Q.1

Which is the correct way to assign value to string at the time of declaration ?

```
I.   char str1[]="DAC"; // valid --> size 4 bytes (3 + 1)
II.  char str2[10]="DMC"; // valid --> 3 chars + rest all chars '\0' -->
10 bytes
III. char str3[10]= {'D','B','D','A'}; // valid --> 4 chars + rest all
chars '\0' --> 10 bytes
IV.  char str4[]= {'D','B','D','A','\0'}; // valid --> 5 chars (last
'\0')
```

A. only I, II and III
B. only I, II and IV
C. only I, II , III , IV,
D. only I, II
Answer: C

Q.2

```
void main() {
      char str1[]={'D','A','C','\0', 'e','D','A','C','\0'};
      char str2[]="eDACDac\0"; // when "" compiler add '\0' char extra
      printf("\nsizeof(%s)=%d ",str1,sizeof(str1)); // DAC, 9 (print till
\0 & size of all chars)
      printf("\nsizeof(%s)=%d ",str2,sizeof(str2)); // eDACDac, 9 (8 +
\0)
      printf("\nstrlen(%s)=%d ",str1,strlen(str1)); // DAC, 3 (strlen
count upto \0 char - excluding \0)
}
```

A. sizeof(DAC)=9 sizeof(eDACDac)=9 strlen(DAC)=3
B. sizeof(DAC)=9 sizeof(eDACDac)=9 strlen(DAC)=9
C. sizeof(DAC)=3 sizeof(eDACDac)=8 strlen(DAC)=3
D. sizeof(DAC)=3 sizeof(eDACDac)=9 strlen(DAC)=3
Answer: A

Q.3

```
#include <stdio.h>
int main(void)
{
      char s[]="SunbeamPune";
      printf("%c ", *(&s[2]));
      printf("%s ",s+5);
      printf("%s ",s);
      printf("%c " ,*(s+2));
      return 0;
}
```

A) n amPune SunbeamPune n
B) nbeamPune amPune n
C) n a sunbeam Pune n
D) n a Sunbeam pune n
Answer: A

Q.4

What is the output of C Program?

```
int main()
{
      char grade[4] = {'A','B','C'};
```

```
     printf("GRADE=%c, ", *grade); // value at base address = 0th char =
A
     printf("GRADE=%d", grade); // grade is base address == printing
address
     return 0;
}
```

A) GRADE=some address of array, GRADE=A
B) GRADE=A, GRADE=some address of array
C) GRADE=A, GRADE=A
D) Compiler error
Answer :B