Q.1
#include <myheader.h>
If myheader.h is present in current directory, then _____.
A. Program will compile properly.
B. Program will raise error (while pre-processing).
C. Program will raise error (while compilation).
D. None of these
Answer: B

<file.h> --> find in std dir --> if not found, error.

Q.2
```
#define CHAR_PTR char*
typedef char* CHAR_PTR_T;
int main() {
      CHAR_PTR p1, p2;
      CHAR_PTR_T p3, p4;
      printf("%u, %u, ", sizeof(p1), sizeof(p2)); // 4, 1
      printf("%u, %u", sizeof(p3), sizeof(p4)); // 4, 4
      return 0;
}
```
Consider 32-bit compiler.
A. 4, 4, 4, 4
B. 1, 1, 1, 1
C. 4, 1, 4, 1
D. 4, 1, 4, 4
Answer: D

typedef gives another name for the data type.
typedef char* CHAR_PTR_T;
CHAR_PTR_T p3, p4; --> char *p3, *p4; // p3 and p4 both are char *.

#define CHAR_PTR char*
CHAR_PTR p1, p2; --> char* p1, p2;
// p1 is char *
// p2 is char.

Q.3
```
#define CUBE(x) (x * x * x)
int main() {
      printf("%d", CUBE(2 + 3))
      return 0;
}
```
A. 125
B. 25
C. 17
D. None of these
Answer: C
// CUBE(2+3) --> (2+3 * 2+3 * 2+3) --> (2 + (3 * 2) + (3 * 2) + 3) --> 17

Q.4
```
#define double float
#define char c
#define short s
void main() {
      double char = 'A';
      double *short = NULL;
      printf("%u, %.1f, ", sizeof(char), char);
      printf("%u, %u\n", sizeof(short), short);
}
```

Consider 32-bit compiler.
A. 4, 65.0, 4, 0
B. 8, 'A', 4, 0
C. 1, 'A', 2, 0
D. Error
Answer: A

```
/*
//#define double float
//#define char c
//#define short s
void main() {
	float c = 'A'; // 65.00
	float *s = NULL; // 0
	printf("%u, %.1f, ", sizeof(c), c); // 4 65.0
	printf("%u, %u\n", sizeof(s), s); // 4 0
}
*/
```