Q1:- M

#include<stdio.h>

int main()

{

   int n;

   for(n = 7; n!=0; n--)

     printf("%d", n--);

   getchar();

   return 0;

}

a) 7654321

b) 6431

c) infinite 🡨

d) None of the above

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Q2 :- M

#include<stdio.h>

char \*getString()

{

char \*str = "Hey Champion"; return str;

}

int main()

{

printf("%s", getString()); getchar();

return 0;

}

a) Hey Champion 🡨

b) Runtime Error

c) Compile time error

d) Hey

Q 3:- M

#include <stdio.h>

int main()

{

printf("%c ", "GeeksQuiz"[5]);

return 0;

}

a) Error

b)GeeksQuiz

c) Q 🡨

d) None of the above

Q4 :- E

#include <stdio.h>

int main()

{

int a = -10, b = 20;

if(a > 0 && b < 0) a++;

else if(a < 0 && b < 0) a--;

else if(a < 0 && b > 0) b--;

else b--;

printf("%d\n", a + b);

return 0;

}

a) Error

b) 9 🡨

c) 10

d) 8

Q 5:- E

#include <stdio.h>

int main()

{

int a=10,b=20,\*p, s=0;

p = &a; a++; (\*p)++;

s = a + b + \*p;

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

return 0;

}

a) Error

b) 44 🡨

c) 43

d) 45

Q 6:- E

#include <stdio.h>

#include <string.h>

int main()

{

char str[20] = "CODINGRACE";

int s = strlen(str); str[3] = '\0';

s = strlen(str); printf("%d\n",s);

return 0;

}

a) 3 🡨

b) 10

c) 11

d) 4

Q 7:- E

#include <stdio.h>

int main()

{ int a = 30, b = 40;

if (a == b);

printf("%d %d\n", a, b);

return 0;

}

a) Prints Nothing

b) Compile Time Error

c) 30 40 🡨

d) 30 30

Q 8:- E

#include <stdio.h>

int main()

{

int coding = 4; float race = 4.0;

if (e == f) printf("You are\n");

else printf("Winning");

return 0;

}

a) You are 🡨

b) Winning

c) Incompatible types error

d) None of the above

Q9 :- E

#include <stdio.h>

int main()

{

float p = 13.25, q = 14.5;

if (p = q) printf(“Answer is it\n");

else printf(“Answer it is\n);

return 0;

}

a) Answer is it 🡨

b) Answer it is

c) Incompatible types

d) None of the above

Q10 :-

#include <stdio.h>

#include <string.h>

int main()

{

char \*s1, \*s2; s1= "coder" ; s2= "codet" ;

printf(" %d ", strcmp (s1,s2)); printf(", ");

s1="CODEV"; s2="CODEV";

printf(" %d ", strcmp (s1,s2)); printf(", ");

s1="MOLE"; s2="HOLE";

printf(" %d ", strcmp (s1,s2)); printf(", ");

return 0;

}