

DIRECTIONS for the question: Mark the best option:

What is the output of following snippet?

```
main()
{
int c[] = {2.8, 3.4, 4.6, 7.5};
int j,*p=c,*q=c;
for(j=0;j<5;j++)
{
printf("%d", *c);
++q
}
for (j=0; j<5; j++)
{
printf("%d", *p);
++p;
}
}
```

syntax error

compiler error

2 2 2 2 2 2 3 4 6 5
5 6 4 5 2 2 2 2

DIRECTIONS for the question: Mark the best option:

Predict the output of following program:

```
#include
int main()
{
int i = 0;
```

```
for (i=0; i<20; i++)  
{  
    switch(i)  
    {  
        case 0:  
            i+=5  
        case 1:  
            i+=2;  
        case 5:  
            i+=5;  
        default:  
            i+=4;  
            break;  
    }  
    printf("%d", i)  
}  
return 0;  
}
```

5 10 15 20

5 12 15 20

16 21

Compiler Error

DIRECTIONS for the question: Mark the best option:

What will be output when you will execute following c code?

```
void main()  
{  
    volatile int a=11 ;
```

```
printf("%d",a);  
}
```

Garbage

11

2

We cannot predict

DIRECTIONS for the question: Mark the best option:

What will be the output of the program ?

```
#include  
  
int main()  
{  
float arr[] = {12.4, 2.3, 4.5, 6.7};  
printf("%d\n", sizeof(arr)/sizeof(arr[0]));  
return 0;  
}
```

4

5

6

7

DIRECTIONS for the question: Mark the best option:

What is the output of given snippet?

```
main()  
{  
int i;  
printf("%d",scanf("%d" &i));  
// value 10 is given to the input here  
}
```

1

compiler error

syntax error

2

DIRECTIONS for the question: Mark the best option:

```
*include <stdio.h>
```

```
Int main ( )
```

```
{
```

```
int x = 2, y=0;
```

```
int z=(y++) ? y==1 && x:0;
```

```
printf("%d\n", z);
```

```
return 0;
```

```
}
```

0

1

Undefined behaviour

Compile time error

None of the above

DIRECTIONS for the question: Mark the best option:

What will be the output of the program if value 25 given to scanf()?

```
#include
```

```
int main()
```

```
{
```

```
int i;
```

```
printf("%d\n", scanf("%d", &i));
```

```
return 0;
```

```
}
```

1

2

5

25

DIRECTIONS for the question: Mark the best option:

What is the output of the following code?

```
class change:
```

```
def __init__(self, x, y, z):
```

```
self.a= x + y + z
```

```
x =change(1 ,2,3)
```

```
y= getattr(x, 'a')
```

```
setattr(x,'a', y+1)
```

```
print(x.a)
```

6

7

Error

0

DIRECTIONS for the question: Mark the best option:

Point out the error in the following program.

```
#include
```

```
int main()
```

```
{
```

```
char str[] = "hitsbullseye";
```

```
printf("%.#s %2s", str, str);
```

```
return 0;
```

```
}
```

in Array declaration

printf statement

unspecified character in printf

No error

DIRECTIONS for the question: Mark the best option:

Consider the following C program.

```
void f(int, short);
```

```
void main()
```

```
{
```

```
Int i = 100
```

```
short s = 12;
```

```
short *p = &s;
```

```
_____ // call to f()
```

Which one of the following expressions, when placed in the blank above, will NOT result in a type checking error?

f(s, *s)

i = f(i,s)

f(l, *s)

f(i, *p)

DIRECTIONS for the question: Mark the best option:

Predict the output of following program

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

```
int main()
```

```
{  
int n;  
for (n = 9; n!=0; n--)  
printf("n = %d", n--);  
return 0;  
}
```

9 7 5 3 1

9 8 7 6 5 4 3 2 1

Infinite Loop

9 7 5 3

DIRECTIONS for the question: Mark the best option:

The return value of the following code is

Class1 & test(Class1 obj)

```
{  
Class1 *ptr = new Class1();  
.....  
return ptr;  
}
```

object of Class1

reference to ptr

reference of Class1

object pointed by p

DIRECTIONS for the question: Mark the best option:

Assume integer is 2 bytes wide. How many bytes will be allocated for the following code?

#include

```
#include  
  
#define MAXROW 3  
  
#define MAXCOL 4  
  
int main()  
{  
    int (*p) [MAXCOL];  
    p=(int (*) [MAXCOL])malloc(MAXROW *sizeof(*p));  
    return 0;  
}
```

56 bytes

128 bytes

24 bytes

12 bytes

DIRECTIONS for the question: Mark the best option:

What will be the output of the program?

```
#include<math.h>  
  
#define SQR(x) (x*x)  
  
int main()  
{  
    int a, b=3;  
    a = SQR(b+2);  
    printf("%d\n" , a);  
    return 0;  
}
```

25

11

Error

Garbage value

DIRECTIONS for the question: Mark the best option:

In the context of the below program snippet, pick the best answer.

```
#include "stdio.h"

Int arr[10][10][10]

int main()
{
arr[5][5][5]= 123;

return 0;
}
```

Which of the given printf statement(s) would be able to print arr[5][5][5]

- (i) printf("%d", arr[5][5][5]);
- (ii) printf("%d", *((*(arr+5)+5)+5));
- (iii) printf("%d", *((*(arr+5)+5))[5])
- (iv) printf("%d", *((*(arr+5))[5]+5));

only (i) would compile and print 123.

both (i) and (ii) would compile and both would print 123.

only (i), (ii) and (iii) would compile but only (i) and (ii) would print 123.

only (i), (ii) and (iii) would compile and all three would print 123.

all (i), (ii), (iii) and (iv) would compile but only (i) and (ii) would print 123.

DIRECTIONS for the question: Mark the best option:

What will be output of following c program?

```
void main() {
Int a,i=4;
a= --i + --i + --5;

printf("%d %d",a,i);
}
```

13 4

-3 2

7 2

-13 4

DIRECTIONS for the question: Mark the best option:

What is the output of the below Python code?

Note: Assume that necessary imports have been done

```
temp=['Mysore', 'Bangalore', 'Pune', 'Chennai']
```

```
temp.sort()
```

```
count1=len(temp[0])
```

```
count2=len(temp[-1])
```

```
final_val=math.ceil(count1/count2)
```

```
print(final_val)
```

3

2

1

4

DIRECTIONS for the question: Mark the best option:

Observe following program:

```
class Example
```

```
{ public: int a,b,c;
```

```
Example(){a=b=c=1 ;} //Constructor 1
```

```
Example(int a){a = a; b =c= 1;} //Constructor 2
```

```
Example(int a,int b){a = a; b = b; c= 1;} //Constructor 3
```

```
Example(int a,int b,int c){ a = a; b = b; c = c;} //Constructor 4
```

```
}
```

In the above question of constructor overloading, the following statement will call which constructor

```
Example obj = new Example (1 ,2,3);
```

Constructor 2

Constructor 4

Constructor 1

Type mismatch error

DIRECTIONS for the question: Mark the best option:

What is the output of above snippet?

```
main()
{
char *p;
p ="Hello";
printf ("%c\n" *&*p);
```

H
syntax error
compiler error
E

DIRECTIONS for the question: Mark the best option:

Find the output from following program?

```
#include
int main()
{
int a= 10, b;
a >= 5 ? b=100: b=200;
printf("%d\n", b);
return 0;
}
```

100
200
Error: L value required for b
Garbage value

DIRECTIONS for the question: Mark the best option:

What would be the output of following Python code?

```
name1="Roger"
name2= "Robert"
defswap_names(name1 , name2):
temp=name1
name1 =name2
name2=temp
print("Before swapping: name1=" +name1+ " name2="+name2)
swap_names(name1 , name2)
print("After swapping: name1 += "+name1+ "name2="+name2)
```

A) Before swapping: name1 =Roger name2=Robert

After swapping: name1 =None name2=None

B) Before swapping: name1 =Roger name2=Robert

After swapping: name1 =Robert name2=Robert

C) Before swapping: name1 =Roger name2=Robert

After swapping: name1 =Roger name2=Robert

D) Before swapping: name1 =Roger name2=Robert

After swapping: name1 =Robert name2=Roger

A

B

C

D

DIRECTIONS for the question: Mark the best option:

What will be output of following c program?

```
#include <string.h>
```

```
typedef struct stu1
```

```
{
```

```
int roll;
```

```
char *name;
```

```

double marks;
}
STU1;
typedef struct stu2
{
int roll;
char *name;
double marks;
}
STU2;
void main()
{
STU1 a1={25, "Rohit",87.43},p1;
STU2 *p2; p1=&s1;
memcpy(p2,p1,4);
printf("Roll : %d\n",p2->roll);
printf("Name : %s\n", p2 -> name);
printf("Marks : %lf",p2->marks);
printf("Marks : %lf",p2->marks);

```

Roll :25 Name : Rohit Marks : 87.430000

Roll : 25 Name : Rohit Marks : 0.000000

Roll : 0 Name : Rohit Marks : 87.430000

Roll : 0 Name : null Marks : 0.000000

DIRECTIONS for the question: Mark the best option:

What will be output of following c program?

```

struct myStruct

```

```

{

```

```

int a;

char b;

}

*ptr;

int main()
{
    struct myStruct ms={400, 'A'};
    printf("%d %d",ptr->a,ptr->b);
    return 0;
}

```

400	A
400	65
400	97
0	0

DIRECTIONS for the question: Mark the best option:

What's going to happen when we compile and run the following C program snippet?

```

#include "stdio.h"

int main(){
    int a = 10;
    printf("=%d %d=",(a+1));
    return 0;
}

```

=11 0=

=11 X= where X would depend on Compiler implementation

Undefined behaviour

Compiler Error due to missing argument for second %d

DIRECTIONS for the question: Mark the best option:

What will be the content of 'file.c' after executing the following program?

```
#include  
  
int main()  
{  
    FILE *fp1, *fp2;  
    fp1 =fopen("file.c", "w"),  
    fp2=fopen("file.c", "w")  
    fputc('A', fp1 );  
    fputc('B', fp2);  
    fclose(fp1 );  
    fclose(fp2);  
    return 0;  
}
```

B

A B

B B

Error in opening file 'file1 .c'

DIRECTIONS for the question: Mark the best option:

Find the output of following snippet?

```
# include  
  
void main()  
{  
    char letter = 'Z';  
    printf("%c",letter);  
}
```

Z

90

Garbage Value

Error

DIRECTIONS for the question: Mark the best option:

What's going to happen when we compile and run the following C program snippet?

```
#include "stdio.h"

int main()
{
    int a = 10;
    int b = 15;
    printf("%d" (a+1 ),(b=a+2));
    printf(" %d=",b);
    return 0;
}
```

=11 15=

=11 12=

Compiler Error due to (b=a+2) in the first printf().

No compile error but output would be =11 X= where X would depend on compiler implementation.

DIRECTIONS for the question: Mark the best option:

What will be the output of the program?

```
#include

int main()
{
    int i;
    i = printf("How r u\n");
    i = printf("%d" i);
    printf("%d",i)
```



```
return 0;
```

```
}
```

How r u 7 2

How r u 8 2

How r u 1 1

Error: cannot assign printf to variable

DIRECTIONS for the question: Mark the best option:

What is the output of the given snippet?

```
void main()
```

```
{
```

```
char far *farther, *farthest;
```

```
printf("%d,%d" sizeof(farther),sizeof(farthest));
```

```
}
```

2.4

syntax error

compiler error

4.2

DIRECTIONS for the question: Mark the best option:

Let A be a square matrix of size n x n. Consider the following program. What is the expected output?

```
c = 100
```

```
for i = 1 to n do
```

```
for j = 1 to n do
```

```
{
```

```
Temp = A[i][j] + C
```

```
A[i][j] = A[j][i]
```

```
A[j][i]=Temp - C
```

```
}
```

```
for i = 1 to n do
```

```
for j=1 to n do
```

```
output(A[i][j]);
```

Adding 100 to the upper diagonal elements and subtracting 100 from diagonal elements of A

The matrix A itself

Transpose of matrix A

None of the above