number of Actual & formal parameters should be same  
d. Data type sequence of actual parameters should be same as formals

Q. 4 The declaration "int \*P(char a[ ] );" indicates

- a. P is pointer to integer  
b. P is pointer to function that returns an integer

## C Programming Question Bank

- c. P is function that returns an integer pointer
- d. Illegal declaration of P

Q.5 What is true about returning value from a function?

- a. We must collect a value when function has return statement
- b. Even though function is returning a value, we may not collect**
- c. We can collect a value even though function has void returning data type
- d. We can not collect a value when function has no returning data type

Q. 6 Which two names cannot be same?

- a. Formal parameter & local variable**
- b. Formal parameter & actual parameter
- c. Formal parameter & function name
- d. Local variable & function name

Q. 7 For every function call in a program, compiler require\_\_\_\_\_.

- a. its definition
- b. its declaration**
- c. both, its declaration & definition
- d. nothing

Q. 8 \_\_\_\_\_requires function definition.

- a. Linker**
- b. Loader
- c. Compiler
- d. Editio

Q. 9 How many values can be returned from a function using return statement?

- a. only 1**
- b. maximum 2
- c. As many we want, by writing more than one return statements
- d. As many we want, by using comma operator

Q.10 Which statement is true regarding function?

- a. Any C program contains at least one function**
- b. A function can be defined inside another function
- c. In a C program there can be more than one functions with the same name
- d. A C program can be written without functions

Q.11 \_\_\_\_\_function executes on its own.

- a. All
- b. No**
- c. main
- d. All standard

Q.12 What is false about function main?

- a. main can call any other function
- b. any other function can call main
- c. main can call main
- d. No function can call main**

Q.13 During execution, parameters passed to the program are received by function\_\_\_\_\_.

- a. that is defined as main**
- b. that is defined 1
- c. that is declared 1

Q.14 The declaration "void fun(int);" indicates that the function

- a. returns a float value
- b. has no arguments
- c. returns nothing**
- d. has default arguments

Q.15 Parameters passed in a function call are called\_\_\_\_\_.

- a. Formal Parameters
- b. Receiving Parameters
- c. Local Parameters
- d. Actual Parameters**

## C Programming Question Bank

Q.16 What is true about function declaration?

- a. **Function definition includes its declaration**
- b. Function declaration includes its definition
- c. Function call includes both its declaration & definition
- d. Function declaration includes its call

Q.17 Which of the following statement is true regarding recursive function?

- a) It is also called as a circular definition
- b) It occurs when a function calls another function more than once
- c) It occurs when a statement within function calls itself
- d) A recursive function can not have a return statement within it

- a. a & c                      b. a & b                      c. b & d                      d. a, c & d

Q.18 Which statement is true?

- a. Function is a block of statements that can be executed number of times
- b. Function can have loop inside & same function can be called in loop
- c. Call by reference is same as passing address to function
- d. **All above statements are true**

Q.19 What is true regarding a returning data type of a function?

- a. Function without returning data type can not return a value
- b. Function having returning data type void can return a value
- c. Function having returning data type void can not have return statement
- d. **1, 2 & 3 are false**

Q.20 What happens in call by value?

- a. Changes made in formal Parameters are reflected in actual parameters
- b. **Changes made in formal Parameters are not reflected back in actual parameters**
- c. Addresses of actual parameters are passed to formal parameters
- d. Values of actual parameters are passed to local variables of a called function

Q.21 What is true about multidimensional array as formal parameter?

- a. We can pass single dimensional array to a Function but not multidimensional
- b. We can pass multidimensional array, but size of all dimensions should be same
- c. We can pass multidimensional array, but size of all dimensions should be constant
- d. **Size of 1st dimension can be empty, but we need to mention sizes of remaining dimensions**

Q.22 A function has by default returning data type\_\_\_\_\_.

- a. void                      b. char                      c. **int**                      d. none of these

Q.23 What is false about function main?

- a. main can have parameters
- b. main can return a value
- c. main can be called
- d. **variables defined inside main become global variables**

## C Programming Question Bank

Q.24 What we can have in function name?

- a. blank                      **b. underscore**                      c. special char                      d. #

Q.25 In recursive functions, how many times memory is allocated to its local variables?

- a. Only once before that function is called  
**b. Depends on no. of recursive calls at runtime**  
c. Depends on how many times function is called in a program  
d. Only once during compilation time

### Array & Strings

Q.1 void main( )

```
{ int a[ ]={10,20,30,40,50}, j;  
  
    for(j=0; j<5; j++) printf("%d",*a);  
  
}
```

- a. Error : L value required                      b. 10 20 30 40 50  
c. Garbage value printed 5 times                      **d. 10 10 10 10 10**

Q.2 What is true about size of an array?

- a. All remaining options are true**                      b. Size can be omitted if array is initialized  
c. Size of array must be fixed (constant)                      d. There is no limit on size of array

Q.3

void main( )

```
{ int ary[2];  
  
    ary[-2]=2;  
  
    printf("%d", ary[2-4] );  
  
}
```

- a. 2-4                      b. garbage                      c. Error                      **d. 2**

Q. 4

int num[5];

Num[5]

What is true about above two statements?

- a. Both statements indicate array size  
**b. 1st statement indicates array size & 2nd indicates element**  
c. Both statements indicate element of an array  
d. 1st statement indicates element & 2nd indicates array size

Q.5 Which is not a standard function used for string comparison?

- a. strncmpi**                      b. stricmp                      c. strncmp                      d. strnicmp

## C Programming Question Bank

Q. 6 Which function can be used to find last occurrence of a character in a string?

- a. strchr                      b. strlchr                      **c. strrevchr**                      d. strrchr

Q.7 Which of the following statements are correct regarding arrays :

- i) Array is a collection of similar type of elements
- ii) Array is a group of same type of variables
- iii) Array has sequential storage

- a. i and iii                      b. iii only                      **c. All are true**                      d. ii and iii

Q.8

```
void main( )  
{  
char dac[ ];  
    dac[0]=65;  
printf("%c", dac[0] );  
}
```

- a. 65                      b. A                      **c. Error**                      d. a

Q.9 Indexing of array starts from

- a. depends on compiler                      b. size-1                      c. 1                      **d. 0**

Q.10

```
void main( )  
{  
int a[ ]={20,30,40,50,60}, *j=a;  
    j+=3;  
printf("%d",*j);  
}
```

- a. 50**                      b. 20                      c. Compilation Error                      d. 40

Q.11 A[j] is not same as \_\_\_\_\_.

- a. \*(A+j)                      **b. A+j**                      c. \*(j+A)                      d. j[A]

Q.12 There can not be array of \_\_\_\_\_.

- a. pointer                      b. structure                      c. array                      **d. void**

Q.13

```
char *fun( )  
{  
char result[100]="Hello world";  
    strcpy(result, "Anything is Good");  
    return result;  
}  
void main( )  
{  
    char *j;
```

```
j=fun( );
printf("%s", j);
}
```

- a. Compilation Error      b. Hello world   c. Garbage      **d. Anything is Good**

Q.14

```
void main( )
{
    char a[6*3/2]={ 'a', 'b', 'r', 'd', 'c' };
    printf("%c", a[3] );
}
```

- a. c      b. Compilation Error      **c. d**      d. r

Q. 15

```
void main( )
{
    char p[5]={0,0,65,66};
    printf("%d %d", p[1], p[4]);
}
```

- a. 0 66      b. 0 garbage      c. Error      **d. 0 0**

Q. 16

```
void main( )
{
    int a[ ]={10,20,30,40,50}, i,*k;
    k=&a[3]-3;
    for (i=0;i<=4;i++)
    { printf("%d", *k);    k++;
    } }
```

- a. 10 20 30      b. Error      **c. 10 20 30 40 50**      d. 10 20 30 40

Q.17

```
void main( )
{
    int M[12]; M[0]=-12; M[11]=-12;
    printf("%d %d %d", *(M+0), *(M+11), *M );
}
```

- a. -12 -12 12      b. 0 11 garbage      c. -12 12 -12      **d. -12 -12 -12**

Q.18 Which is not a standard string function in C?

- a. strtok      **b. strno**      c. strset      d. strchr

Q.19

```
void main( )
{
    int i=10;
    char ch='F', str[10]=" Born To Code";
    sprintf(str,"%d %c",i, ch);
}
```

## C Programming Question Bank

```
printf("%s",str);
```

```
}
```

- a. 10 F      b. 10 F BornToCode      c. **Error**      d. Born To Code

Q.20

```
void main( )
```

```
{ char names[]={“Aditi”, “Satish”, “Dipti”, “Sohan”, “Mohan”};
```

```
char *t; int i;
```

```
t=names[3];
```

```
names[3]=names[4];
```

```
names[4]=t;
```

```
for(i=0;i<=4;i++) printf(“%s” names[i]);
```

```
}
```

- a. Aditi Satish Dipti Mohan Sohan      b. Aditi Satish Dipti Mohan Mohan  
c. Aditi Satish Sohan Dipti Mohan      d. **Error**

Q.21 To store string, array of \_\_\_\_\_ is required

- a. string      b. int      c. void      d. **char**

Q.22 Which is the following statement are correct regarding arrays?

- i) Array elements are stored in contiguous memory locations  
ii) Size of array can be mentioned anywhere in the program  
iii) The Expression arr[i] refers to i+1 element in array arr

- a. Nothing is true      b. i only      c. All are true      d. **i and iii**

Q. 23

```
void main( )
```

```
{ char a[12]={‘U’,‘s’,‘m’, ‘C’,‘o’,‘m’,‘p’,‘u’,‘t’,‘e’,‘r’};
```

```
printf(“%s”, a);
```

```
}
```

- a. **Usm Computer garbage**      b. Error      c. Usm      d. Usm Computer

Q.24 If we print ‘\0’, what is seen?

- a. \0      b. **blank**      c. \\0      d. Error : can not print \0

Q.25

```
void main( )
```

```
{
```

```
char *dest,*source=“USM ITS”;
```

```
dest=malloc(strlen(source));
```

```
strcpy(dest, source);
```

```
printf(“%s”, dest);
```

```
free(dest);
```

```
}
```

- a. free( ) fails      b. **USM ITS**      c. Compilation error      d. strcpy( ) fails to copy string

Q.26 What is maximum size possible for array of char?

## C Programming Question Bank

- a. 128                      b. 256                      c. no limit (entire memory)                      d. 65535

Q. 27

```
void main( )
```

```
{
    int n[3][3]={2,4,6,8,5,3,5,1}, *ptr ,i;
    Ptr=&n[1][0];
    for(i=0;i<=3;i++) printf("%d", *(ptr+i));
}
```

- a. 3 6 8 5                      **b. 8 5 3 5**                      c. 6 3 garbage garbage                      d. 5 3 5 1

Q.28 Which header file should be included for using standard string functions?

- a. string.c                      b. stdlib.h                      **c. string.h**                      d. stdio.h

Q.29 Array can be passed to function by passing its\_\_\_\_\_.

- a. None of the remaining options                      b. address                      **c. values & address**                      d. values

Q.30 What is used to access individual element of an array?

- a. ( )                      **b. [ ]**                      c. ->                      d. { }

Q. 31 String ends with

- a. \\0                      b. '0'                      c. NULL                      **d. '\0'**

Q. 32 What can not be used for initializing array?

- a. ''                      b. { }                      **c. [ ]**                      d. ""

Q.33 What is true about array name?

- a. Array name is a variable pointer storing starting address of an array  
b. Array name is a constant pointer storing addresses of all array locations  
c. Array name is not a pointer  
**d. Array name is a constant pointer storing starting address of an array**

Q.34 What is minimum size possible for an array?

- a. 0                      b. none                      c. 2                      **d. 1**

Q.35 Arrays can be initialized provided they are\_\_\_\_\_.

- a. extern                      **b. All are the remaining options**                      c. static                      d. auto

Q.36 \_\_\_\_\_dimensional array is not possible.

- a. 0**                      b. 2                      c. 3                      d. 6

Q.37 String constant is enclosed in

- a. ""**                      b. \\* \*\                      c. ''                      d. { }

Q.38

```
void main( )
```

```
{ int i, fun1( ), fun2( ), fun3( );
```



## C Programming Question Bank

```
int (*f[3])();
f[0]=fun1; f[1]=fun2; f[2]=fun3;
for(i=0;i<3;i++) (*f[i]) ();
}
fun1() { printf("USM"); fun2(); }
fun2() { printf("COMPUTER"); }
fun3() { printf("EDUCATION"); }
```

- a. USM COMPUTER EDUCATION      **b. USM COMPUTERCOMPUTEREDUCATION**  
c. USM COMPUTER      d. Error

Q.39

```
void main()
{ char usm[1]={'2'};
  usm++;
  printf("%d", usm );
}
```

- a. 3      **b. Error**      c. garbage      d. 51

Q.40

```
void main()
{ int s[2][ ]={3,4,5,6,7,8,9,10};
  printf("%d", s[1][2] );
}
```

- a. 8      **b. Error**      c. 6      d. 9

### Structure and Union

Q.1 Which storage class can be used to speed up process?

- a. auto      b. static      c. extern      **d. register**

Q.2 Which storage class is used to increase scope of a variable?

- a. auto      b. static      **c. extern**      d. register

Q.3 How many storage classes can be used for a variable at a time?

- a. 0      **b. 1**      c. 2      d. 4

Q.4 Which is not a register?

- a. AX      b. SI      **c. ZX**      d. DS

Q.5 \_\_\_\_\_ storage class variable can have one definition & multiple declarations?

- a. auto      b. static      **c. extern**      d. register

Q.6 Which of the following variable do not have default initial value Zero?

- a. global      b. extern      c. static      **d. none of the above**

Q.7 Consider following declaration Struct DAC {int j; union { double ACTS; int p; }mum; }\*USM; How to access ACTS through USM?

- a. USM->mum->ACTS      **b. USM->mum.ACTS**      c. USM.mum->ACTS      d. USM.mum.ACTS

Q. 8 void main( ) { long n=2.5; int m=3; long int p=m+n; printf("%d", p);

- a. 5                      b. 5.5                      c. 5.0                      d. Compilation error

Q.9

```
struct s
{ char ch; int j;
};
display (struct s *x1)
{
printf("%d %c", x1->j, x1->ch);
}
void main( )
{
static struct s s1 ={'S',1}, s2={'R',4}; s2=s1; display(&s2);
}
```

- a. 1 S                      b. 4 R                      c. Error: "s2=s1"                      d. Error: "x1->j,x1->ch"

Q.10

```
struct PP
{ int k; char c; };
QP(struct PP a);
void main( )
{
struct PP n= {110,65}; QP(n); } QP(struct PP a) { printf("%d ..%c" a.k, a.c);
}
```

- a. 110...65                      b. 110...A                      c. Error                      d. 65...65

Q.11 void main( )

```
{ struct num1 { char ch[7]; char *s; };
struct num2 { char *c; struct num1 s1; };
static struct num2 s2 ={"apple", "orange", "lemon"};
printf("%s %s", s2.c,s2.s1.s);
printf("%s %s", s2.c++, ++s2.s1.s);
}
```

- a. apple lemon orange                      b. apple lemon apple orange  
c. apple lemon pple emon                      d. apple lemon apple emon

Q.12

```
void main( )
{ stuct s1 { char *z; int l; struct s1 *p; };
static struct s1 a[ ] = {{ "Kerala", 6, a+2},{ "Punjab",5,a+1}, { "Delhi",4,a}};
struct s1 *ptr=a+1;
printf("\n%s%s%s", a[0].z, ptr->z, a[2].p->z);
}
```

- a. Kerala Kerala Kerala                      b. Kerala Punjab Delhi  
c. Kerala Punjab Punjab                      d. Kerala Punjab Kerala

Q.13

```
void main( )  
{  
    auto i=5.5; register n=5.5;  
    Printf("%d %d", i, n);  
}
```

- a. 5.5 5.5                      b. 5 5.5                      c. 5.5 5                      **d. 5 5**

Q. 14

```
int check1(int a)  
{  
    return(++a);  
}  
  
int check2(int a)  
{return(a++);  
}  
  
void main( )  
{  
    static int x=1;  
    printf("%d", check1(x));  
    printf("%d", check2(x));  
}
```

- a. 22                      b. 23                      c. 12                      **d. 21**

Q.15

```
void main( )  
{  
    double long x=0;  
    printf("%lf", x);  
}
```

- a. **0.000000**                      b. 0                      c. Illegal datatype                      d. Illegal Format specifier

Q.16

```
void main( )  
{  
    register double sum;  
    printf("%d", sizeof(sum));  
}
```

- a. 4                      b. 2                      **c. 8**                      d. Invalid datatype

Q.17

```
static int x=3, y, z;  
void main( )  
{  
    int a; a=x++ * ++y +++z;  
    printf("%d", a);  
}
```

```
}
```

- a. 3                      **b. 4**                      c. 5                      d. Garbage

Q. 18

```
void main( )
{
    signed char c='11';
    printf("%d %c", c, c);
}
```

- a. 59 11                      **b. 49 1**                      c. 49 11                      d. 49 – 11

Q.19

```
int FUN=100
main( )
{
    extern int FUN=200;
    printf("%d", x);
}
```

- a. 100  
b. 200  
c. FUN should be of datatype: 'int extern'  
**d. extern variable can not be initialized**

Q.20

```
static char ch='a';
void main( )
{
    extern char ch;
    { ch='b';
    }
    printf("%c", ch);
}
```

- a. a                      **b. b**                      c. Garbage                      d. Compilation error

Q.21

```
int fin;

int init;
int call1(int c) {return(c++); }
int call2(int c) {return(++c); }
void main( )
{
    register int fin;
    printf("%d", init);
    fin=call1(init);
    printf("%d", fin);
    fin=call2(init);
    printf("%d", fin);
}
```

}  
 a. 001                      b. 011                      c. 012                      d. Error

Q. 22

```
static int k=15,
m=20; change( )
{
    printf("%d %d", k, m);
}
void main( )
{
    static int k=2, m=1;
    printf("%d %d", k, m);
    change( );
}
```

a. 2 1 2 1                      **b. 2 115 20**                      c. 15 20 15 20                      d. 2 10 0

Q.23

```
auto int ai;
void main( )
{
    ai=ai+10;
    printf("%d", ai);
}
```

a. 10                      b. Garbage                      c. 0                      d. Compilation error

Q.24

```
add( )
{
    static char ch='n';
    printf("%c", ch);
    ch=ch-2;
}
void main( )
{
    add( );
    add( );
    add( );
}
```

a. n n n                      b. j 1 n                      **c. n 1 j**                      d. n 1 k

Q.25

```
enum records
{
    one, two=4, three, four=4};
void main( )
{
    printf("%d,%d,%d,%d", one, two, three, four);
}
```

- }  
**a. 0,4,5,4**                      b. 1,4,3,4                      c. 1,4,5,4                      d. Error

Q.26

```
void main( )
{
    enum days {mon,tue,wed,sat,USM};
    enum days d1,d2,d3; d1=mon+USM;
    d2=wed-sat; d3=USM*tue;
    printf("%d %d %d",d1,d2,d3);
}
```

- a. 4 -1 4**                      b. 1 5 5                      c. 0 4 4                      d. Compilation error

Q. 27 Which operator cannot be used to access structure member?

- a. .                      **b. ::**                      c. ->                      d. 2 & 3

### Preprocessor

Q.1 Which header file is not available in standard library?

- a. string.h                      b. ctype.h                      **c. matrix.h**                      d. time.h

Q. 2 Which is not a preprocessor directive?

- a. include                      b. undef                      c. pragma                      **d. elifdef**

Q.3 #define SQUARE(x)=(x\*x); #define csi(m,n) (SQUARE(m)>SQUARE(n) ? n : m) void main( ) { int s; s=csi(2,-3); printf("%d",s); }

- a. 2                      b. -3                      c. 4                      **d. error**

Q.4 #define CASE (a>=65&&a<=90) void main( ) { char b='Q'; if(CASE) printf("Upper case"); else printf("Lower case"); }

- a. Lower case                      b. Upper case                      **c. Compilation error**                      d. None of these

Q.5 Macro can be disabled using preprocessor directive\_\_\_\_\_.

- a. undefine                      **b. undef**                      c. dontdef                      d. undefined

Q.6 #define HEADERFILE "conia.h" #include HEADERFILE void main( ) { window(10, 10,40,20); cprintf("USM COMPUTER EDUCATION"); cprintf("A PERFECT WAY TO IT"); }

- a. USM COMPUTER EDUCATIONA PERFECT WAY TO IT  
 b. USM COMPUTER EDUCATION  
**c. USM COMPUTER EDUCATION A PERFECT WAY TO IT**  
 d. Compilation error

Q. 7 What does a preprocessor?

- a. Compiles a program  
 b. It loads a program into memory for execution  
 c. It links all the required modules and files to the program  
**d. It provides an expand source code to the compiler**

## C Programming Question Bank

Q. 8 # define square(x) (x\*x) void main( ) { int a,b=3; a=square(b+2); printf(“%d”, a); }

- a. 25                      b. 9                      c. **11**                      d. Garbage

Q. 9 #define MAIN main( ) #define BEGIN { #define END } MAIN BEGIN printf(“Good Morning”); END

- a. **You can not redefine main**                      b. No output                      c. Good Morning                      d. Compilation error

Q.10 What is Correct execution sequence?

- a. Compiler => Preprocessor => Linker                      b. Compiler => Linker => Preprocessor  
c. **Preprocessor => Compiler => Linker**                      d. Preprocessor => Linker => Compiler

Q. 11 #define mult(x) x\*x int mul(x) {return x\*x; } void main( ) { int m,i=3; m=mul(i+2); printf(“%d”,m); m=mult(2+i); printf(“%d”,m); }

- a. 1125                      b. **2511**                      c. 117                      d. 257

Q.12 #define P(format, var) printf(“var=%format ”,var); void main( ) { int i=3; float a=3.14; p(d,i); P(f,a); }

- a. var=3format var=3.140000ormat                      b. **var=0.000000ormat var=3.140000ormat**  
c. var=3 var=3.140000ormat                      d. Error

Q. 13 #define D void main( ) { int i=2; #ifdef D printf(“%d”,i\*=i); #else printf(“%d”,i); #endif }

- a. 2                      b. **4**                      c. 16                      d. Compilation error

Q.14 #define Ptr int \* Void main( ) { Ptr P, Q; int a=3,b=5; P=&a; Q=&b; \*P=\*P + \*Q; \*Q=\*P - \*Q; \*P=\*P - \*Q; printf(“%d %d”,a, b); }

- a. 3 5                      b. 5 3                      c. 8 3                      d. **Error**

Q. 15 #define is\_\_\_\_\_.

- a. a pre-processor                      b. a macro itself                      c. **a preprocessor directive**                      d. a template

Q.16 #define prod(a,b) a\*b void main( ) { int z, x=2,y=3; z=prod(x+2,y-1); printf(“%d”,z); }

- a. 8                      b. **7**                      c. 0                      d. None of above

Q. 17

#define square(x, y) (x+y)

void main( )

{

int i,a=4,b=3;

i=add(a+4,1+b);

printf(“%d”,i);

}

- a. 14                      b. 13                      c. 12                      d. **Compilation error**

Q.18 #define ROWS 3 #define COLS 4 int Z[ROW][COLS]={1,2,3,4,5,6,7,8,9,10,11,12};

void main( ) { int a,b,c=999; for(a=0;a

- a. 12                      b. **1**                      c. 999                      d. None of these

Q.19 /\* include file zzz.h starts here \*/ printf(“Hello”); /\* include file zzz.h ends here \*/ void main( ) { #include “zzz.h” printf(“World”); }

## C Programming Question Bank

- a. World      b. Hello      **c. Hello World**      d. Compilation error

Q.20 #define IMP #ifndef IMP int = 10; #endif; void main( ) { int = 5; printf("%d",IMP); }

- a. 10      b. 0      c. 5      **d. Error**

Q. 21 #define fact(n) if(n>1) n\*fact(n-1) void main( ) { int no=4; printf("%d",fact(no)); }

- a. 4      b. 12      c. 24      **d. Error**

Q. 22 #define D void main( ) { int i=2; #ifdef D printf("%d",i\*=i); #else printf("%d",i); #endif }

- a. 2      **b. 4**      c. 16      d. Compilation error

Q.23 Macro definition can be extended on more than one lines using character\_\_\_\_\_.

- a. /      **b. \**      c. #      d. %

Q.24

#define calc(a) (a\*a\*a); void main( ) { float i=2.0,p=0; p=calc(i); printf("%f", p); if(calc(i)=8) printf("cube"); }

- a. 8      b. 8.000000cube      c. 8.000000      **d. Compilation error**

Q.25`

#define NOW #define LATER void main( ) { #ifdef NOW & & LATER printf("We will go for movie"); #else printf("We will not go"); #endif }

- a. We will not go      **b. We will go for movie**      c. Compilation error      d. None

Q.26 Which of the following statement is true regarding macros and functions?

- a. Macros and functions are same  
**b. Macros run program faster than functions**  
 c. Due to functions the program size increases, hence macros are preferred  
 d. Macros increases overheads of an activation record

Q. 27 The reason for discouraging macros in C is

- a. It slows down execution of executable code      b. It expands the source code for compiler  
 c. It makes code difficult to understand      **d. It increases memory requirements**

Q.28 #define together(s1,s2) s1##s2

void main( )

```
{
int totsa1=599.89;
printf("%d",together(tot,sal));
}
```

- a. 598.89      **b. 598**      c. 599.0      d. Compilation error

Q.29 #define result(a) (a+2\*3) void main( ) { int x=3,y,z; y=result(x++); z=result(++x); printf("%d %d", y,z); }

- a. 9 11**      b. 15 18      c. 15 11      d. 9 18

Q.30 Which of the following statement is Incorrect?

- a. Macros does not have address      b. Macros does not perform data type checking  
 c. Macros are handled by pre-processor      **d. Macros can not be redeclared in same file**



### File Handling & Command Line Arguments

Q.1 Consider void main (int argc, char \*argv[ ] )

- a. **argv[0] represents the command name that invokes the program**
- b. All of these
- c. argv[0] gives us source file name
- d. argv[0] can be NULL for any program

Q.2 What are Command line arguments?

- a. **Input passed to program from command line**
- b. Arguments given on single line
- c. Information passed to Operating System Program
- d. Arguments passed to first function defined in program

Q.3

void main( )

```
{  
    FILE *fp;  
    fp=fopen("a.dat","r");  
    fseek(fp, 0, 2);  
    printf("%d",ftell(fp));  
    fcloseall( );  
}
```

- a. 12                      **b. 11**                      c. 13                      d. 9

Q.4 What is returned by function ftell( )?

- a. **Current position of File pointer ( offset )**
- b. ASCII value of Character Present at current position
- c. File size
- d. Character Present at current position.

Q. 5 What is the use of fseek function?

- a. **Positioning a File pointer**
- b. Searching a number in file
- c. Copying data in file
- d. Reading a data at specified location

Q.6 MS-DOS represents EOF by ASCII values\_\_\_\_\_.

- a. 255                      b. 256                      c. 0                      **d. 26**

Q.7 Consider the following code

```
void main( )  
{  
    FILE *fp=fopen("file1", "r");  
}
```

If file is existing & found, fp will point to

- a. First character of that file
- b. NULL

c. name of that file

d. A structure that contains information about that file

Q.8

```
void main( )
```

```
{  
    FILE *fp;    char ch= 'O';  
    fp=fopen("A.dat", "w");  
    fputc(ch,fp);  
    fputs("let's study together",fp);  
}
```

What will be contents of file "A.dat" after executing above program?

- a. O                      **b. O let's study together**                      c. let's study together                      d. Error in Program

Q.9

```
void function(FILE *fp )
```

```
{  
    fp=fopen("dummy.dat", "w");  
}
```

```
void main( )
```

```
{  
    FILE *fp  
    function(fp);  
    fprintf(fp,"%s", "Hi !");  
    fclose(fp);  
}
```

what will "dummy.dat" contain?

- a. Nothing**                      b. Hi                      c. Garbage                      d. Runtime error

Q.10 EOF is defined in \_\_\_\_\_ header file

- a. stdlib.h                      **b. stdio.h**                      c. stdfile.h                      d. conio.h

Q.11 Which of the following file opening mode deletes contents of file, if it already exists?

- a. "wb"                      b. "wb+"                      **c. All of these**                      d. "w"

Q.12 What is returned by macro feof on end of file?

- a. 0                      b. 1                      c. any non zero number                      d. Feedback

Q.13

```
void main( )
```

```
{  
    FILE *fp;  
    fp=fopen("C:\My Documents\a.dat", "w");  
    if(!fp) exist(1);  
    fclose(fp);  
}
```

point out error in the above code

## C Programming Question Bank

- a. Path provided in function fopen( )
- b. The function fclose( ) must have the filename as parameter
- c. The above code will compile successfully**
- d. The file should be closed before exit( )

Q.14 Text files end with

- a. EOF**
- b. '\r'
- c. '/0'
- d. NULL

Q.15

void main( )

```
{
    FILE *fp;
    fp=fopen("a.dat","r");
    fseek(fp,-1, 2);
    printf("%c",fgetc(fp));
    fclose(fp);
}
```

- a. i**
- b. EOF
- c. h
- d. garbage

Q.16

void main( )

```
{
    FILE *fp;
    char ch=0,cnt=0;
    fp=fopen("a.dat","r");
    while((ch=fgetc(fp))!=EOF) cnt++;
    printf("%d bytes",cnt);
}
```

- a. 10 bytes
- b. 13 bytes
- c. 9 bytes
- d. 11 bytes**

Q. 17 Which are valid opening modes for binary files?

- a. rb
- b. all of these**
- c. wb
- d. ab+

Q.18 What will happen if specified file does not exist while opening that file in program(fopen)?

- a. Different Action will be taken Depending on file opening mode**
- b. Function fopen will return NULL
- c. It will create new File
- d. It will generate Runtime Error

Q.19 What is NULL?

- a. It is end of file
- b. It is a function defined in file "error.h"
- c. It is a character
- d. It is a macro defined in file "stdio.h"**

Q.20 Which Function can handle Command line Arguments?

- a. that is defined as main**
- b. that is declared first in program
- c. that is defined last in program
- d. that is defined first in program

## C Programming Question Bank

Q.21 What are disk I/O functions?

- a. Functions, which perform I/O operations on a Disk
- b. Functions, which perform I/O operations at various ports
- c. Functions, which perform I/O operations to receive input from keyboard
- d. Functions, which perform I/O operations to write output on VDU

Q.22 What will be size of file b.dat created in following program?

```
void main( )
{
    FILE *fp;
    struct date
    { int dd,mm,yy;
    }
    today={12345, 12345, 12345};
    fp=fopen("b.dat","wb");
    fwrite(&today,sizeof(today),1,fp);
    fclose(fp );
}
```

- a. 15 bytes                      b. 18 bytes                      **c. 6 bytes**                      d. 17 bytes

Q.23 What header files contain?

- a. Declaration of user defined functions
- b. Prototypes of standard library functions**
- c. Definition of user defined functions
- d. Definition of standard library functions

Q.24 Which of the following can not take file pointer to beginning Of File?

- a. fopen                      **b. fflush**                      c. fseek                      d. rewind

Q.25 Which one function can be used to close all files f1, f2, f3 having their file pointers fp1, fp2, fp3 respectively?

- a. fcloseall( );**                      b. fclose(f1,f2,f3);                      c. fclose( );                      d. fclose(fp1,fp2,fp3);

Q.26 What will be size of file a.dat created in following program?

```
void main( )
{
    FILE *fp;
    struct date
    {
        int dd,mm,yy;
    }
    today={12345, 12345, 12345};
    fp=fopen("a.dat","w");
    fprintf(fp,"%d,%d,%d", today.dd, today.mm, today.yy);
    fclose(fp);
}
```

- a. 15 bytes                      b. 6 bytes                      c. 17 bytes                      **d. 18 bytes**

Q.27 Which of the following statement writes a character 'ch' to a printer?

## C Programming Question Bank

- a. **fputc(ch, stdprn );**      b. `putc(ch, stdprn );`      c. `putc(ch, printer );`      d. `fputc(ch, prn );`

Q.28 What is true about argc?

- a. argv gives count of arguments      b. argc & argv both gives count of arguments  
c. argv[0] gives count of arguments      **d. argc gives count of arguments**

Q. 29 What is not a parameter to fseek?

- a. filename**      b. reference position      c. FILE ptr      d. offset

Q.30 Which function can be used to write entire structure in binary file?

- a. fputc      b. fprintf      c. fputs      **d. fwrite**

Q.31

```
void main( )
```

```
{  
    unsigned char ch;  
    FILE *fp;  
    fp=fopen("alpha.dat", "r");  
    while((ch=fgetc(fp))!=EOF) putchar(ch);  
    fclose(fp);  
}
```

- a. It will display contents of file alpha.dat & then it will go in infinite loop  
b. It will go in infinite loop  
**c. Error**  
d. It will display contents of file alpha.dat

Q. 32 Which Standard Function/Macro is used to check end of file?

- a. feof**      b. fend      c. eof      d. EOF

Q.33

```
void main( )
```

```
{  
    char ch;  
    chrscr( );  
    ch=getche( );  
    fprintf(stdout, "%c", ch);  
}
```

While executing above code, 's' is typed then what will be seen on screen?

- a. No output      **b. s s**      c. Garbage      d. s

Q.34 Which header file is required for using file handling functions?

- a. conio.h      **b. stdio.h**      c. stdfile.h      d. stdlib.h

Q. 35 rewind (fp) function behaves same as

- a. fseek(fp,0,0);**      b. `fseek(fp,0,1);`      c. `fseek(fp,1,2);`      d. `fseek(fp,0,2);`

Q.36 Which is a wrong statement regarding file opening modes?

## C Programming Question Bank

- a. In "r+" mode file may not exist      b. In "w" mode file may not exist  
c. In "a+" mode file may not exist      d. In "r" mode file must exist

Q.37 Which files are automatically associated with C program?

- a. standard input  
**b. standard input, standard output and standard error**  
c. standard output

Q.38 Which statement is true about argv?

- a. It is an array of character pointers      b. It is an array of strings  
**c. All of these**      d. It is a pointer to an array of character pointers

Q.39 Consider a file "A.dat" containing text  
"Today is going to be a great day!"

```
void main( )  
{  
    FILE *fp; char str[80] ;  
    fp=fopen("A.dat", "r");  
    while(fgets(str,80,fp)!=NULL) puts(str);  
}
```

- a. While loop is a infinite loop      b. Only 'Today' is printed on screen  
c. Error in Program      **d. Contents of file are printed on screen**

Q.40

```
. #include<stdio.h>  
void main( )  
{
```

```
    printf("%#X",EOF);  
}
```

- a. 0XFFFF**      b. 0xFF      c. FF      d. 0X10

### Extra MCQ

Q.1 Which of the following code properly copies contents of str1 to str2?

i) void string\_copy(char \*str1,char \*str2)

```
{  
    while((*str1++=*str2++));  
}
```

ii) void

string\_copy(char \*\*str1,char \*\*str2)

```
{  
    *str1=*str2;  
}
```

- A. both i and ii      **B. i only**      C. ii only      D. Neither i nor ii

Q.2 If the command is >

copy file1 file2

What is the value of argc in the following code?

## C Programming Question Bank

```
int main(int argc,  
char *argv[])  
{  
printf("%d",argc);  
}
```

- A. 2                      B. 4                      C. 3                      D. 0

```
Q.3 int main(int argc, char *argv[])  
{  
int * const piptr;  
int idata=10;  
piptr=&idata;  
printf("%d",*piptr);  
}
```

What is the output of the following program?

- A. 10                      B. Garbage                      C. Address of idata.                      **D. Compilation Error**

Q.4 What is the Output of the following code?

```
#include<stdio.h>  
int main()  
{  
static int array[6][2]=  
{  
{ ' ', 's' }, { 'd', 'r' }, { 'a', 'w' },  
{ 'k', 'c' }, { 'a', 'b' }, { 'c', 'd' }  
};  
int *p=(int *) (array+4);  
for(++p;p>=(int *)array; putchar(*p--));  
return 0;  
}
```

- A. ackward                      B. **backwards**                      C. ab aw dr                      D. Error

Q.5 In a Queue, Insertion of an element takes place at the \_\_\_\_\_ and the deletion of an element takes place at the \_\_\_\_\_.

- A. front , rear                      **B.rear , front**                      C. front , front                      D. rear, rear

Q.6 What is the output of the following piece of code?

```
#include <stdio.h>  
main()  
{  
int *p , num;  
p = &num;  
*p = 100;  
printf("%d" , num);  
(*p)++;  
printf("%d" , num);  
}
```

```
(*p)--;
printf("%d" , num);
}
```

- A. 100 101 101                      B. 100 100 100                      C. 101 101 101                      D. **100 101 100**

Q.7 In the declarations

```
const int *psptr;
int * const psptr1;
```

psptr is a \_\_\_\_\_ and psptr1 is a \_\_\_\_\_.

- A. constant pointer to an int, pointer to a constant int  
**B. pointer to a constant int, constant pointer to an int**  
 C. Pointer to an int, constant pointer to an int  
 D. Pointer to an int, pointer to an int

Q.8 What does the following code do, if ptr is a pointer to the first node of the linked list?

```
void f(Node** ptr)
{
    Node* t =*ptr;
    *ptr=(*ptr)->next;
    free(t);
}
```

- A. It adds a node at the beginning of the linked list                      B. It removes the second node from the linked list  
**C. It removes the first node from the linked list**                      D. It removes the last node from the linked list

Q.9 int main(int argc,char \*\* argv)

```
{
    Void fnstat () ;
    For (i=0;i<4;i++)
    fnstat( );
    return 0;
}
void fnstat( )
{
    static int ia=0;
    printf("%d",ia);
    ia++;
}
```

What is the output of the following code?

- A.0000                      **B. 0123**                      C. 0246                      D. 0243

Q.10 What is the output of the C code given below?

```
char *str="\0";
if(*str)
printf("true");
else
printf("false");
```

- A. true                      **B. false**                      C. compilation error                      D. runtime error

Q.11 Which of the following does not initialize ptr to null (assume declaration of A as int



## C Programming Question Bank

A = 0; ) ?

A. **int \*ptr = &A;**

B. `int *ptr = &A - &A;`

C. `int *ptr = A - A;`

D. All of the above

Q.12 Examine the following C code given below and answer:

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

```
#define N 4
```

```
main( )
```

```
{
```

```
int a[N] = { 2, 3 };
```

```
int b[N-5];
```

```
}
```

A. Program compiles, but gives a run time error

B. Compile error: array size cannot be a symbol

**C. Compile error: array cannot have negative subscript**

D. Compile error: array not initialized

Q.13 The C Pre-processor does the following things

A. Macro Expansion

B. Conditional compilation

C. Header/source file inclusion

**D. All of the above**

Q.14 The memory allocated during COMPILE time is

A. Dynamic

**B. Static**

C. Automatic

D. Hybrid

Q.15 `int * ptr=(int *) realloc(NULL,100)` is same as

A. `int *ptr=(int *) malloc(20)`

B. `int *ptr=(int *) malloc(50)`

**C. `int *ptr=(int *) calloc(25,4)`**

D. `int *ptr=(int *) calloc(20,4)`

Q.16 An algorithm should have \_\_\_\_\_

A. Finiteness

B. Definiteness

C. Effectiveness

**D. All of the above**

Q.17 The following code

```
x = 10;
```

```
for(i = 1; i <= 100; ++i)
```

```
{
```

```
if (x > 20)
```

```
{
```

```
//Do something
```

```
}
```

```
}
```

is rewritten as given below

```
x = 10;
```

```
if (x > 20)
```

```
{
```

```
for(i = 1; i <= 100; ++i)
```

```
{
```

```
//Do something
```

```
}
```

```
}
```

The code tuning technique used here is \_\_\_\_\_

## C Programming Question Bank

- A. Jamming the loop      **B. Un-switching the loop**      C. Unrolling the loop      D. Using sentinel

Q.18 Exhaustive search is done in \_\_\_\_\_

- A. Greedy Technique      **B. Brute Force technique**  
C. Divide & Conquer technique      D. Dynamic Programming

Q.19 Merge sort algorithm uses \_\_\_\_\_ technique

- A. Brute force      B. Dynamic programming      C. Greedy      **D. Divide and conquer**

Q.20 The average case complexity for inserting an element into an array of size  $n$ , represented in terms of number of copies is

- A.  $O(n^2)$       B.  $O(\log n)$       **C.  $O(n)$**       D. 1

Q.21 What is the asymptotic worst case complexity of the given pseudo code

```
for(i=0;i<n;i++)  
{  
  for(j=0;j<n;j++)  
  {  
    c[i][j]=0;  
    for(k=0;k<n;k++)  
    {  
      c[i][j]=c[i][j]+a[i][k]*b[k][j];  
    }  
  }  
}
```

- A.  $O(n)$       B.  $O(1)$       C.  $O(n^2)$       **D.  $O(n^3)$**

Q.22 The complexity of Graph coloring (Map coloring) problem is

- A. Linear      B. Polynomial      **C. Exponential**      D. None of the above

Q.23 Analyse the following code snippet :

```
Class Temp  
{  
  private:  
  char m_acEmpName[25];  
  public:  
  char* GetFirstChar()  
  {  
    strcpy(m_acEmpName,"Hello");  
    return this->m_acEmpName;  
  }  
};  
int main(int argc, char ** argv)  
{  
  Temp oTempObject;  
  cout<<oTempObject.GetFirstChar();  
  return 0;  
}
```

## C Programming Question Bank

- A. Displays the first character of the string  
C. Error  
B. Displays the complete string Hello  
D. Displays the last character of the string

Q.24 A Class can contain \_\_\_\_\_

- A. Only the data members  
B. Only the member functions  
C. Both the data members as well as member function  
D. Neither data member nor member functions

Q.25 Consider the following code snippet:

```
#include <iostream.h>
using namespace std;
Class Base
{
private:
int m_iData;
public:
Base()
{
m_iData = 20;
}
virtual void show()
{
cout << "Base: " << m_iData << endl;
}
};
Class Derived
{
public:
Derived()
{
m_iData = 200;
}
void show()
{
cout << "Derived: "<<m_iData<<endl;
}
};
int main(int argc, char ** argv)
{
Derived oDerived;
oDerived.show();
}
```

What will the output of this program?

- A. Base: 20 Derived: 200  
B. Derived: 200 Base: 20  
C. Base: 20  
D. Derived: 200

Q.26 Assume that the Point class is existing with the following snippet in the header file

Point.h:

```
class Point
{
```

```
Point();  
Pont(int, int);  
int GetX();  
int GetY();  
void SetX(int);  
void SetY(int);  
};
```

If the objects of Point are created as Point oPointOne, oPointTwo(2,3);

Which of the following statements are correct?

(i) The statement

```
oPointOne.SetX(20);
```

Will compile and run successfully.

(ii) The statement

```
oPointOne.SetX(20).SetY(30);
```

Will compile successfully but will give a run time error.

**A. Only (i) is correct**

B. Both (i) and (ii) are correct

C. Both (i) and (ii) are incorrect

D. Only (ii) is correct

Q.27 What will be displayed when the following code is executed?

```
#include<iostream.h>  
class Employee  
{  
public:  
Employee()  
{  
Cout<<"Default Constructor"<<endl;  
}  
};int main (int argc, char** argv)  
{  
Employee* poEmployee;  
poEmployee = new Employee;  
cout<<"Employee Class pointer created"<<endl;  
return 0;  
}
```

A. 3

B. Default Constructor

C. Nothing is displayed

**D. Employee Class pointer created**

Q.28 Analyse the following and choose what is NOT allowed in C++?

```
Class MyClass  
{  
int m_iVar1;  
int ProcessVarData();  
private:  
float m_fVar;  
void SetFVar(int fVar);  
protected:  
int m_iVar2;  
}  
MyClass::m_iVar1=0;
```

## C Programming Question Bank

- A. A class cannot have members without access specifier
- B. A non-static data member of a class cannot be defined outside the class**
- C. A class cannot have private member function
- D. A class cannot have public data members

Q.29 What will the output of the following program?

```
#include <iostream.h>
int iVal1 = 50;
int& fnSample()
{
    int iVal1 = 20;
    ::iVal1 = iVal1;
    iVal1 = 10;
    return :: iVal1;
}
int main(int argc, char** argv)
{
    int& iRef = iVal1;
    iRef=30;
    iRef=fnSample();
    iRef=40;
    cout<<iRef<<endl;
}
```

- A. 10                      B. 20                      C. 30                      **D. 40**

Q.30 'this' pointer is \_\_\_\_\_.

- A. Pointer to the current object created in all static and non-static methods
- B. Pointer to the current object created for the current class
- C. Both A and B
- D. Pointer to the current object created in all non-static methods**

Q.31. Dynamically allocated memory should be freed explicitly, otherwise it leads to \_\_\_\_\_.

- A. Memory Leak**              B. Memory Fault              C. Segmentation Fault              D. Dangling Pointers

Q.32 When is a linear queue said to be empty?

- a) front > rear              b) front > rear + 1              **c) front == - 1**              d) rear == front + 1

Q.33 When is front == rear condition true

- a) full                      **b) empty**                      c) underflow                      d) overflow

Q.34 When is front == rear condition true

- a) queue                      **b) stack**                      c) array                      d) linked List

Q.35 A binary tree whose every node has either zero or two children is called

- a. Complete binary tree**              b. Binary search tree              c. Extended binary tree              d. None of above

Q.36 Which command will underflow the stack

## C Programming Question Bank

- a) peak                      b) **pop**                      c) push                      d) add

Q.37 Which of the following data structure is homogeneous data structure?

- a. Trees                      b. Graphs                      c. **Arrays**                      d. None of above

Q.38 Inter processes communication happens through

- a) **system call**                      b) message                      c) mail                      d) Taps

Q.39 Translate the following mathematical expression into computer language representation  $8(a+b)-4(n-m)$

- a)  $8 \times (a+b)-4(n-m)$                       b)  **$8 * (a+b)-4 * (n-m)$**                       c)  $8 * (a+b)-4(n-m)$                       d)  $8 * (a+b)-4x(n-m)$

Q.40 Inheritance is useful for producing a software which is

- a) Instantaneous                      b) **Reusable**                      c. Unpredictable                      d. None of these

Q.41 Function overloading and operator overloading are types of

- a) Abstraction                      b. **Static binding**                      c. Polymorphism                      d. Information hiding

Q.42 Reusability is a part of

- a. Abstraction                      b. Inheritance                      c. **Polymorphism**                      d. Encapsulation

Q.43 The following sequence of operations is performed on a stack push (1), push (2), pop , push(1) , push(2) pop, pop, push(2), pop. The sequence of popped out values is

- a) 2,2,1,1                      b) 2,1,2,2                      c) **2,2,1,2**                      d) 2,1,1,2

Q.44 The process in which the algorithm swaps in those pages only of the process, which the process currently needs in the memory.

- a) online paging                      b) **demand paging**                      c) Virtual paring                      d) Multithreading

Q.45 A set of techniques that allow to execute a program which is not entirely in memory is called

- a) demand paging                      b) **virtual memory**                      c) auxiliary memory                      d) secondary memory

Q.46 Which of the following functions accept input a character at a time without displaying on the screen :

- a) **getch()**                      b) getche()                      c) getchar()                      d) None of the above

Q.47 Which CPU scheduling algorithm is non-preemptive type from the following?

- a) Shortest job first scheduling                      b) Round robin scheduling  
c) Priority based scheduling                      d) **First come first serve based scheduling**

Q.48 Virtual memory with paging mechanism (page-replacement technique) provides

- a) runtime relocatability                      b) memory extension                      c) Memory protection                      d) **All of the above**

Q.49 When will the process get terminated

- a) Memory is insufficient                      b) illegal access of memory                      c) process is timed out                      d) **all of them**

Q.50 Condition in if for end of file to occur

```
If( )  
{ printf("end of file"); }
```

## C Programming Question Bank

- a)feof                      b)eof                      c)eof==NULL                      d)feof==NULL

Q.51 float a=0.12;  
       if(a<0.12)  
           printf("a is less than 0.12");  
       else  
           printf("a is greater than 0.12");  
       output will be

- a)Compilation error                      b) **a is less than 0.12**                      c) a is greater than 0.12                      d)none of the above

Q.52 Can const keyword be used with volatile/non volatile

- a)yes                      b)**no**                      c)can't say                      d)depends on the condition

Q.53 Function parameters are stored in the \_\_\_\_\_ of the CPU

- a) Register                      b)RAM                      c)Heap                      d)**Stack**

Q.54 \_\_\_\_\_ is defined in C to access variables

- a)**Scope**                      b) Qualifier                      c)Access specifier                      d) Volatile

Q.55 What will be the output of following program?

```
#include<stdio.h>
void main()
{
union result
{ int mark; char grade;
}res;
res.mark =48
res.grade ='b';
print("\n%d%c",res.mark, res.grade);
}
```

- a) **48B**                      b) 66B                      c) ERROR                      d) None of the above

Q.56 What will be the output of following program?

```
#include<stdio.h>
void main()
{ int r, x=10, y=20;
  r=(x==10 | x>y);
  printf("%d",r);
}
```

- a)**1**                      b) 0                      c)TRUE                      d)False

Q.57 int \*p , a[10];

      p=a

How will you pass the value to the 5<sup>th</sup> element in the array using pointer

- a) p+5                      b) **\*(p+5)**                      c)\*p+5                      d) (p+5)\*

Q.58 Pick the operators that not associate from the left.

- a) &&                      b) ||                      c) ?:                      d) ,

Q.59 Which of the following operator have associativity left to right:

i) -= ii) >> iii) ?: iv) ==

- a) i & ii      b) ii & iii      c) iii & iv      d) ii & iv

Q.60 What is the output of following program?

```
main()
{int a, b ;
a= -4- (-4);
print ("%d\n",a);
b=- 4 - -4 ;
print("%d",b);
}
```

- a) -8 0      b) 0 8      c) 0 -8      d) Compile time

Q. 61 What is the output of following program?

```
struct (
int age;
char name[20];
float salary;
)emp p;
void main()
{
structemp p.name={"NIDHI"};
printf("%d, %f",p.age, p.salary);
}
```

- a) 0      b) Garbage Value      c)Error      d) None of the above

Q.62 How will you free the allocated memory?

- A: remove (var\_name);      **B: free (var\_name);**      C: delete (var\_name);      D: dalloc (var\_name);

Q.63 What will be the output of the following?

```
#include <stdio.h>
typedef void v;
typedef int i;
```

```
Int main()
{
v fun (i, i);
Fun (2, 3);
Return 0;
}
V fun (i a, i b)
{
i s=2;
Float i;
```



## C Programming Question Bank

```
Printf("%d",sizeof(i));
Printf ("%d",a*b*s);
}
```

A: 2,8

B: 2,4

C: 4,8

**D: 4,12**

Q.64 Puts(argv[0]);

A: Prints the name of the source code file

B: prints argv

**C: prints the number of command line arguments**

D: Prints the name of the executable code file

Q.65 If the file 'source.txt' contains a line "Be my friend", which of the following will be the output of the following 'C' program?

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

```
Int main ()
{
    FILE *fs,*ft;
    Char c[10];
    Fs=fopen("source.txt","r");
    C [0] =getc(fs);
    Fseek (fs, 0, SEEK_END);
    Fseek (fs,-3L,SEEK_CUR);
    Fgets(c, 5, fs);
    Puts(c);
    Return 0;
}
```

A: Friend

B: Frien

**C: end** //not sure

D: error in fseek()

Q.66 In the following 'C' program, how many times "CPROGRAM" is get printed?

```
#include<stdio.h>
Int main ()
{
    Int x;
    For (x=-1; x<=10; x++)
    {
        If(x<5)
            Continue;
        Else
            Break;
        Printf("CPROGRAM");
    }
    Return 0;
}
```

A: Infinite times

B: 11times

**C: 0times**

D: 10times

Q.67 What will be the output of the program?

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

## C Programming Question Bank

Union employee

```
{
    Char name [15];
    Int age;
    Float salary;
};
Const union employee e1;
Int main ()
{
    Strcpy (e1.name,"K");
    Printf ("%s, %d, %f, e1.name, e1.age, e1.salary);
    Return 0;
}
```

A: Error: RV alue required

**B: Error: cannot convert from 'const char'to'char\*'**

C: Error: L Value required in strcpy

D: No Error

Q.68 What will be the output of the program?

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

```
Int main ()
```

```
{
    Const int x=5;
    Const int *ptrx;
    Ptrx=&x;
    *ptrx=10;
    Printf ("%d\n",x);
    Return 0;
}
```

A: 5

**B: 10**

C: Error

D: Garbage Value

Q.69 What will be the output of the program?

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

```
int main ()
```

```
{
    Unsigned char i=0x80;
    Printf ("%d\n",i<<1);
    Return 0;
}
```

A: 0

**B: 256**

C: 100

D: 80

Q.70 What will be the output of the program?

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

```
Int main ()
```

```
{
    Char c=48;
    Int l,mask=01;
    For(i=1;i<=5;i++)
```

```
{
    Printf ("%c", c | mask);
    mask =mask<<1;
}
Return 0;
}
```

A: 12400

**B: 12480** //not sure

C: 12500

D: 12556

Q.11 What will be the output of the program?

```
#include<stdio.h>
Int main ()
{
    Int i=32, j=0x20, k, l, m;
    K=ilj;
    l=i&j;
    M=k^l;
    Printf ("%d,%d,%d,%d,%d/n",l,j,k,l,m);
    Return0;
}
```

A:0 ,0,0,0,0

B:0,32,32,32,32

C:32,32,32,32,0

**D:32,32,32,32,32**

Q.72 What will be the output of the following?

```
#include<stdio.h>
Int main ()
{
    Unsigned int res;
    Res= (64>> (2+1-2)) & (~ (1<<2) );
    Printf ("%d\n", res);
    Return 0;
}
```

**A: 32**

B: 64

C: 0

D: 128

Q.73 What will be the output of the following?

```
#include<stdio.h>
Int main ()
{
    Int i=4, j=8;
    Printf ("%d, %d, %d\n", ilj&jli, ilj&&jli, i^j);
    Return 0;
}
```

A:4,8,0

B:1,2,1

**C:12,1,12**

D:0,0,0

Q.74 The library function in 'C' programming to find the last occurrences of character in a string is

A: strnstr ()

B: laststr ()

C: strrchr ()

D: strstr ()

## C Programming Question Bank

Q.14 Assuming, integer is 2byte, what will be the output of the following 'C' program?

```
#include<stdio.h>
Int main ()
{
Printf("%x\n",-2<<2);
Return0;
}
```

A: ffff                      B: 0                      C: fff8                      D: error

Q.75 What will happen if in a C program you assign a value to an array element whose subscript exceeds the size of array?

A: The element will be set to 0  
 B: The compiler would report an error  
**C: The program may crash if some important data gets overwritten**  
 D: The array size would appropriately grow

Q.16 The time required to delete a node x from a doubly linked list having n nodes is:

**A: O (n)**                      B: O (log n)                      C: O (1)                      D: O (n log)

Q.76 The result of evaluating the postfix expression 5,4,6+,\*4,9,3,/,+,\* is

A: 600                      B: 350                      C: 650                      D: 588

Q.77 Which of the following output can be obtained using stack assuming that the input is the sequence 1,2,3,4,5 in that order?

A: 3,4,5,1,2                      **B: 5,4,3,2,1**                      C: 1,5,2,3,4                      D: 5,4,3,1,2

Q.78 Which of the following algorithm design technique is used in the quick sort algorithm?

A: Dynamic programming                      B: Backtracking  
 C: Divide and conquer                      **D: Greedy Method //not sure**

Q.79 The following sequence of operation is performed on stack:

push(1),push(2),pop,push(1),push(2)pop,pop,poppush(2).pop.The sequence of popped out value are?

**A: 2,2,1,1,2**                      B: 2,2,1,2,2                      C: 2,1,2,2,1                      D: 2,1,2,2,2

Q.80 Recursive function are executed in a

A: First in first out-order                      **B: Last in first out-order**  
 C: Parallel fashion                      D: Top-down order

Q.81 An ADT is defined to be mathematical model of a user –defined type along with the collection of all ..... operations on that modal.

A: Cardinality                      B: Assignment                      C: Primitive                      **D: Structured //not sure**

Q.82 A invalid constructor definition for a class 'watch' in c++

A: Watch ()                      B: Watch (int hh)                      C: watch (int hh, int yy)                      **D: int watch ()**

## C Programming Question Bank

Q.83

Class x

```
{
    Private: int data;
    x *p;
```

```
};
```

The above c++ class is a ..... Class.

A: Self pointer      B: Self recursive      **C : Self referencing** //not sure      D: Self counting

Q.84 When you create a derived class and instantiate on object

**A: the parent class object must be constructed first**      B: the child class object must be constructed first  
C: the parent class object must not be constructed      D: the child class object must not be constructed

Q.85 If an exception is thrown and no catch block matches the type of the thrown parameter, then.....

**A: the program terminates**      B: the first catch block is executed  
C: the last catch block is executed      D: the program proceeds with the code following the catch block

Q.86 Which of the following statement creates a named constant called Driverage whose value is 16?

A: const driveAge=16;      **B: const short driverAge= 16;**      C: driveAge=16;      D: driveAge const=16;

Q.87 'this' is a .....in C++

A: instance variable      **B: Class variable**      C: access specifier      D: pointer

Q.88 Which of the following statements will create and initialize a feeInfo array named fee?

A: fee feeInfo={{0},{0}}      B: fee as feeInfo=0,0;  
C: feeInfo fee =0,0;      **D: feeInfo fee={0,0};**

Q.89 When the function void some function (int x) throw (char) is executed.....

A: it will throw nothing      B: it may throw an integer  
**C: it may throw a character**      D: it may not throw anything

Q.90 Which of the following is NOT included in the header of a function?

A: the type of variable returned by the function to the function that calls it  
**B: the name of the program or function that calls the function**  
C: the name of the function  
D: the types and names of any variables that will be passed to the function

Q. 91 What does the following program print?

```
#include <stdio.h>
void f( int 'p, int '9 ){
    "9 = 2:
}
inti = 0, j = 1;

int main ( ){
```

```
f(&i. & j);
```

```
printf( '%ad "lad \n'. i, J );  
return 0;
```

```
}
```

A: 22                      B:21

Q. 92 What is the output of the following C program?

```
#include < stdio.h >  
main()  
{  
    char a[ ]= 'initial';  
    char 'p = "Final";  
    printf("%s %s".a,p):
```

```
}
```

A: **Error**                      B: Initial Final                      C: Final Final                      D: initial Initial

Q. 93 Which of the data types has size that is variable

A: **int**                      B: struct                      C: float                      D: double

Q. 94 What will be the output of the following C program segment?

```
#include<stdio.h>  
int getvalue();  
main()  
{  
    const int x = getvalue();  
    printf("%d",x);  
}  
getvalue(){  
    return(100);  
}
```

A: 100                      B: 0                      C: 1                      D: garbage value

Q. 95 The value of EOF is \_\_\_\_\_.

A: **-1**                      B:0                      C: 1                      D: 10

Q.96 malloc( ) function used in dynamic allocation is available in which header file?

A: stdio.h                      **B: stdlib.h**                      C: conio.h                      D: mem.h

Q.97 In the call by reference we pass:

A: Value of the variable                      B: **Address of variable**  
C: Both value and address                      D: Variable name

Q. 98 The value of j at the end of the execution of the following C program is:

```
int incr (int i)  
{
```

## C Programming Question Bank

```
static int count = 0;
count = count + i;
int Incr (int i)
{
static int count = 0;
count = count + i;
return (count);
}
main (){
int i,j;
for (i=0; i<=10;i++)
j= incr(i);
}
```

A: 55

B: 10

C: 11

**D: 44**

Q. 99 In the following code

```
#Include <stdio.h>
```

```
main(){
```

```
int i =1;
```

```
for (;;) {
```

```
print("%d".i++);
```

```
if (i>10)
```

```
break;
```

```
}
```

```
}
```

A: condition for loop is a must

C: for loop should be replaced by while loop

B: two semicolons should be dropped

D: No error

Q. 100 The output of the following C program is \_\_\_\_\_.

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

```
void f1 (int a, int b)
```

```
{
```

```
int c;
```

```
c=a; a=b; b=c;
```

```
}
```

```
void f2(int*a, int*b){
```

```
int c;
```

```
c='a'; *a=*b;*b=c:
```

```
}
```

```
int main( )
```

```
{
```

```
int a=4, b=5, c=6;
```

```
f1 (a,b);
```

```
f2(&b.&c);
```

```
printf("%d",c-a-b);//c-a-b
```

```
}
```

A: -5

B: -3

C: 1

D: 0

Q. 101 Which operator has the lowest priority?

A: ++

B: %

C: +

D: ||

Q. 102A static variable by default gets initialized to

A: 0

B: blank space

C: 1

D: garbage value

Q. 103 Operators have precedence. Precedence determines which operator is

A: faster

B: takes less memory

C: **evaluated first**

D: takes no arguments

Q. 104 What is the default return-type of getchar()?

A: **char**

B: int

C: char\*

D: Reading character doesn't require a return-type

Q. 105 What would be the output of the following program?

```
main({
```

```
int y=256;
```

```
const int x = y;
```

```
printf("%d",x):
```

```
}
```

A: **256**

B: Garbage

C: Error

D: 0

Q.106 Which among the following is not linear data structure

A: Linked list

B: Stack

C: vector

D: **Graph**

Q .107 Consider the following sequence of numbers

66, 44, 99,55,11,88,22,77,33

Use insertion sort to arrange the sequence in ascending order. What will be the order of the sequence at the



## C Programming Question Bank

end of 4th pass?

A: 11 22 33 44 66 88 55 77 99

B: 11 22 44 55 66 88 99 77 33

**C: 11 44 55 66 99 88 22 77 33**

D: 11 22 99 55 66 88 44 77 33

Q. 108

Consider the following statements

(i) First-in-first-out types of computations are efficiently supported by STACKS

(ii) Implementing LISTS on linked lists is more efficient than implementing LISTS on any array for almost all the basic LIST operations

(iii) Implementing QUEUES on a circular array is more efficient than implementing QUEUES on a linear array with two indices

(iv) Last-in-first-out type of computations are efficiently supported by QUEUES

**A: ii and iii are true**

B: i and ii are true

C: iii and iv are true

D: ii and iv are true

Q.109 The minimum number of interchanges needed to convert the array 15,19,10,7,17,16 into a heap with maximum element at the root is

A:0

B:1

C:2

D:3

Q.110 A binary search tree is generated by inserting 62,96,11,39,21,83,45 in order the following integers. The number of nodes in the left subtree and right subtree of the root respectively is

A: (2,4)

**B: (4,2)**

C: (5,3)

D: (3,5)

Q. 111 How many null branches are there in a binary tree with 8 nodes

A: 16

**B: 7**

C: 9

D: 15

Q. 112 In an unweighted, undirected connected graph, the shortest path from a node S to every other node is computed most efficiently, in terms of time complexity by

A: Dijkstra's algorithm starting from S

B: Warshall's algorithm

C: Performing a DFS starting from S

D: Performing a BFS starting from S

Q.113

Statement: My name is Bond,... James Bond. but I won't let you know my phone number.

Identify the Object-Oriented concept synonymous to the above statement.

A: Abstraction

**B: Data Hiding**

C: Polymorphism

D: Inheritance

Q.114 The class construct is.....

A: built-in type

**B: user-defined type**

C: reference type

D: primitive type

Q.115 Which of the following statements is FALSE with regard to destructor

A: A destructor is a member function

B: A destructor is used to finalize an object

C: A destructor has no return value

**D: A destructor accepts the class object as parameter**

Q.116 Which of the following two definitions are NOT the same?

A: enum grade 9;  
grade 9;

B: int a =10;  
int a (10);

C: cout << "\n";  
cout << \n;

D: bool a;  
BOOL a;

## C Programming Question Bank

Q. 117 What will be the output of the following program ?

```
#include <iostream>
using namespace std;
int main(){
char t[]="String functions are simple';
int l = string(t);
cout<< l;
return 0;
}
```

A: Runtime exception      B: 27      C: 28      D: 26

Q.118 which of the following a syntactically correct declaration of a pure virtual function named display()?

A: **virtual void display()= 0**      B: virtual bool display() = -1;  
C: void display()= 0;      D: bool display() = -1;

Q.119 The side effects of the macro definition gets eliminated if we use.....

A: virtual functions      B: **inline functions**      C: abstract classes      D: static functions

Q.120 Determine the output of the following program assuming that the program executes Successfully:

```
#include <iostream>
using namespace std;
int first():
int second();
int main(){
int counter;
for(counter=0; counter<3; counter++)
cout << first() << " ";
for(counter=0; counter<3; counter++)
cout << second() << ' ';
return 0;
}int first(){
int i=0;
return i++;
}
int second() {
static int i=0;
return i++;
}
```

A: 0 0 0 0 1 2      B: 1 1 1 1 2 3      C: 1 1 1 2 3 4      D: 0 0 0 1 2 3

Q.121 Determine if the following program will execute successfully and if it executes find the Output

```
#include <iostream>
using namespace std;
int mat[3][3] ={
{
11,12,13},
{
```

```

21,22,23},
{
    31,32,33}
};
Int main()
{
    cout << mat[1,2] << endl;

return 0;
}

```

A: 22                      B: unexpected output                      C: 32                      D: runtime expection

Q. 121 How many times the phrase "I am in the loop" will be printed?

```

#include<stdio.h>
void main ( )
{
    Int a = 9, l = 0;
    int b = 27;
    while (a < b)
    {
        i++;
        printf ("I am in the loop\n");
        a += 3;
        b -= 3;
    }
}

```

A: 1                      B: 2                      C: 3                      D: 4

Q.12 What is the meant by 'a' in the following operation?

```
fp = fopen("FunCode.dat", "a");
```

A: Attach                      **B: Append**                      C: Apprehend                      D: Add

Q. 123 Find the output of the below program.

```

#include<stdio.h>
#define int char
void main()
{
    int i = 99;
    printf("sizeof(i)=%d", sizeof(i));
}

```

A: compile error                      **B: sizeof(i)=1**                      C: sizeof(i)=4                      D: sizeof(i)=8

Q. 124 Find the output of the below program.

```

#include<stdio.h>
#define mul(a,b) a*b
void main()
{

```

## C Programming Question Bank

```
int x=5,y=9;
printf("%d", mul(x+2,y-1));
}
```

A: 22

B: 56

C: 65

D: 55

Q. 125 What are the initial values of Auto, Register, Static and Extern variables?

A: 0, Garbage, 0, Garbage    B: Garbage, Garbage, 0, 0

C: 0, Garbage, Garbage, 0    D: Garbage, 0, Garbage, 0

Q.126 What is the output of the following program?

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

```
union u
```

```
{
```

```
int i;
```

```
char ch;
```

```
floatf;
```

```
}u1;
```

```
void main()
```

```
{
```

```
u1.i=356;
```

```
printf("%c".u1.ch);
```

```
}
```

A: 356

B: C

C: d

D: 56

Q.127 What is the output of the following program?

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

```
Void fun1(char *s2, char *s1)
```

```
{
```

```
While(*s2)
```

```
{
```

```
  *s2 = *s1;
```

```
  s1++;
```

```
s2++;
```

```
}
```

```
*s2 = '\0';
```

```
}
```

```
Void main(void)
```

```
{
```

```
  Char str1[25]="CDAC";
```

```
  Char str2[25]="ACTS";
```

```
  Fun1(str2,str1);
```

```
  Printf("%s\n",str2);
```

```
}
```

A: ACTS

B: CDAC

C: CDACACTS

D: ACTSCDAC

Q.128 What is the output of the following program?

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

## C Programming Question Bank

```
Void fun 1(int n)
{
    Int i, k, masak ;
    For (i = 15 ; i >= 0 ; i-- )
    {
Mask=1<<i;
K = n & mask;
K==0 ? printf ("0") : printf ("1");
    }
}
Void main()
{
    Int i=234;
    Fun1 (i);
}
```

A:1110101000000000

B:0000000011101010

C:234

D:0000000010101110

Q. 129 What is the output of the following program?

```
#include<stdio.h>
void main()
{
    int A[3][3]={1,2,3},{14,25,36},{17,18,19}};
    printf("%d",*(*(A+1)+1)+1);
}
```

A: 2

B: 25

C: 3

D: 26

Q.130 What is the output of the following program?

```
# include <stdio.h>
#define NUM 4
Void main() {
    Int id=4;
    Switch(id)
    {
        Case NUM:
            Print("4 ");
        Case 2:
            Print("2 ");
            Break;
        Case 3:
            Print("3 ");
            Break;
        Default :
            Print("0 ");
            Break;
    }
}
```

## C Programming Question Bank

A: 0                      B: 4                      C: 4 2                      D: Compilation error

Q.131 Which of the following segments is used to allocate the memory created by calloc() ?

A: stack                      B: tree                      c: heap                      D: queue

Q. 132 Which statement is correct with reference to the below statement?

```
int (*s)[ ];
```

A: "s" is a pointer to an array of integers                      B: "s" is an array of integer pointers  
C: "s" is an array of integers                      D: None of the above

Q.133 Which of the following operators is used to access an element of a structure using a pointer?

A: Address of operator (&)                      **B: Dot operator (.)**  
C: indirection operator (\*)                      D: Arrow operator (→)

Q. 134 What is the output of the following program?

```
#include<stdio.h>
#define X 10
int main()
{
#define X 20
    printf("%d\n",X);
    return 0;
}
#define X 30
```

A: Compiler Error                      **B: 20**                      C: 10                      D: 30

Q.135 An executable of C program "ccat.x" takes a, b, c as command line arguments. What is the output of the following C statement?

```
printf("%s". argv[0]);
```

**A: ccat.x**                      B: a                      C: 4                      D: c

Q.136 Binary Search algorithm cannot be applied to

A: sorted linked list                      B: sorted binary trees                      C: sorted linear array                      D: pointer array

Q.137 When new data is to be inserted into a data structure, but there is no available space, this situation is usually called:

A: underflow                      **B: overflow**                      C: housefull                      D: saturated

Q. 138 what does the following function do for a given linked list with first node as head?

```
Void fun(struct node* head)
{
    If(head == NULL)
        Return;
    Fun(head->next);
    Printf("%d", head->data);
}
```

A: prints alternate nodes of linked list.                      B: prints alternate nodes in reverse order.

## C Programming Question Bank

**C: prints all nodes of linked list in reverse order.**

D: prints all nodes of linked list.

Q.139 The operation of processing each element in the list once is known as

A: sorting

B: merging

C: inserting

**D: traversal**

Q. 140 identify the data structure which allows deletions at both ends of the list but insertion at only one end

A: input-restricted deque

B: Output-restricted deque

C: Priority queues

D: None of the above

Q. 141 The way a card game player arranges his cards as he picks them up one by one, is an example of:

A: Bubble sort

B: Selection sort

**C: Insertion sort**

D: Merge sort

Q.142 The following numbers are inserted into the binary search tree in the order: 12, 6, 8, 9, 14, 15, 11, 10, 13. The height of the maximum distance of a leaf node from the root is:

A: 23

B: 4

C: 25

D: 6

Q.143 In the operator overloading, the operator works with?

A: Class

B: objects

C: parameters

d: Variables

Q.144 Output of the following program

```
#include<iostream>
using namespace std;
class Test
{
public:
int 3;
Test(int x=2)
{
a=x;
}
};
int main()
{
Test 'ob=new Test(1);
Test *ob1;
Ob1 =ob;
Cout<<ob1->a;
Return 0;
}
```

A: 0

B: 1

C: 2

D: error

Q. 145 The private data members and functions are accessed outside class through?

A: inheritance

**B: Friend Class**

C: Encapsulation

D: Abstract class

Q. 146 Which of the following is the most common form of the copy constructor?

A: classname (const classname &obj) {}

B: classname (const classname obj) {}

## C Programming Question Bank

C: classname (classname &obj) {}

D: classname (classname obj) {}

Q.147 Destructors. ..

A: Can take arguments

B: Are Overloaded Functions

C: can be Virtual

D: Called when the objects are created

Q. 148 Output of the following program is

```
#include<iostream>
using namespace std;
class Test{
public:
void upDate() const;
private:
int Val=0;
};
```

A: 0

B: 10

C: Runtime errors

D: Compile Time Errors

Q.149 What is storage class?

A: A special C++ class

B. It defines where exactly the variable values get stored

C. It defines the scope and life time of the variables and methods

D. It defines the lifetime of the variable

Q. 150 What is the syntax of the pure virtual function?

A: void fun()=0

B: virtual void fun();

C: virtual void fun()=0

D: virtual void fun() {} =0;

Q.151 Generic classes are also called?

A: Class Templates

B: Classes

C: Abstract Classes

D: Derived Classes

Q.152 A do-while loop is useful in a situation in which body of the loop executes

A: Infinitely

B: Only once

C: At least once

D: None of the above

Q.153 Which of the following operations can be performed on the file "cprogs.txt" using the below code?

```
FILE *fp;
```

```
to = fopen("cprogs.txt", "r+");
```

A: Read

B: Write

C: Append

**D: Read & Write**

Q. 154 Find the output of the below program?

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

```
Void main ()
```

```
{
```

```
int i=0, i=1, k=2, m;
```

```
rn = j++ || k++ || i++;
```

```
printf("%d%d%d%d", m, i, j, k);
```

```
}
```

**A: 1 0 2 2**

B: 1 1 2 3

C: 0 0 2 2

D: 0 1 2 3



Q. 155 Find the output of the below program?

```
#include <stdio.h>
#define get(s)#5
int main()
{
char str[] = get(CDACBangalore);
printf("%s", str);
return 0;
}
```

A: #CDACBangalore

B: CDACBangalore

C: Compiler Error

D: CCDACBangalore

Q.156 Find the output of the below program?

```
int main()
{
register int i = 999;
int *ptr = &i;
printf("%d", *ptr);
return 0;
}
```

**A: 999**

B: Compiler Error

C: 0

D: Runtime Error

Q.157 What is the output of the following program?

```
#include <stdio.h>
union u
{
int i;
char ch;
float ;
}u1 ;
void main()
{
u1.i=0x3636;
printf("%c",u1.ch );
}
```

A: 36

B: 6

C: f

D: 54

Q.158 What is the output of the following program?

```
#include<stdio.h>
void fun1 (int num)
{
int num1=4;
int mask=1 <<num;
num1 = num1 | mask;
printf("%d",num1 );
}
```

## C Programming Question Bank

```
void main( )
{
fun1 ( 4 );
}
```

A: 4

B:8

C: 20

D:16

Q.159 What will be the output of the program if the array begins at address location 1000 and each integer occupies 4 bytes?

```
#include<stdio.h>
void main()
{
    int TWOD[3][4] = {1, 2, 3, 4, 4,3, 2, 1, 7, 8, 9, 0};

    printf("%u %u %u",TWOD,TWOD+1, &TWOD+1);
}
```

A: 1000 1004 1004

B: 1000 1004 1016

C: 1000 1016 1048

**D: 1000 1016 1004**

Q.160 What is the output of the following program?

```
#include<stdio.h>
void main ()
{
    int temp = 45;
    switch (temp)
    {
    case (temp <= 10):
    printf ("\nOoohhhh! Freezing!");
    case (temp > 20 && temp <= 30):
    printf ("\nModeratel");
    case (temp > 30 && temp <= 40):
    printf ("\nWish I am on Everest");
    default:
    printf ("\nGood old Bangalore weather");
    }
}
```

A: Compile time error

B: Good old Bangalore weather

**C: Segmentation fault**

D: None of the above

Q.161 Which function should be used to free the memory created by malloc ()

**A: free ()**

B: dealtoct

C: garbage()

D: memalloc()

Q. 162 What is the output of the following program?

```
#include<stdio.h>
void main ( )
{
static char *s[] = {"DESD", "PGGI", "DBDA", 'DIoT'};
char**ptrt ] = {8, 8+1, 8+2, 5+3}, ***p;
```

## C Programming Question Bank

```
p = ptr;
**++p;
printf("%s", *--*++p + 3);
```

A:D

B:I

C:A

D:T

Q.163 Which statement is correct with reference to below C statement?

```
int *(*subtract)();
```

A: pointer subtract to a function which takes two integers as argument and returns an integer

B: subtract function takes no argument and returns an integer pointer

**C: pointer subtract to a function which takes no argument and returns an integer pointer**

D: None of the above

Q.164 What is the output of the following program?

```
#include <stdio.h>
struct employee
{
    int no = 10;
    char name[20]="RAM";
};
void main()
{
    struct employeee={10,"RAJ"};
    printf("%s",e.name);
}
```

A: RAM

B:RAJ

**C: compile time error**

D:None of the above

Q.165 What is the output of the following program?

```
#include<stdio.h>
int main()
{
    printf("%d\n", EOF);
    return 0;
}
```

A: NULL

**B: Compile Time Error**

C: 0

D: -1

Q. 166 In a max-heap the largest value is at the:-

A: Root

B: Anywhere in the left sub-tree

C: Leaf

D: Rightmost node of the right sub-tree

Q.167 The complexity of merge sort algorithm is:-

A:  $O(\log n)$

**B:  $O(n \log n)$**

C:  $O(n)$

D:  $O(n^2)$

Q.168 The preorder traversal of a complete binary tree is: WXPQYRS. The postorder traversal would return:

A: PSRXYWQ

B: PRQXYSW

C: PXQWRYW

D: PQXRSYW

Q. 169 A data structure where elements can be added or removed at either end but not in the middle:

## C Programming Question Bank

A: Linked list

B: Stadt

C: Queue

D: Dequeue

Q. 170 What is the postfix form of following prefix expression:  $*+WX-YZ$

A:  $wx+YZ^*$

B:  $WX+Y-Z^*$

C:  $WX+YZ-^*$

D:  $WXYZ+-^*$

Q. 171 The following function takes reference to head of doubly linked list. Assume that a node of doubly linked list has previous pointer as prev and next pointer as next.

```
void fun(struct node** head)
```

```
{
    struct node* temp = NULL;
    struct node* curr = *head;
    while(curr != NULL)
    {
        temp = curr -> prev;
        curr -> prev = curr -> next;
        curr -> next = temp;
        curr = curr -> prev;
    }
    if(temp != NULL)
        *head = temp -> prev;
    temp = curr -> prev;
    curr -> prev = curr -> next;
    curr -> next = temp;
    curr = curr -> prev;
}
if(temp != NULL)
    *head = temp -> prev;
}
```

Assume that reference of head of the following doubly linked list is passed to the above function is  $16 \leftrightarrow 18 \leftrightarrow 32 \leftrightarrow 26 \leftrightarrow 24$ . What should be the modified linked list after the function call.

A:  $32 \leftrightarrow 26 \leftrightarrow 24 \leftrightarrow 16 \leftrightarrow 18$

B:  $24 \leftrightarrow 26 \leftrightarrow 32 \leftrightarrow 18 \leftrightarrow 16$

C:  $16 \leftrightarrow 18 \leftrightarrow 32 \leftrightarrow 26 \leftrightarrow 24$

D:  $16 \leftrightarrow 32 \leftrightarrow 24$

Q. 172 Consider a linked list of n element which is pointed by an external pointer. What is the time taken to delete the element which is successor of the element pointed to by a given pointer?

A:  $O(1)$

B:  $O(\log_2 n)$

C:  $O(n)$

D:  $O(n \log_2 n)$

Q.173 Output of the following program is

```
#include <iostream>
using namespace std;
void stTest()
{
    static int i = 0; ++i; cout << i << endl;
}
int main()
{
```

## C Programming Question Bank

```
stTest();  
int a=0;  
stTest();  
return 0;  
}
```

A: 1&2

B:1&1

C: 0&0

D: 1&0

Q.174 Output of the following program is

```
#include<iostream>  
using namespace std;  
class test  
{  
    public:  
    int c;  
    test() {c=0; cout<<c;}  
    test(int d=2) {c=d ;cout<<c; }  
};  
int main()  
{  
    test ob1;  
    return 0;  
}
```

A: 0

B: 2

C: Compile Time Errors

D: 0 & 2

Q.175 If the number of lines in the inline function is more, then

A.:The executable size will be less

B: The execution time will be more

C: The compilation time will be less

D: The compilation time will more

Q. 176 Which of the following statement about the object is true?

A: Object attributes can be changed

B: Object is static

C: Object attributes are fixed

Q.177 Passing by -----& -----, allows the function body to modify the parameter value.

A: array and int

B: float and array reference

Q. 178 The runtime polymorphism is achieved in C++ using...

A: Virtual class

B: Virtual Functions

C: Function Overloading

D: Function Overriding

Q.179 The end of the class in C++ is denoted using...

A: Scope resolution operator

B: Curly Braces

C: Colon

D: Semicolon

Q.180 The end of the class in C++ is denoted using...

A: Scope resolution operator

B: Curly Braces

C: Colon

D: Semicolon

Q.181 Which of the following option is not true?

A: Constructors can be called explicitly

B: Constructors can be overloaded

C: Constructors can be overridden

D: Constructors can have return type

## C Programming Question Bank

Q. 182 Which of the following statement is true?

- A. Function overloading and Function overriding are similar
- B. Function overloading and Operator overloading are similar
- C. Function overloading and Constructor overloading are similar
- D. Constructor overloading and Destructor Overloading are similar

Q.183

```
void main()
{
int z, x=5 ,y=-10, a=4, b=2;
z=x++- --y*b/a;
printf("%d",z);
```

```
}
```

What is the output?

- A: 5**                      B: 6                      C: 10                      D: 11

Q.184 void main( )

```
{
int x=3;
if(x==2);
x=0;
if(x===3)
x++;
else
x+=2 ;
printf("%d",x );
}
```

What will be the value of x?

- A:1**                      **B:2**                      C:3                      D:4

Q.185 #define prod(a,b) a\*b

```
main()
{
int x=3,y=4;
printf("%d",prod(x+2,y-1 ));
}
```

What is the output?

- A: 10**                      B: 15                      C: 12                      D: None of these

Q.186

```
Void myFunc (int x)
```

```
{
if (x > 0)
myFunc(--x);
printf("%d,", X);
}
```

```
int main()
```

```
{
```

## C Programming Question Bank

```
myFunc(5);
return 0;
}
```

What is me output?

A: 1 ,2,3,4 5,5

B: 4,3,2,1,0,0

C: 5,4,3,2,1,0

D: 0,0,1,2,3,4

Q.187

```
void main()
{
int *j;
{
int i=10;
j=&i;
}
printf("%d",*j );
}
```

What will be the output?

A: 0

**B: 10**

c: some other character

D: compiler error

Q.188 # define int char

```
main()
{
int i=65;
printf("sizeof(i)=%d",sizeof(i));
}
```

What is the output?

A: sizeof(i )=2

B: sizeof(i )=4

**C: sizeof(i)=1**

D: sizeof(i)=8

Q.189 What is the output?

```
main()
{
printf("\nab");
printf("\bsi");
printf("\rha");
}
```

A: asa

B: aih

**C: hai**

D: ash

Q,190 int x[] ={1,4, 8, 5, 1,4 };

```
int *ptr,y;
```

```
ptr = x + 4;
```

```
Y=ptr-x;
```

What does y in the sample code above equal?

A: -3

**B: 0**

C:4

D: 4 \* sizeof(int)

Q.191 Sparse matrices have

A: many zero entries

B: many non-zero entries

C: higher dimension

D: all diagonal entries zero

Q.192 The inorder traversal will yield a sorted listing of elements in

## C Programming Question Bank

A: Binary trees

**B: Binary search trees**

C: Heaps

D: AVL trees

Q.193 A connected graph T without any cycles is called

A: a tree graph

B: cyclic graph

C: adjacent graph

D: complete graph

Q.194 The complexity of linear search algorithm is.

**A: O (n)**

B: O (log n)

C: O(n<sup>2</sup>)

D: O(n log n)

Q.195 What is function overloading?

A: calling a function from another function.

B: having more than one function of same name with same signature.

C: having more than one function of same name with different signature

D: there is no such term in C++

Q.196 The keyword used for dynamic method resolution is

A: abstract

B: dynamic

C: virtual

D: typed

Q.197 The term STL stands for

A: Simple Template Library

B: Static Template Library

C: Single Type Based Library

D: Standard Template Library

Q.198 What is the implicit pointer passed to non-static member functions?

A: self

B: std::auto\_ptr

C: myself

D: this

Q.199 Which of the following operator cannot be overloaded?

A: ::

B: ->

C: ==

D: =

Q.200 The ability to reuse objects already defined, perhaps for a different purpose. With modification appropriate to the new purpose is referred to as

A: Information hiding

B: Inheritance

C: Overloading

D: Overriding

Q.201 Which of the following are true with respect to IO operators

1. >> is called extraction operator

2. << is tied to cout

3. cin and cout are objects of iostream

4. >> can read Kite spaces

A: 1, 2 & 3

B: 1, 3 and 4

Q.202 By default members of a C++ class are:

A: private

B: public

C: protected

D: default

Q.203 Which of the following is not a C++ keyword?

A: extern

B: auto

C: inherits

D: virtual



Q.204 What is the output of the following 'C' program?

```
#include <stdio.h>
int main()
{
    int i, cnt=1 ;
    for(i=3;i<7;i+=2);
        cnt++;
    printf("%d" ,cnt);
    return 0;
}
```

A: 1\_                      B: 2                      C: 3                      D: 4

Q.205 Find out the output of the following 'printf' statement of 'c

```
int i=2;
printf("%d%d%d",++(i++),i++,i++);
```

A: 632                      B: 445                      C: compile time error                      D: run time error

Q.206 What is the output of the following 'C' program?

```
#include <stdio-h>
int main ()
{
    long d1,d2, *p1,*p2;
    d1 =5; d2=9;
    p1 =&d1 : p2=&d2:
    p2=p1;*p2+=10;
    printf("%ld", *p1 );
    return 0;
}
```

A: 5                      B: 10                      C: 9                      D: 15

Q.207 Find out the output of the following printf statement of C

```
printf("%d",(21 % 10) << 2);
```

A: 1                      B: 2                      C: 8                      D: 4

Q.208 'C' language declaration for 'An array of three pointers to characters'

A: char \*ptr[3]();                      B: char \*ptr[3];                      C: char (\*ptr[3]);                      D: char\*\*ptr[3];

Q.209 Find out the output of the following code

```
printf ("%x',0xFF00 | 0x00FF);
```

A:00FF                      B:0000                      c: FFFF                      D: FF00

Q.210 .....Command is not a control statement in 'C'.

A: continue                      B: break                      C: case                      D: return

Q.211 Find out the output of the following code

```
char a=1,b=2;
```

## C Programming Question Bank

```
a='b';
b=(a==b)?a:a-1 ;
printf("%d",b);
```

A:97                      B:98                      C: 92

Q.212 The least negative number that can be stored in a signed int of 'C' is

A: -32768                      B: -32767                      C: -65536                      D: -65535

Q.213 Find out the output of the following 'printf' statement of C

```
printf("%f",oeil(33.3));
```

A: 33.0                      B: 33.5                      C: 34.0                      D: 33.4

Q.214 Find out the output of the following 'printf' statement of C

```
float *fp=0xF000; fp+=2; printf("%x".fp);
```

A: F004                      B: F006                      C: F008                      D: F010

Q.215 By default any real number in C is treated as

A: float                      B: double                      C: short double                      D: long double

Q.216 Pointers are useful to refer to memory address that has no.....

A: name                      B: value                      C: constant                      D: variable

Q.217 printf("%c", 100) statement in C results in.

A: prints 100  
B: prints the ASCII equivalent of 100  
C: prints garbage value  
D: prints the character equivalent of the ASCII value 100

Q.218 The worst-case running time for quick sort is

A:  $O(n^2)$                       B:  $O(n \log n)$                       C:  $O(2 \log n)$                       D:  $O(2^n)$

Q.219 Which of the following sorting procedure is the slowest?

A: quick sort                      B: heap sort                      C: shell sort                      D: bubble sort

Q.220 The information about an array used in a program will be stored in

A: symbol table                      B: dope vector                      C: register vector                      D: activation table

Q.221 The order of binary search algorithm is

A:  $O(n)$                       B:  $O(n^2)$                       C:  $O(n \log n)$                       D:  $O(\log n)$

Q.222 The postfix notation is also called as

A: prefix notation                      B: infix notation                      C: polish notation                      D: reverse polish notation

Q.223 When an element is inserted in queue, the position of front

A: increments                      B: decrements                      C: remains unchanged                      D: cannot be predicted

Q.224 To reverse a Linked List, which of the following data structure is most appropriate?

## C Programming Question Bank

A: queue      B: stack      C: binary tree      D: B-tree

Q.225 'this' is a ..... in C++

A: instance variable      B: class variable      C: access specifier      D: pointer

Q.226 In C++ which of the following is not the member of class?

A: static function      B: friend function      C: constant function      D: virtual function

Q.227 A static function in a C++ class cannot use a ..... of that class.

A: instance variable      B: static variable      C: local variable      D: local pointer

Q.228 The default parameter passing mechanism in C++ is

A: all by reference      B: call by name      C: call by value      D: all by 'this'

Q.229 A invalid constructor definition for a class "clock" in C++

A: clock      B: clock (int hh)      C: clock(int hh, int yy)      D: int clock ()

Q.230 class X

```
{  
Private: static int count==0;  
};
```

What is the Output?

A: compiler error      B: linker error      C: run time error      D: no error

Q.231 Which is not a valid class in C++

A: friend class      B: self-containing class      C: nested class      D: empty class

Q.232 Fund the output of the following 'printf' statement of 'C'

```
Char 'os'="Linux";  
printf ("%d",sizeof(os));
```

A: 1      B: 2      C: 5      D: 4

Q.233 If ASCII value of 'x' is 120, what is the value of  $i = ('x' - 'w') / 3$ ?

A: 1      B: 2      C: 0      D: 4

Q.234 Find the output of the following 'C' statement

```
Printf ("%u", 0xFF00 | 0X00FF);
```

A: 32767      B: 65535      C: 0000      D: FFFF

Q.235 The result produced by the C library function strcmp("JAPAN","INDIA") is

A: +1      B: -1      C: 0      D: +10

Q.236 Fund the output of the following 'printf' statement of 'C'

```
char *keyq = 'Program'  
Printf ("%s", keyq+4);
```

A: Program      B: gram      C: ram      D: am

## C Programming Question Bank

Q.237 Find the output of the following code

```
Float *fp = 0x1006;  
Fp+=2;  
Printf("%x",fp);
```

A: 1008      B: 100A      C: 1010      D: 100E

Q.238 Minimum number of temporary variable needed to swap the contents of 2 variables is

A: 3      B: 2      **C: 1**      D: 0

Q.239 Find the output of the following code

```
int i= 10;  
Printf ("%d", i&8);
```

**A: 8**      B: 18      C: 2      D: 15

Q.240 If integer requires 2 bytes of storage, then maximum value of an unsigned integer is

A:  $2^{16}+1$       B:  $2^{16}-1$       C:  $2^{15}-1$       D:  $2^{15}+1$

Q.241 find the output of the following 'printf' statement of C

```
int i;  
For( i=1;i<5;++i)  
if(i==3) continue;  
else  
Printf("%d",i);
```

A: 2 4 5      B: 1 2 3      **C: 1 2 4**      D: 1 2 4 5

Q.242 Find the output of the following 'printf' statement of C

```
main ()  
{  
    Struct emp{  
        Char name [20];  
        int age;  
        float sal;  
    };  
    Struct emp e = {"Tiger"};  
    Printf("\n %d %f", e.age, e.sal);  
}
```

A: error      **B: garbage value**      C: 0 0.000000      D: 1 0.000000

Q.243 If storage class is missing in the array definition, then by default it will be taken as

**A: automatic**

B: external

C: static

D: either external or automatic depending on the place of declaration of the array

Q.244 The contents of a file are lost. if it is opened in

A: r mode

**B: w mode**

C: r+ mode

D: a mode

## C Programming Question Bank

Q.245 Which of the following sorting algorithms does not have a worst case running time of  $O(n^2)$

- A: insertion sort      B: quick sort      C: bubble sort      D: merge sort

Q.246 The number of nodes in a full binary tree of level 5 is

- A: 64      B: 63      C : 15      D: 25

Q.247 The process of accessing and processing each element of an array, exactly once is called

- A: deleting      B: inserting      **C: traversing**      D: searching

Q.248 Queue can be used to implement

- A: radix sort      B: depth first search      C: recursion      D: quick sort

Q.249 An adjacency matrix representation at a graph cannot contain information of

- A: nodes      B: edges      C: direction of edges      D: parallel edges

Q.250 In a linked list, which of the following statement is true?

- A: the links are stored in array  
**B: each node contains a pointer to the next node**  
C: an array of pointers which points to the nodes  
D: the nodes are stored in an array

Q.251 Traversing a Binary tree, first root and then left and right subtrees are called

- A: preorder**      B: postorder      C: inorder      D: breadth first

Q.252 Which of the following type of inheritance has a child class derived from more than one base class

- A: multiple**      B: multilevel      C: hierarchal      D: simple

Q.253 ..... class contain pure virtual functions it

- A: template      B: static      C: abstract      D: final

Q.254 ..... access specifier specifies that members of a class can be accessed only by its own members as well as derived class member

- A: static      B: public      C: private      D: protected

Q.255 Which of the following is not a type of constructor?

- A: copy constructor      B: friend constructor      C: default constructor      D: parameterized constructor

Q.256 Which of the following data member can be shared by all instances of the class?

- A: public      B: inherited      C: static      D: friend

Q.257 Which one of the following is not true about constructor?

- A: constructor can return value  
B: constructor takes arguments  
C: constructor is implicitly invoked when an object is created  
D: Constructor name is same as class name

Q.258 What happens when we try to compile the class definition in following code snippet?

```
class Birds {};
```

```
class Peacock: protected Birds {};
```

A: It will not compile because class body of Birds is not defined

B: It will not compile because class body of Eagle is not defined.

C: It will not compile because a class cannot be protectedly inherited from other class

D: It will compile successfully

Q.259 What does the class definitions in following code represent?

```
class Bike
```

```
{
```

```
    Engine objEng;
```

```
};
```

```
class Engine
```

```
{
```

```
    float CC;
```

```
};
```

A: kind of relationship

B: has a relationship

C: is a relationship

Q.260 How many instances of an abstract class can be created?

A: 1

B: 0

C: 2

D: any number

Q.261 A C program contains the following declarations.

```
int i = 5, j = 4;
```

```
float x = 2.0, y = -1.0;
```

What is the value of the following expression?

```
(x>y) && (i >0) || (j<5)
```

A: 0

B: 2

C: -1

D: 1

Q. 262 While building an executable from a C program, which utility program performs the resolution of externally defined symbols?

A: Loader

**B: Linker**

C: Assembler

D: Preprocessor

Q.263 What is the return value of the following function if the values of x, y and n are 8, 3 and 3 respectively?

```
unsigned int nbits(unsigned int x, int y, int n)
```

```
{
```

```
    return (x >> (y+1-n));
```

```
}
```

A: 4

B: 7

C: 0

D: -3

Q. 264 In a C program the arguments used in a calling function are called as \_\_\_\_\_.

A: Formal Arguments

**B: Actual Arguments**

C: Reference Arguments

D: Pointer Arguments

## C Programming Question Bank

Q.265 What is the output of the following C program?

```
#include<stdio.h>
Int main()
{
    Int A[6/3*2] = {7,5,9,12};
    Printf("%", A[6/3*2-2]);
    Return 0;
}
```

A: Syntax Error

**B:9**

C:12

D:2

Q. 266 What is the significance of the following declaration?

```
Int(*X( )) ( );
```

A: Function 'X' which returns a pointer to an integer

B: Pointer 'X' to a function with returns value integer

C: Function 'X' thet returns a pointer to a string

**D: Function 'X' with return value of a pointer to a function which returns an integer**

Q. 267 What is the output of the following C program, if "course.txt" exists in the same directory of the below C program and it is a valid file?

```
#include<stdio.h>
Int main ( )
{
    FILE *fptr;
    If(fptr=fopen("courses.txt","r"))
    {
        Printf("%ld\n", ftell(fptr));
        Fclose(fptr);
    }
    Return 0;
}
```

A: Length of the file

B: EOF

**C: 0**

D: Length of the file + 1

Q.268 What is the output of the following C program?

```
#include<stdio.h>
#include<string.h>
Int main()
{
    Char str[10];
    Strcpy(str, "abc");
    Print("%d" , strlen(str), sizeof(str));
    Return 0;
}
```

A: 10, 10

B: 4, 10

C: 10, 3

**D: 3, 10**

Q.269 Which of the following data type is not a derived data type ?

A: struct

**B: int**

C: enum

D: union

## C Programming Question Bank

Q. 270 What is the output of the following C program?

```
#include<stdio.h>
Int main( )
{
    Extern int x;
    Printf ( "%d", x);
}
Int x= 2015;
```

**A: 2015**                      B: Garbage value                      C: 0                      D: Compilation error

Q. 271 Which of the following intrinsic function is used to read a multiword string?

A: getch                      B: scanf                      **C: gets**                      D: getc

Q. 272 What is the output of the following C program?

```
#include<stdio.h>
#define PI 3.14
Int main()
{
    Float f;
    #undef PI
    #define PI 5.2
    f=PI;
    printf("%f\n", f);
    return 0;
}
```

**A: 5.2**                      B: Garbage Value                      C:3.14                      D: Compilation error

Q. 273 What is the return value of "realloc" function in C?

A: It returns NULL

**B: It returns a pointer to the newly allocated memory**

C: A or B

D: It returns a pointer to the memory block allocated by previous malloc or calloc

Q. 274 What is the output of the following C program?

```
#include<stdio.h>
Int main ( ) {
    Int m, n;
    m = 10, 20;
    n = 3;
    printf("%d", m-n);
    return 0;
}
```

A: Compilation Error                      B: 9                      C: 7                      **D: 17**

Q. 275 What will be stored in argv[0]?

A: Return value of the main function

C: The number of parameters passed to main function

**B: The program name**

D: NULL



Q. 276 The average case time complexity of binary search algorithm is?

A:  $O(n)$

B:  $O(\log n)$

C:  $O(n^2)$

D:  $O(n \log n)$

Q. 277 In Breadth First Search graph, which of the following data structure is used?

A: Stack

B: Queue

C: Linked List

D: Trees

Q. 278 Suppose we are sorting an array of eight integers using quick sort, and we have just finished the first partitioning with the array looking like this: 4 3 2 7 10 14 15 11. Which statement is correct?

**A: The pivot could be either the 7 or the 10**

B: The pivot could be the 7, but it is not the 10

C: The pivot is not the 7, but it could be the 10

D: Neither the 7 nor 10 is the pivot

Q.279 What is the output of the following function for head pointing to first node of the following linked list.  
20->22->24->26->28->30

Void fun (struct node\* head)

```
{
    If(head==NULL)
        return;
    printf("%d",head->data);
    if(head-> link != NULL)
        fun(head-> link -> link);
    print("%d" , head->data);
}
```

}

A: 20 26 30 30 26 20

B: 20 24 28 20 24 28

C: 20 22 24 28

D: 20 24 28 28 24 20

Q. 280 Postfix from of following infix expression is:  $A * (B + C / D)$

A:  $A B + C D / *$

B:  $A B + C D */$

C:  $A B + * C D /$

D:  $A B C D / + *$

Q. 281 Consider the following pseudo code. Assume that Queue contains interger values. What does the following function fun do?

Void fun (int n)

```
{
    Queue q = new queue( );
    q.enqueue(0);
    q.eneueue(1);
    for(int i=0;i<n;i++)
    {
        int a=q.dequeue( );
        int b=q.dequeue();
        q.enqueue(b);
        q.enqueue(a+b);
        print(a);
    }
}
```

**A: Prints numbers from 0 to n-1**

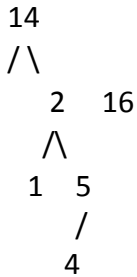
B: Prints numbers from n-1 to 0

C: Prints first n Fibonacci numbers

D: Prints first n Fibonacci numbers in reverse order

## C Programming Question Bank

Q. 282 Consider this binary search tree:



Suppose we remove the root, replacing it with something from the left sub-tree. What will be the new root?

- A: 1                      B: 2                      C: 4                      D: 5

Q.282 The default initial value of an automatic integer variable is \_\_\_\_\_.

- A: 0                      B: **Garbage Value**                      C: -1                      D: 32767

Q.283 What is the output of the following C program?

```

#include<stdio.h>
Int main ()
{
    Char ACTS [6] = {'A','C','T',' ','\0','S'};
    Printf ("%S", ACTS);
    Return 0;
}
    
```

- A: ACTS                      B: ACT\0S                      C: **ACT**                      D: ACT (space) S

Q.284 What is the output of the following C program?

```

#define TOKEN(x, y) X##y
#include<stdio.h>
Int main ()
{
    Int a=20, b=30, ab=40;
    Printf ("%D", ab+TOKEN (a+b));
    Return 0;
}
    
```

- A: 640                      B: 80                      C: 40                      D: 50

Q.285 Which of the following declaration is incorrect in a C program?

- i. register int j=5; ii: short register i=4; iii: unsigned long register m=6;  
iv: extreme float n=4.0;

- A: Only iv**                      B: Only iii                      C: III & iv                      D: ii, III & iv

Q.286 What is the output of the following C program?

```

#include<stdio.h>
Int fun (int, int);
Int main ()
{
    Int X;
    X=fun (20, 20);
    Printf ("%d", x);
    Return 0;
}
    
```

```

}
Int fun (int a, int b)
{
    Int a;
    A=30;
    Return a;
}
    
```

A: Missing parentheses in the return statement

B: **30**

C: 20

D: Error: Re-declaration of the variable "a"

Q.287 What is the output of the following C program?

```

#include <stdio.h>
Int main ()
{
    Int x=1;
    Printf ("%d", ~x-x>>1);
    Return 0;
}
    
```

A: -3

B: **-1**

C: -2

D: +2

Q.288 What is the output of the following C program?

```

#include<stdio.h>
Int main () {
    Int i=5, j=5;
    Char c='a', d='b';
    Printf ("%d", (i-3*j) %( c+2*d));
    Return 0;
}
    
```

A: -7

B: **7**

C: 0

D: **-10**

Q.289 Consider the following declaration:

```

Struct{
Union
{
    Int x;
Float y;
    Long float z;
}u;
Char S [100];
    
```

} S;

Assume that the variables of the type char, int, float and long float occupy 1 byte, 4 bytes, 4 bytes and 8bytes, respectively. What is the memory requirement for variable "s"? Ignore the memory alignment consideration.

A: **180 bytes**

B: 104 bytes

C: 116bytes

D: 100 bytes

## C Programming Question Bank

Q.290 What is the output of the following C program?

```
#include<stdio.h>
Int main ()
{
    Printf ("%d", res (3));
    Return 0;
}
Int res (int n)
{
    Return (n? 1+res (n-1):0);
}
```

A: 3                      B: 2                      C: 7                      D: 0

Q.291 Which of the following is an incorrect declaration in C?

I.const int \*ptr;  
II.int\*const \*ptr;  
III.const int \*const ptr;  
IV.const int const\*\*ptr;

A: I and III                      B: II only                      C: I, III and IV                      D: III & IV

Q.292 What is the meaning of the following declaration?

Int \*(\*ptr) ()) [10];

A: ptr is a pointer to pointer of a function  
B: ptr is an array of pointers to 10 functions  
**C: ptr is pointing to a function which returns pointer to an array**  
D: ptr is a pointer to an array of 10function pointer

Q.293 Which of the following operation can be performed on the file "CCAT.txt"using the below code?

FILE\*fptr:

Fptr=fopen ("CCAT.txt","r+");

A: It creates the file if the file does not exist and allows read and write  
B: It allows only reading, if the file already exist  
**C: It will not create the file, allows read and write if the file exists**  
D: It allows only write if the file exist

Q.294 What is the appropriate matching for the following statement?

Char \*S=malloc (20);

Puts (s);

A: Memory overloaded                      B: **Uninitialized Memory**                      C: Memory Leak                      D: Dangling Pointer

Q.295 The C library function used to search the last occurrence of a character 'C'in a string 'S' \_\_\_\_\_is.

A: **strrchr (s,'C')**                      B:strnstr (s, 'C')                      C: strlast(s, 'C')                      D:strtok (s, 'C')

Q.296 Which of the following is used to initialize the symbolic constant in a C program?

A: #pragma                      B: #include                      C: #line                      D: **#define**

## C Programming Question Bank

Q.297 Which of the following sorting algorithms gives best performance when applied on an array that is sorted or almost sorted?

- A: Quick sort                      B: Heap sort                      C: Merge sort                      **D: Insert sort**

Q.298 The disadvantage of using circular linked list is?

- A: Require more memory space                      B: Time consuming  
C: Last node point to first point                      **D: It is possible to get into infinite loop**

Q.299 The following sequence of operation is performed on stack:

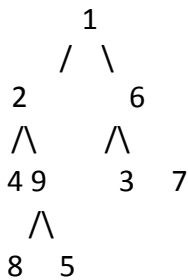
Push(5),push(6),push(5),push(6),pop,pop,pop(6),pop. The sequence of popped out value are?

- A:6,6,5,5,6                      B:6,6,5,6,6                      **C:6,5,6,6,5**                      D:6,5,6,6,6

Q.300 Draw a hash table with open addressing and a size of 9. Use the hash function " $k\%9$ ". Insert the keys: 5, 29, 20, 0, 27 and 18 into your table (in that order). Upon retrieval, what will be the order of elements?

- A:5,0,29,20,27,18                      B:0,5,18,20,27,29                      C:0,27,29,20,18,5                      **D:5,0,27,18,20,29**

Q.20 Here is a binary tree.



What is the order of nodes visited using a post –order traversal?

- A: 2 1 6 4 8 9 5 3 7                      B: 4 8 5 9 2 3 7 6 1                      C: 1 2 6 4 9 3 7 8 5                      **D: 8 5 9 4 2 7 3 6 1**

Q.301 Which of the following is /are correct in order traversal sequence(s) of binary search tree(s)?

I: 4,6,8,9,16,20,26

II: 6, 9, 10, 13,11,16,26

III: 3, 8,11,9,15,17,21

IV: 5, 7,8,10,19,21,26

- A: I and IV only                      B: I and III only                      C: I and IV only                      **D: II only**

Q.302 The number of swapping needed to sort the number 8,22,7,9,31,19,5,13 in ascending order ,using bubble sort is

- A: 10                      B: 9                      C: 13                      **D: 14**

Q. 303

What will be the final value of j?

```

void main ()
{
int i = 2,j = 3; for (;;)
{
if (i > 9)
break; else
j += i;
printf ("\n%d", j);
}
    
```

## C Programming Question Bank

```
i += j;  
}  
}
```

Q.304 If there is any error while opening a file, fopen function will return?

A: File pointer pointing to first character of file

B: EOF

C: NULL

D: End of File

Q.305 Which logical operator is available in C?

A: NOR

B: XNOR

C: OR

D: XOR

Q.306

Find the output of the below program?

```
#include<stdio.h>  
#define SUM(x) ( x + x )  
main( )  
{  
int i = 3, j , k ;  
j = SUM( i++ ) ;  
k = SUM ( ++i ) ;  
printf ( "%d %d", j, k ) ;  
}
```

A: 6 12

B: 10 24

C: 6 24

D: 6 14

Q. 307 Find the output of the below program?

```
#include <stdio.h> int fun(int n)  
{  
static int s = 1;  
s = s + n;  
return (s);  
}  
int main()  
{  
int i = 9, x;  
while (i > 0)  
{  
x = fun(i);  
i--;  
}  
printf ("%d ", x);  
return 0;  
}
```

A: 56

B: 46

C: 36

D: 26

Q.308 What is the output of the following program? I

```
#include <stdio.h> union u  
{  
int i;  
char ch;
```

```
float f;  
}  
u1;  
void main()  
{  
u1.ch='c'; u1.i=356;  
printf("%c",u1.ch);  
}
```

A: c

B:256

C:d

D:100

Q.309

What is the output of the following program?

```
#include<stdio.h>  
int fun(char *s1)  
{  
int i=1;  
while('s1!='\0')  
{  
i++•• s1++;  
}  
return i;  
}  
void main(void)  
{  
char str1[25]="CDAC";  
printf("%d",fun(str1));  
}
```

A:4

B:5

C: CDAC

D: 3

Q.310 What is the output of the following program? I

```
#include <stdio.h>  
void main()  
{  
int x = 1, i,n=15;  
  
if (n > 0)  
{  
for (; x <= n >> 1;)  
{  
x = x << 1;  
}  
n = x;  
}  
printf("o/od",n);  
}
```

A:15

B:8

C:4

D:2

Q.311 What is the output of the following program?

```
#include<stdio.h>
void main()
{
int x[2][4]={2,4,6 ,8,10,12,14,16};
printf("%d %d",*(x[1]+2),1(1[x]));
}
```

A: 4 14

B:6 4

c:14 12

D: 14 6

Q.312

What is the output of the following program?

```
# include <stdio.h>
#define NUM 4
void main() {
int id,,5;
switch(id)
{
case NUM:
printf("4 "); default :
printf("O "); default :
printf(" 00 ");
case NUM :
printf ("4");
default :
printf("O");
default :
printf("00");
break;
case 3:
printf("3");
break;
}
}
```

A: 0

B:00

C:0 00

D: compile time error

Q.313 What is the initial content of the memory allocated by calloc() function?

A: 0

B: Garbage Value

C: Allocated memory base address

D:Allocated memory end address

Q.314 What is the output of the following program?

```
#include<stdio.h>
void main ( )
{
static char *s[ ] = {"ACDAC","AACTS", "CDACACTS", "CCAT"};
```



## C Programming Question Bank

```
char ..ptr[ ] = {s+3, s+2, s+1,s}, ..p; p = ptr;
**++p;
printf("o/oxs",*--*++p + 3);
}
```

A: TS

B: AC

C: CACTS

D: AT

Q.315 Which statement is correct with reference to below statement?

```
int (*subtractO)O ;
```

A: array of integers 'subtract' to array of pointers

B: array of pointers 'subtract' to array of integers

C: array of integers 'subtract' to array of integers

D: None of the above

Q.316 x -> y is syntactically correct if?

A: x and y are structures.

B: x is a structure and y is a pointer to structure.

C: x is a pointer to structure and y is a structure.

D: x is a pointer to structure in which y is a structure member.

Q.317 Which of the following is not a C preprocessor directive?

A: #define

B: #error

C: #ifndef

D: #ifelse

Q.318 Two main measures for the efficiency of an algorithm are:

A: processor and memory

B: complexity and capacity

C: time and space

D: data and space

Q.319 What is the best case time complexity for search of a single item in an array?

A: Linear Time

B: Constant Time

C: Logarithmic time

D: Quadratic Time

Q.320 Here is a binary tree.

```

  5
 / \
2   6
/\  /\
4 1 3 7
/\
8 9
```

What is the order of nodes visited using a post-order traversal?

A: 2 16 4 8 9 5 3 7

B: 1 2 6 4 9 3 7 8 5

C: 4 8 9 12 3 7 6 5

D: 8 5 9 4 2 7 3 6 1

Q.321 What is the output of the following function for head pointing to first node of the following linked list.

10->12->14->16->18->20

```
void fun(struct node'head)
```

```
{
if(head==NULL)
return;
printf("o/od", head->data);
if(head -> link != NULL)
```

## C Programming Question Bank

```
fun(head -> link -> link);
printf("o/od",head->data);
}
```

A: 10 14 18 18 14 10

B: 10 14 18 10 14 18

C: 10 12 14 18

D: 10 16 20 20 16 10

Q.322 Postfix form of following infix expression is:  $A * (B + C \mid D)$

A:  $A B + C D / *$

B:  $A B + C D * \mid$

C:  $A B + * C D \mid$

D:  $A B C D \mid + *$

Q.323 The following sequences of operations are performed on stack: push(8),push(9),pop,push(5),push(9),pop, pop, pop, push(6),pop. In which order the items will be popped:

A: 9,9,5,8,6

B: 9,5,9,6,8

C: 9,6,5,9,8

D: 9,9,8,5,6

Q.324 The number of swapping needed to sort the numbers 8,2,2,9, 31, 19, 13 in ascending order,using bubble sort is

A: 5

B:6

C:7

D:8

Q.325 For the following class implementation, choose the correct option that creates an object with memory allocation done in the HEAP area?

```
class Test{
public: int a;
Test(int x)
{ a=x; }
};
```

A :Test \*bj = new Test{1};

B: Test bj = new Test{1};

C: Test bj(1);

D: Test \*bj(1);

Q.326 The program code in the line number 4 is called as Line 1:class A{ }

Line 2:void main() { Line 3:A a,b;

Line 4:A c=b: }

A: Copy Constructor

B: Object Assignment

C: Copy Object

D: New Object Creation

Q.327 The code reusability feature of the OOPS is called as

A: Data Hiding

B: Abstraction

C: Inheritance

D: Encapsulation

Q.328 The keyword 'new' allocates memory in the?

A: Main Memory

B: RAM

C: Heap

D: Stack

Q.329 Which of the following operator cannot be overloaded?

A: %=

B: ||

C:,

D:

Q.330 Which of the keyword given below matches the following definition:"Each object forms a separate entity whose internal workings are decoupled from other parts of the system."

A: Friend class

B: Inheritance

C: Reusability

D: Modularity

Q.331 The compiler can ignore the inline qualifier, when the defined function is more than --- lines.

A. Few

B. 1

C. 3

D. 2

Q.332 Which of the following is the valid form of the class declaration ?

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A. class testO      B. class test { float f;};      C. class test { float f;}      D. public class test { float f;}

Q.333 Choose the valid declaration for overloading -- operator?

A: Class-Name operator -(int );      B: Class-Name operator -( const &obj);  
C: Class-Name& operator - (int):      D: Return Type operator - ( const &obj ):

Q.334 Circuit switching takes place at the layer.

A: physical      B: data line      C: network      D: transport

Q.335 Which topology requires a multipoint connection?

A: Bus      B: Star      C: Mesh      D: Ring

Q.336 HDLC is an acronym for \_\_\_\_\_

A: Half-duoex dioital link combination      B: Host double-level circuit  
C: High-duplex line communication      D: High-level data link control

Q.337 control refers to a set of proced ures us•ed to restrict the amount of data that the sender can send before waiting for acknowledgment.

A: Flow      B: Error      C: Transmission      D: none of the above

Q.338 In error control coding, which of the following statement is true?

A: Code word size is greater than data word size  
B: Code word size is lesser than data word size  
C: Code word size is equal to data word size  
D: Code word size is equal to or greater than data word

Q.339 Which of the following is the best example for simplex communication.

A: Fax      B: MMS      C: E-mail      D: Pager

Q.340 In Ethernet addressing,if all the bits are 1s,the address is\_\_\_\_\_

A:multicast      B: broadcast      C: unicast      D: anycast

Q.341 What is the first address of a block of classless addresses if one of the addresses is 12.2.2.76/27?

A: 12.2.2.0      B: 12.2.2.32      C: 12.2.2.64      D: 12.2.2.72

Q.342 Which application layer protocol allows administrators to log into a server from remote locations and control a server as though logged in locally?

A: DNS      B: FTP      C: SMTP      D: Telnet

Q.343 What protocol is allowed a user to retrieve her/his mail from the mail server to her/his mail reader?

A: POP3      B: FTP      C: SMTP      D: SNMP

Q.42 The init process on UNIX systems has the PID of

A: 1      B: 0      C: 10      D: 100

Q.343 File descriptors in Unix are

## C Programming Question Bank

- A: Unsigned integers representing open files in a process
- B: Signed integers representing available files in a directory
- C: String literals describing the nature of the file
- D: Signed variables depicting file modification value

Q.344 The following software combines code from multiple object files / libraries to a single executable file

- A: Interpreter
- B: Dynamic Loader
- C: Linker
- D: Driver

Q.345 Memory allocated for the malloc family of calls is usually awarded from the following memory segment

- A: Stack segment
- B: Heap
- C: BSS Segment
- D: Initialized Data Segment

Q.346 The address of the next instruction to be executed by the CPU is usually stored in the following register(s)

- A: The CR3 register
- B: The floating point register
- C: General purpose registers such as EAX, EBX etc.
- D: The Instruction Pointer register

Q.347 In the OSI reference stack for networking, the Medium access sub layer is usually included in the following layer:

- A: Transport layer
- B: Application layer
- C: Data link layer
- D: Network layer

Q.348 System hardware responsible for translation from virtual memory address to physical addresses

- A: Memory Bus controller
- B: Memory Management Unit
- C: Memory pre-fetcher
- D: Read only Memory

Q.349 Zombie processes are

- A: Terminated child processes whose parents haven't executed the wait system call
- B: Child processes whose parents have executed wait call too early
- C: Parent processes which continue to exist even after the child process has exited
- D: Parent processes which do not have any children to call wait

Q.350 Usage of System V Shared Memory for IPC requires the following:

- A. Fresh Process Control Block to accommodate shared memory requests
- B. Usage of a Kernel level memory space to accommodate shared memory requests
- C. Usage of a Semaphore for synchronizing shared memory accesses
- D. Kernel Level Buffer to store and forward the shared memory data