Q.1

```
int main() {
    struct book
    {
        int pages;
        char name[10];
    } a; // a is variable of struct
    a.pages=10;
    strcpy(a.name, "Cbasics"); // name cannot be assigned directly. use
strcpy.
    printf("%s=%d", a.name,a.pages);
    return 0;
}
```

A) empty string=10
B) C=basics
C) Cbasics=10
D) Compiler error
Answer: C

Q.2

```
int main() {
    struct ship {
        int size;
        char color[10];
    } boat1, boat2; // boat1, boat2 are two variables of struct ship
    boat1.size=10; //
    boat2 = boat1; // boat1 is copied to boat2 so boat2.size <--
boat1.size = 10
    printf("boat2=%d",boat2.size); // 10
    return 0;
}
```

A) boat2=0
B) boat2=-1
C) boat2=10
D) Compiler error
Answer : C

Q.3

```
#include<stdio.h>
struct time {
    int ss:7;
    int mm:7;
    int hh:4;
};
int main(void) {
    struct time t1;
    printf("%d %d", sizeof(t1), sizeof(t1.ss));
        // sizeof( bit-field ) is not allowed.
    return 0;
}
```

A) 4
B) Compiler error
C) Runtime error
D) None of the above
Answer: B

Q.4

```
int main() {
    struct world {
        int a;
```

```
        char b;
        struct india {
            char c;
            float d;
        } p;
    };
    //struct world st ={1, 'A', 'i', 1.8};
    struct world st ={1,'A', {'i', 1.8 } };
    printf("%d\t%c\t%c\t%f",st.a,st.b,st.p.c,st.p.d);
    return 0;
}
```

A) 1 A i 1.800000
B) compile time error
C) 1 a I 1.8
D) a 1 I 1.800000
Answer: A

Q.5

```
int main() {
    struct india {
        char c;
        float d;
    };
    struct world {
        int a[3];
        char b;
        struct india in;
    };
    struct world st ={{1,2,3},'P','q',1.4};
    printf("%d\t%c\t%c\t%f",st.a[1],st.b,st.in.c,st.in.d);
    return 0;
}
```

A) 2 P q 1.400000
B) 1 p q 1.4
C) we can not assign array elements inside structure
D) Compile Time Error
Answer : A