**INTRODUCTORY PROGRAMMING LANGUAGE USING C**

OBJECTIVE QUESTIONS AND ANSWERS

1. A compiler is a computer program that transforms human-readable (programming language) source code into another computer language which is otherwise know as:

**a**. **binary code**

b. binary number

c. metadata

d. none of the above

2. Portable in C Programming means

a. you can open two C programs on one computer at the same time without a conflict

**b**. **You can move C programs from one platform to another machines without any or minimal changes or modification.**

c. You can can use C compiler to transforms human-readable (programming language) source code into another computer language.

d. All of the above

3. One of the advantage of C Programming is:

a. C does not provide Object Oriented Programming (OOP) concepts.

b. Program written in C language can run without a compiler

**c**. **C is the building block for many other programming languages.**

4. C is a successor of:

a. Java

b. Fortan

c. C#

**d**. **'Basic Combined Programming Language' (BCPL) called B language**

5. Variables are \_\_\_\_\_\_\_\_ in the C programming language?

a. Compiler

b. Assembler

c. A Pointer

**d memory locations (storage area)**

6.The primary purpose of variables is to?

a. make a program run

b. to cornvert the human readable code into machine readable code

**c. store data in memory for later use.**

d. None of the above.

7. One of the following below is a correct declaration of Variable in C

**a. int age = 26;**

b. age(26.5);

c. int age = {26.5}

d. int age = 26.5;

8. One of the below code will print Value of a variabl to the Screen

**a. #include<stdio.h>**

**void main()**

**{**

**int age = 33;**

**printf("I am %d years old.\n", age);**

**}**

b. #include<stdio.h>

void main()

{

int age = 33

printf("I am %d years old.\n", age);

}

c. . #include<stdio.h>

void main()

{

int age = 33;

printf("I am %d years old.\n", age)

}

d. All of the above

9. Rules to construct identifiers arev the following except:

**a. Keywords can be used for identifiers**.

b. Commas and blank space are not allowed

c. Keywords can’t be used for identifiers.

d. Identifiers are case sensitive as there is **A** and **a** treated as different.

10. The following char a[10]="Paramesh"; is an example of

a. float

b. boolean

c. integer

**d. string**

11. Unary Operator**:**Applied with\_\_\_\_\_\_\_\_\_

a. between 2 operands

b. between 3 operands

c between 4 operands

**d. a single operand.**

12. We can define operators as

a. Persons that operate computers

b. Programmers

c. symbols that help us to perform specific mathematical and logical computations on operands

d. mathematical and logical computations perform on operands.

13. RELATIONAL OPERATORS are used to?

a. carry out special mathematical operations

**b. compare two quantities or values.**

c. carry out bit operation between two variables.

d carry out logical operation in C programming.

14. Condition Operator does \_\_\_\_\_\_\_ in C Programming

a. it combines two expressions in C programming

**b. is used to construct conditional expressions.**

c. compare two quantities or values.

d . It is usd to show equality or Inequality in C programming

15. Control Structure defines?

**a. how the statements in the program are going to execute.**

b. how the variables shoud be stored in a program

c. how the program will be converted from human readable to machine readable

d. All nof the above.

16.How many types of control structures are available in C

a. 2

**b. 3**

c. 4

d. 1

17. NESTED IF-ELSE STATEMENTS IN C means?

a. You can have if statement without else

b. You must end if statement with a concluding else

**c. you can use conditional statements inside another conditional statement.**

d. All of the above

18. How many types of Loop Structure do we have?

a. 1

b. 2

**c. 3**

d. 4

19. Global Variables are ?

a. Variables defined within or inside of a the class

b. Variables defined inside and outsidee of a class

**c. Variables that are declared outside of a function block and can be accessed inside the function is called global variables.**

d. None of the above

20. RECURSION can be defined as ?

a. a computer program that transforms human-readable (programming language) source code into another computer language

b. a computer program that defines how the statements in the program are going to execute.

**c. the technique of replicating or doing again an activity in a self-similar way calling itself again and again, and the process continues till specific condition reaches.**

d. a compiler

21. Array is?

**a. a collection of similar data which is stored in continuous memory addresses.**

b. a storage of many various entities.

c. a database

d. a storage for manipulated datas

22. Index of Array starts from

a. 3

b. 1

c. -1

d. 0

23. The structure is a user-defined data type in C, which is used to

a. store data of the same data type and size

**b. store a collection of different kinds of data.**

c. manipulate data in c

d. all of the above

24. The preprocessor is a program ?

**a. invoked by the compiler that modifies the source code before the actual composition takes place.**

b. invoked by the compiler that modifies the source code after the actual composition takes place.

c. that disallow C program from compiling

d. none of the above

25. The process of transforming the code from High-Level Language to Machine Level Language is called

**a**. **Compilation**

b. recursion

c. flow chart

d. pseudocode

26. One of the disadvanges of c is?

**a. Oriented C does not provide Object Programming (OOP) concepts**

b. The modular structure makes code debugging, maintenance, and testing easier.

c. C is the building block for many other programming languages.

d none of the above

27. If you declare a variable in C, that means?

.

b. just reserve memory anywhere

c. do not reserve memory

d. none of the above

28. A variable assignment is a process of

**a. assigning a value to a variable.**

b assigning a variable to a value

assigning a value to a cooimpiler

d assigning a value to the program

29. Identifiers can be composed of :

a. uppercase & lowercase

b. letters & digits

c. underscore

**d. all of the above**

30. Binary OperatorApplied between?

**a. 2 operands**

b. 1 operand

c. 3 operands

d. 4 operand