

1.

What will be output on 64 bit compiler ?

```
#include <stdio.h>
int main( void )
{
    printf("\n%d",sizeof((int)&main)+3);
    return 0;
}
```

A. 11

B. 7

C. 4

D. 8

Answer: B

2.

What will be output of following program?

```
#include<stdio.h>
int main( void )
{
    int val1 = 0x64;
    int val2 = 064 + val1;
    int val3 = 0x72 + 072 + 72 - val1 + val2;

    printf("val2=%d val3=%d\n",val2,val3);

    return 0;
}
```

A. val2=152 val3=296

B. val2=150 val3=298

C. val2=148 val3=288

D. val2=154 val3=297

Answer: A

3.
What will be output of following code on **64** bit Compiler ?

```
#include<stdio.h>
int main( void )
{
    int a = 100;
    double d = 10.21;
    printf("%d", sizeof(a+d));
    return 0;
}
```

- A. 4
- B. 16
- C. 8
- D. 12

Answer: C

4.
What will be the output of the following:

```
#include<stdio.h>
int main( void )
{
    printf("\n %.2f", sizeof('A' + 'a')/8.0f);
    return (0);
}
```

- A. 0.50
- B. 1.00
- C. 0.12
- D. 0.25

Answer: A

5.**What will be the output of the following:**

```
#include<stdio.h>
int main(void)
{
    unsigned char c1='x';

    printf("%d\t%c\t%o",c1-57,c1-'0',c1+32);

    return 0;
}
```

- A. 63 H 231
- B. 64 I 231
- C. 63 H 230
- D. 64 H 231

Answer: C