

## TWISTERS

1. #include <stdio.h>

int ext = 30;

→ defn (exist)

int main(void)

{

extern int ext;

→ decln

printf("Ext = %d ", ext);

→ 30

extfun();

return 0;

}

~~int ext = 10;~~

→ re-definition → error

int extfun(void)

{

int ext = 20;

→ local

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

→ 20

}

A. Ext = 10 20

B. Ext = 30 20

✓ C. Compile time error

D. Run time error

**Answer: C**

## 2. #include <stdio.h>

✓ static char char1 = 'A';  
✓ extern char char2 = 'B'; → error.  
✓ register char char3 = 'C'; → Cannot be static } error.  
or global

```
void mystorage(void)
{
    printf("%c %c %c\n", char1, char2, char3);
}
```

```
int main(void)
{
    printf("%c %c %c\n", char1, char2, char3);
    mystorage();
    return 0;
}
```

A. A B C  
A B C

B. Compile time error -  
static variable cannot be declared globally

C. Compile time error -  
extern variable cannot be declared globally

✓ D. Compile time error -  
register variable cannot be declared globally

**Answer: D**

3. #include <stdio.h>

int demo(char p1, char p2)

{

char p3;

p3 = ~p1 + ~p2;

return p3;

}

int main(void)

{

char p1 = 255, p2 = 256;

char p3 = demo(~p1++, ~p2--);

printf("%d %d %d\n", p1, p2, p3);

return 0;

}

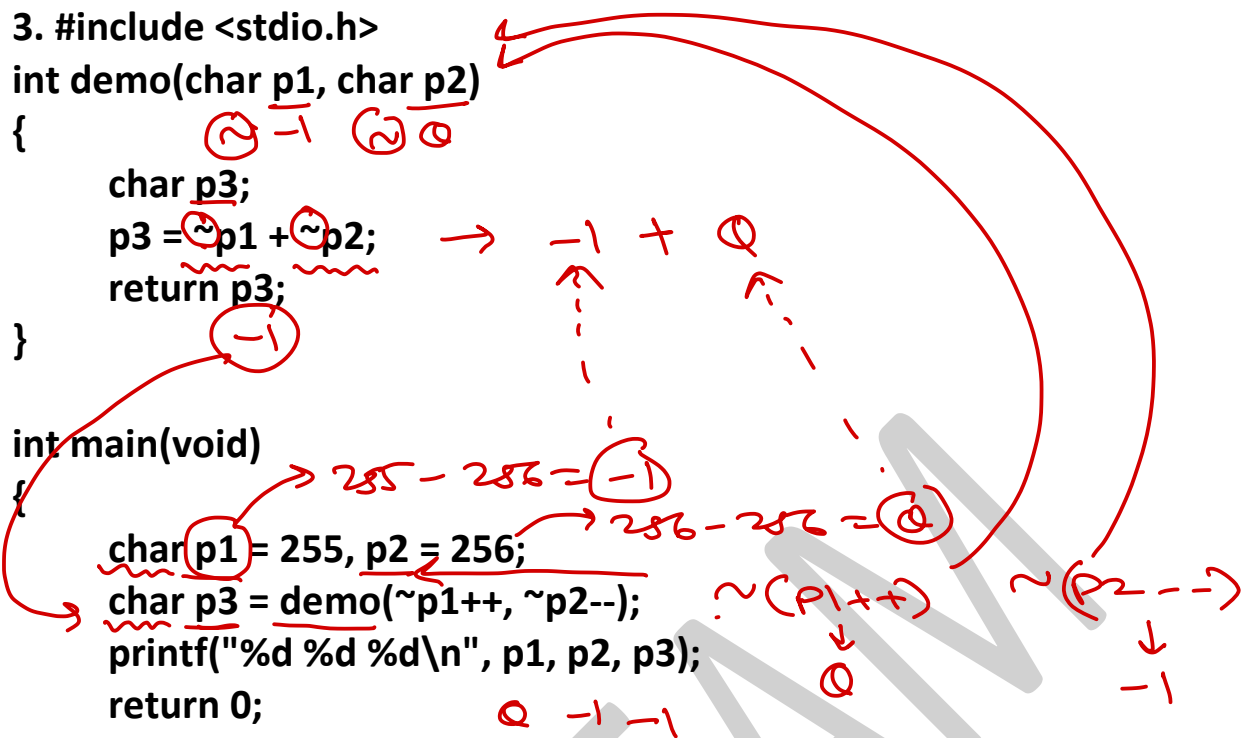
A. -1 -1 0

B. -1 0 -1

✓ C. 0 -1 -1

D. None of the above

Answer: C



4.

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

```
int i = 0; X
```

```
int main(void)
```

```
{
```

```
    auto int i = 1;
```

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

```
    {
```

```
        int i = 2;
```

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

```
        {
```

```
            i += 1;
```

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

```
        }
```

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

```
    }
```

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

```
    return 0;
```

```
}
```

A. 0 1 2 2 0

B. 1 2 3 2 1

☒ C. 1 2 3 3 1

D. 0 1 2 1 0

**Answer: C**

## 5. #include <stdio.h>

```
int my = 0;
```

0 my

```
int myset(int my)
```

~~3~~ my

3 my

+2 my

```
{
    printf("%d ", my++);
```

```
    return my = my <= 2 ? 5 : 0;
```

```
}
```

```
int main(void)
```

```
{
```

```
    int my = 5;
```

```
    myset( my/2 );
```

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

```
    myset( my=my/2 );
```

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

```
    my = myset( my/2 );
```

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

```
    return 0;
```

```
}
```

2

2

1

~~5~~ my

~~2~~

5

5

2

5

A. 3 5 3 2 2 5

B. 2 5 2 2 1 5

C. 2 3 2 2 2 5

D. 3 3 3 2 1 5

**Answer: B**