

1. `char txt [20] = "Hello world!\0";`

How many bytes are allocated by the definition above?

11 bytes

12 bytes

13 bytes

20 bytes

21 bytes

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ANSWER: 13 bytes

2.

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

```
struct game
```

```
{
```

```
int level;
```

```
int score;
```

```
struct player
```

```
{
```

```
char *name;
```

```
}g2;  
}g1;  
void main()  
{  
clrscr();  
printf("%d %d %s",g1.level,g1.score,g1.g2.name);  
getch();  
}
```

What will output when you compile and run the above code?

Garbage_value garbage_value garbage_value

0 0 (null)

Run time error

Compiler error

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ANSWER: 0 0 (null)

3.

Which of the following statements are correct about the program?

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

```
int main()
{
    unsigned int num;
    int i;
    scanf("%u", &num);
    for(i=0; i<16; i++)
    {
        printf("%d", (num<<i & 1<<15)?1:0);
    }
    return 0;
}
```

It prints all even bits from num

It prints all odd bits from num

It prints binary equivalent num

Error

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ANSWER: It prints binary equivalent num

Which of the following statements are correct about the program?

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

```
int main()
```

```
{
```

```
    unsigned int num;
```

```
    int i;
```

```
    scanf("%u", &num);
```

```
    for(i=0; i<16; i++)
```

```
    {
```

```
        printf("%d", (num<<i & 1<<15)?1:0);
```

```
    }
```

```
    return 0;
```

```
}
```

It prints all even bits from num

It prints all odd bits from num

It prints binary equivalent num

Error

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ANSWER: It prints binary equivalent num

5.

Which of the following statements are correct about the program?

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

```
int main()
```

```
{
```

```
    unsigned int num;
```

```
    int c=0;
```

```
    scanf("%u", &num);
```

```
    for(;num;num>>=1)
```

```
    {
```

```
        if(num & 1)
```

```
            c++;
```

```
    }
```

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

```
    return 0;
```

```
}
```

It counts the number of bits that are ON (1) in the number num.

It counts the number of bits that are OFF (0) in the number num.

It sets all bits in the number num to 1

Error

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ANSWER: It counts the number of bits that are ON (1) in the number num.

6.

Which of the following statements are correct about the program?

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

```
char *fun(unsigned int num, int base);
```

```
int main()
```

```
{
```

```
char *s;
```

```
s=fun(128, 2);
```

```
s=fun(128, 16);
```

```
printf("%s\n",s);
```

```
return 0;
```

```
}
```

```
char *fun(unsigned int num, int base)
```

```
{
```

```
static char buff[33];
```

```
char *ptr = &buff[sizeof(buff)-1];
```

```
*ptr = '\0';
```

```
do
```

```
{
```

```
*--ptr = "0123456789abcdef"[num %base];  
num /=base;  
}while(num!=0);  
return ptr;  
}
```

It converts a number to a given base.

It converts a number to its equivalent binary.

It converts a number to its equivalent hexadecimal.

It converts a number to its equivalent octal.

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ANSWER: It converts a number to a given base.

7. Which one of the following is NOT a valid identifier?

__ident

auto

bigNumber

g42277

peaceful_in_space

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ANSWER: auto

8. `char ** array [12][12][12];`

Consider array, defined above. Which one of the following definitions and initializations of p is valid?

`char ** (* p) [12][12] = array;`

`char ***** p = array;`

`char * (* p) [12][12][12] = array;`

`const char ** p [12][12][12] = array;`

`char (** p) [12][12] = array;`

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ANSWER: `char ***** p = array;`

10. What does the "auto" specifier do?

It automatically initializes a variable to 0;.

It indicates that a variable's memory will automatically be preserved.

It automatically increments the variable when used.

It automatically initializes a variable to NULL.

It indicates that a variable's memory space is allocated upon entry into the block.

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ANSWER: It indicates that a variable's memory will automatically be preserved.

11. How do you include a system header file called sysheader.h in a C source file?

`#include <sysheader.h>`

`#incl "sysheader.h"`

`#includefile < sysheader>`

`#include sysheader.h`

`#incl < sysheader.h>`

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ANSWER: `#incl "sysheader.h"`

12. The Average case occur in linear search algorithm

When Item is somewhere in the middle of the array

When Item is not in the array at all

When Item is the last element in the array

When Item is the last element in the array or is not there at all

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ANSWER: When Item is somewhere in the middle of the array

13. The complexity of the average case of an algorithm is

Much more complicated to analyze than that of worst case

Much more simpler to analyze than that of worst case

Sometimes more complicated and some other times simpler than that of worst case

None or above

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ANSWER: Much more complicated to analyze than that of worst case

14. In a linked list with n nodes, the time taken to insert an element after an element pointed by some pointer is

$O(1)$

$O(\log n)$

$O(n)$

$O(n \log n)$

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ANSWER: $O(n \log n)$

15. The complexity of Binary search algorithm is

$O(n)$

$O(\log)$

$O(n^2)$

$O(n \log n)$

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ANSWER: $O(n^2)$