C-Day4-Test

Test 1/10 (Duration 10 minutes)

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* Indicates required question

Which of the following is a characteristic of a static variable in C?

- ○ It has global scope and global lifetime
- ◉ It has local scope but global lifetime
- ○ None of the above
- ○ It has local scope and local lifetime

Clear selection

What will be the result of the following code using a null pointer?
int *ptr = NULL;
printf("%d", *ptr);

- ○ 0
- ○ Undefined behavior
- ○ Compilation error
- ◉ Segmentation fault

Clear selection

What is a "dangling pointer"?

- ○ A pointer pointing to a valid memory address
- ○ A pointer holding the nullptr value
- ○ A pointer not pointing to any variable
- ◉ A pointer holding an invalid address after the variable is deleted

Clear selection

What will be the output of this program?
int a = 5, *p1 = &a, **p2 = &p1;
printf("%d", **p2);

- ○ Undefined behavior
- ○ Address of p1
- ○ Address of a
- ◉ 5

Clear selection

What is a "wild pointer"?

- ○ A pointer that points to valid memory
- ○ A pointer that has been initialized but not assigned
- ◉ A pointer that has not been initialized and points to a random location
- ○ A pointer that points to a struct

Clear selection

Name *

it is achochooooo

What is the output for following code?

```
#include <stdio.h>
void func() {
   static int i = 0;
   printf("%d ", i);
   i++;
}
int main() {
   for (int j = 0; j < 3; j++) {
      func();
   }
   return 0;
}
```

- ○ 0 1 1
- ◉ 0 1 2
- ○ 0 0 0
- ○ 1 2 3

Clear selection

USN *

Your answer

In which scenario is recursion typically not recommended?

- ○ When memory usage is critical
- ○ For deeply nested calculations
- ○ Where the number of recursive calls are unpredictable
- ◉ All of the above

Clear selection

Which of the following statements about pointers is correct?

- ◉ A pointer of type X* can hold address of a variable of type X
- ○ A pointer of type X* can hold address of a variable of type X*
- ○ A pointer of type X can hold address of a variable of type X
- ○ A pointer can hold only an integer value

Clear selection

Branch *

AIML

What will be the output of this recursive function call foo(4)?

```
int foo(int n) {
   if (n <= 1) return 1;
   return n * foo(n - 1);
}
```

- [x] 24
- [ ] 6
- [ ] 16
- [ ] 4

Clear selection

What will this code output, which uses a constant pointer to an integer?

```
int x = 10, y = 20;
int *const ptr = &x;
*ptr = 15;
ptr = &y;
printf("%d", *ptr);
```

- [ ] 15
- [ ] 10
- [x] Compilation error
- [ ] 20

Clear selection

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