# C Programming Language Question for All Exams

Q 1 - What is the output of the following code snippet?

```
#include<stdio.h>

main()
{
   int x = 5;

   if(x==5)
   {
      if(x==5) break;
      printf("Hello");
   }
   printf("Hi");
}
```
A - Compile error
B - Hi
C - HelloHi
D – Hello
Ans. A

**Explanation**: compile error, keyword break can appear only within loop/switch statement.

Q 2 - What is the output of the following program?
```
#include<stdio.h>
main()
{
   struct { int x;} var = {5}, *p = &var;

   printf("%d %d %d",var.x,p->x,(*p).x);
}
```
A - 5 5 5        B - 5 5 garbage value
C - 5 5 0        D - Compile error
Answer : A
**Explanation**:  5 5 5, the two possible ways of accessing structure elements using pointer is by using -> (arrow operator) OR *.

Q 3 - Which of the following is used in mode string to open the file in binary mode?
A – a        B – b        C – B        D - bin
Answer : B
**Explanation:** To perform unformatted data I/O a file is opened in binary mode and is represented with the alphabet 'b' in the mode string.

Q 4 - A local variable is stored in ___
A - Code segment
B - Stack segment
C - Heap segment
D - None of the above
Answer : B
**Explanation:** All the local variables are stored in a memory called as stack.

Q 5 - In C, what are the various types of real data type (floating point data type)?

A - Float, long double

B - long double, short int

C - float, double, long double

D - short int, double, long int, float

Answer : C

**Explanation:** There are three types of floating point data type

1) float with storage size 4 byte,

2) double with storage size 8 byte, and

3) long double with storage size 10 byte.

Q 6 - For a structure, if a variable behave as a pointer then from the given below operators which operator can be used to access data of the structure via the variable pointer?

A - .

B - %

C - ->

D - #

Answer : C

**Explanation:** For a structure, Dot(.) operator can be used to access the data using normal structure variable and arrow (->)can be used to access the data using pointer variable.

Q 7 - Why to use fflush() library function?

A - To flush all streams and specified streams

B - To flush only specified stream

C - To flush input/output buffer

D - Invalid library function

Answer : A

**Explanation:** In C programming, the fflush() function writes any unwritten data in stream's buffer. If, stream is a null pointer, fflush() function will flush all streams with unwritten data in the buffer.

int fflush(FILE *stream);

Q 8 - According to ANSI specification, how to declare main () function with command-line arguments?

A - int main(int argc, char *argv[])

B - int char main(int argc, *argv)

C -

int main()

{

   Int char (*argv argc);

)

D - None of the above

Answer : A

**Explanation:** Some time, it becomes necessary to deliver command line values to the C programming to execute the particular code when the code of the program is controlled from outside. Those command line values are called command line arguments. The command line arguments are handled by the main() function.

Declaration of main () with command-line argument is,

int main(int argc, char *argv[ ])

Where, argc refers to the number of arguments passed, and argv[ ] is a pointer array which points to each argument passed to the program.

9) Study the following program:
```
main()
{printf("GK EDITORIAL");
main();}
```
What will be the output of this program?
a) Wrong statement
b) It will keep on printing GK EDITORIAL
c) It will print GK EDITORIAL
d) None of these
Ans. b
**Explanation**: In this program, the main function will call itself again and again. Therefore, it will continue to print GK EDITORIAL.

10) What will this program print?
```
main()
{
  int i = 2;
  {
    int i = 4, j = 5;
     printf("%d %d", i, j);
  }
  printf("%d %d", i, j);
}
```
a) 4525
b) 2525
c) 4545
d) None of the these
Ans. A
**Explanation**: In this program, it will first print the inner value of the function and then print the outer value of the function.

11. What is a lint?
a) C compiler
b) Interactive debugger
c) Analyzing tool
d) C interpreter
Ans. C
**Explanation**: Lint is an analyzing tool that analyzes the source code by suspicious constructions, stylistic errors, bugs, and flag programming errors. Lint is a compiler-like tool in which it parses the source files of C programming. It checks the syntactic accuracy of these files.

12. What does this declaration mean?
**int** x : 4;
a) x is a four-digit integer.
b) x cannot be greater than a four-digit integer
c) x is a four-bit integer
d) None of these
Ans. C

13. Why is a macro used in place of a function?
a) It reduces execution time.       b) It reduces code size.
c) It increases execution time.      d) It increase code size
Ans. B

14. In the C language, the constant is defined _____.
a) Before main
b) After main
c) Anywhere, but starting on a new line
d) None of these
Ans. C

15. How many times will the following loop execute?
for(j=1; j<=10; j=j-1)
a) Forever
b) Never
c) 0
d) 1
Ans. A

16. Which one of the following is a loop construct that will always be executed once?
a) for
b) while
c) switch
d) do while
Ans. D

17. Directives are translated by the
a) Pre-processor
b) Compiler
c) Linker
d) Editor
Ans. A

18. How many bytes does "int=D" use?
a) 0
b) 1
c) 2 or 4
d) 10
Ans. C

19. What feature makes C++ so powerful?
a) Easy implementation          b) Reusing the old code
c) Easy memory management     d) All of the above
Ans. D

20) Which of the following will copy the null-terminated string that is in array src into array dest?
a) dest = src;
b) dest == src;
c) strcpy(dest, src);
d) strcpy(src, dest);
Ans. C

21. Each instance of a class has a different set of
a) Class interfaces          b) Methods
c) Return types          d) Attribute values
Ans. D

22. How many instances of a class can be declared?
a) 1
b) 10
c) As per required
d) None of these
Ans. C

23. What will the result of num variable after execution of the following statements?
**int** num = 58;
num % = 11;
a) 3
b) 5
c) 8
d) 11
Ans. A
**Explanation**: num % = 11
num = num % 11
num = 58 % 11
num = 3

24. Which of the following statement is not true?
a) a pointer to an int and a pointer to a double are of the same size
b) A pointer must point to a data item on the head (free store)
c) A pointer can be reassigned to point to another data item.
d) A pointer can point to an array.
Ans. B

25. Which of the following SLT template class is a container adaptor class?
a) Stack
b) List
c) Deque
d) Vector
Ans. A

26. What kinds of iterators can be used with vectors?
a) Forward iterator
b) Bi-directional iterator
c) Random access iterator
d) All of the above
Ans. D

27. The following statements are about EOF. Which of them is true?
a) Its value is defined within stdio.h
b) Its value is implementation dependent
c) Its value can be negative
d) Its value should not equal the integer equivalent of any character
d) All of these
Ans. D

28. For 16-bit compiler allowable range for integer constants is _____?
a) -3.4e38 to 3.4e38          b) -32767 to 32767
c) -32668 to 32668          d) -32768 to 32768
Ans. D

29. C programs are converted into machine language with the help of
a) An Editor
b) A compiler
c) An operating system
d) None of these
Ans. B

30. C was primarily developed as
a) System programming language
b) General purpose language
c) Data processing language
d) None of the above
Ans. A

31. Which one of the following is not  a reserved keyword for C ?
a) auto
b) case
c) main
d) default
Ans. C

32. Which one of the following is not a valid identifier?
a) _sonu
b) 1sonu
c) sonu
d) sonu1
Ans. B

33. What is the correct value to return to the operating system upon the successful completion of a program?
a) 1
b) -1
c) 0
d) Program do not return value
Ans. C

34. Which of the following is not a correct variable type?
a) float        b) real
c) int          d) double
Ans. B

35. Which of the following is not a valid name for a C variable?
a) GKEDITORIAL    b) GK_EDITORIAL
c) GK EDITORIAL   d) Both A and B
Ans. C

36. What is the difference between a declaration and a definition of a variable?
a) Both can occur multiple times, but a declaration must occur first
b) A definition occurs once, but a declaration may occur many times.
c) Both can occur multiple times, but a definition must occur first
d) A declaration occurs once, but a definition may occur many times.
Ans. D

37. "My salary was increased by 15%" select the statement, which will EXACTLY reproduce the line of text above.
a) printf("My salary was increased by 15/%!");
b) printf("My salary was increased by 15%!");
c) printf("My salary was increased by 15'%!");
d) printf("My salary was increased by 15%%!");
Ans. D

38. An array element are always stored in _____ memory locations.
a) Sequential
b) Random
c) Sequential and Random
d) None or the above
Ans. A

39. What is the maximum number of dimensions an array in C may have?
a) 2
b) 8
c) 20
d) Theoratically no limit. The only practical limits are memory size and compilers.
Ans. D

40. Size of the array need to be specified, when
a) Initialization is a part of definition
b) It is a declaration
c) It is a formal parameter
d) All of these
Ans. D

41. Array passed as an argument to a function is interpreted as
a) Address of the array
b) Values of the first elements of the array
c) Address of the first element of the array
d) Number of element of the array.
Ans. C

42. If the two strings are identical, then strcmp() function returns
a) 1
b) 0
c) -1
d) true
Ans. B

43. The library function used to find the last occurrence of a character in a string is
a) laststr()      b) strstr()
c) strnstr()      d) strrchr()
Ans. D

44. Which of the following function is used to find the first occurrence of a given string in another string?
a) strchr()      b) strrchr()
c) strstr()      d) strnset()
Ans. C

45. Which of the following function is more appropriate for reading in a multi-word string?
a) scanf()
b) gets()
c) printf()
d) puts()
Ans. B

46. Which of the following correctly accessed the seventh element stored in arr, an array with 100 elements?
a) arr[6]
b) arr[7]
c) arr{6}
d) arr{7}
Ans. A

47. What is the return value of the following statement if it is placed in C program?
Strcmp("ABC","ABC");
a) 33
b) -1
c) 1
d) 0
Ans. D

48. What is the value of a[4]?
Int a[5] = {1,2,3}
a) 3
b) 1
c) 2
d) 0
Ans. D

49. The function sprintf() works like printf(), but operates on _____
a) Data file
b) stderr
c) string
d) stdin
Ans. C

50. Which of the following operator takes only integer operands?
a) +
b) *
c) /
d) %
Ans. D

51. In C programming language, which of the following type of operators have the highest precedence
a) Relational operators
b) Equality operators
c) Logical operators
d) Arithmetic operators
Ans. D

52. Which of the following comments about the ++ operator are correct?
a) It is a unary operator
b) The operand can come before or after the operator
c) It cannot be applied to an expression
d) It associates from the right
e) All of the above
Ans. D

53. Which operator has the lowest priority?
a) ++
b) %
c) +
d) ||
And. D

54. Which operator from the following has the lowest priority ?
a) Assignment operator
b) Division operator
c) Comma operator
d) Conditional operator
Ans. C

55. Which command is used to skip the rest of a loop and carry on from the top of the loop again?
a) break
b) resume
c) continue
d) skip
Ans. C

56. The type of the controlling expression of a switch statement cannot be of the type ____
a) int
b) char
c) short
d) float
Ans. D

57. What will happen after compiling and running following code?
Main()
{
    Printf( "%p", main);
}
a) error
b) will make an infinite loop
c) Some address will be printed
d) None of these
Ans. C

58. Use of functions
a) Helps to avoid repeating a set of statements many times
b) Enhances the logical clarity of the program
c) Helps to avoid repeated programming across programs
d) Makes the debugging task easier
e) All of the above
Ans. E

59. Any C program
a) must contain at least one function
b) Need not contain any function
c) Needs input data
d) None of the above
Ans. A

60. What is function?
a) Function is a block of statements that perform some specific task
b) Function is the fundamental modular unit. A function is usually designed to perform a specific task.
c) Function is a block of code that performs a specific task. It has a name and it is reusable.
d) All of the above
Ans. D

61. The default parameter passing mechanism is
a) call by value
b) call by reference
c) call by value result
d) None of these
Ans. A

62. Which of the following is a complete function?
a) int funct();
b) int funct(int x) { return x=x+1;}
c) void function(int){ printf("Hello"); }
d) None of these
Ans. B

63. The recursive functions are executed in a _____
a) Parallel order
b) First in First Out order
c) Last in First Out order
d) Iterative order
Ans. C

64. The function scanf( ) returns _____
a) The actual values read for each argument
b) 1
c) 0
d) The number of successful read input values
Ans. D

65. Functions have _____
a) Local scope        b) Block scope
c) File scope         d) Function scope
Ans. C

66. Which of the following function calculates the square of 'x' in C?
a) sqr(x)             b) pow(2, x)
c) pow(x, 2)          d) power(2, x)
Ans. C

67. When a function is recursively called all the automatic variables are stored in a _____
a) Stack
b) Queue
c) Array
d) Linked list
Ans. A

68. Choose the best answer. Prior to using a pointer variable
a) It should be declared
b) It should be initialized
c) It should be both declared and initialized
d) None of these
Ans. C

69. Comment on the following pointer declaration?
**int** *ptr, p;
a) ptr is a pointer to integer, p is not
b) ptr and p, both are pointer to integer
c) ptr is pointer to integer, p may or may not be
d) ptr and p both are not pointers to integer
Ans. A

70. The statement int **a;
a) is illegal
b) is legal but meaningless
c) is syntactically and semantically correct
d) None of these
Ans. C

71. The operator > and < are meaningful when used with pointers, if
a) The pointers point to data of similar type
b) The pointers point to structure of similar data type
c) The pointers point to element of the same array.
d) None of these
Ans. C

72. The declaration
**int** (*p)[5];
Means
a) p is one dimensional array of size 5, of pointers to integers.
b) p is a pointer to a 5 elements integer array.
c) The same as int *p[
d) None of these
Ans. B

73. Comment on the following?
**const** int *ptr;
a) we cannot change the value pointed by ptr
b) we cannot change the pointer ptr itself
c) Both of the above
d) We can change the pointer as well as the value pointed by it
Ans. A

74. Which of the following is the correct way of declaring a float pointer:
a) float ptr;
b) float *ptr;
c) *float ptr;
d) None of the above
Ans. B

75. What is the base data type of a pointer variable by which the memory would be allocated to it?
a) int
b) float
c) No data type
d) Depends upon the type of the variable to which it is pointing
e) unsigned int
Ans. E

76. C pre-processor
a) Takes care of conditional compilation
b) Takes care of macros
c) Takes care of include files
d) Acts before compilation
e) All of the above
Ans. E

77. A pre-processor command
a) need not start on a new line
b) need not start on the first column
c) has # as the first character
d) Comes before the first executable statement
Ans. C

78. In which stage the following code *#include<stdio.h>* gets replaced by the contents of the file *stdio.h*
a) during Pre processing
b) During execution
c) During linking
d) During editing
Ans. A

79. C language is a successor to which language.?
a) FORTRON
b) D Language
c) BASIC
d) B Language
Ans. D

80. C is a which level language?
a) Low level language
b) High level language
c) Low + High
d) None
Ans. B

81. Low level language is?
a) Human readable like language
b) Language with big programs
c) language with small programs
d) Difficult to understand
Ans. D

82. High level language is a ?
a) Human readable like language
b) Language with big programs
c) language with small programs
d) Difficult to understand
Ans. A

83. What is the present C language standard?
a) C99 ISO/IEC 9899:1999
b) C11 ISO/IEC 9899:2011
c) C05 ISO/IEC 9899:2005
d) C10 ISO/ IEC 9899: 2010
Ans. B

84. What are the new features of C11 or ISO IEC 9899 2011 standard?
a) Type generic Macros, Static Assertions
b) Multi Threading, Anonymous Unions, quick exit
c) Bounds Checking Interfaces, Anonymous Structures
d) All of these
Ans. D

85. C language was invented in which laboratories?
a) Uniliver Labs
b) IBM labs
c) AT&T Bell Labs (New Jersey)
d) Verizon Labs
Ans. C

86. C language was invented in the year?
a) 1999
b) 1978
c) 1972
d) 1990
Ans. C

87. A C program is a combination of
a) Statements          b) Functions
c) Variables           d) All of these
Ans. D

88. An identifier may contain
a) Letters a-z, A-Z in Basic character set. Uicode alphabet characters other languages
b) Underscore _ symbol
c) Numbers 0 to 9
d) All the above
Ans. D

89. What is the number of characters used to distinguish identifier or names of functions and global variables?
a) 31
b) 32
c) 33
d) 28
Ans. A
**Explanation**: First 31 characters in general. If first 31 characters are same for two different identifiers, compiler gets confused.

90. What is length of an identifier that is unique for Non Global variables and Non Function Names?
a) 32
b) 63
c) 64
d) 68
Ans. B

91. What are the types of constants in C Language ?
a) Primary Constants
b) Secondary Constant
c) Basic Constant and Advanced Constants
d) Primary Constants and Secondary Constants
Ans. D
**Explanation**: Primary Constants are Integer (int), Floating Point (float), Character (char)
Secondary Constants are Structure, Union and Array.

92. Choose correct statements
a) A constant value does not change. A variable value can change according to needs
b) A constant can change its values. A variable can have one constant value only
c) There is no restriction on number of values for constants or variables.
d) Constants and Variables can not be used in a singe main function.
Ans. A

93. Find an integer constant.
a) 3.145       b) 34
c) "125"       d) None of the above
Ans. B
**Explanation**: Integer constant is a full or whole number without any decimal point. So 3.14 is a floating point number or Real number.

94. Choose a correct statement.
a) C compiler converts your C program into machine readable language
b) C Editor allows you to type C Programs. It is just like a Notepad with Extra options.
c) Console shows the output of a C Program if it is text output
d) All of the above
Ans. D

95. Identify wrong C keywords below.
a) auto, double, int, struct
b) break, else, long, switch
c) case, enum, register, typedef
d) char, extern, intern, return
Ans. D

96. Find a correct C keyword below.
a) breaker
b) go to
c) shorter
d) default
Ans. D

97. Types of integers are
a) short
b) int
c) long
d) All of the above
Ans. D

98. Types of Real numbers in C are
a) float
b) double
c) long double
d) All the above
Ans. D
**Explanation**: size of float<double< long double

99. Signed and unsigned representation is available for?
a) short, int, long, char
b) float, double, long double
c) A & B
d) None of the above
Ans. C

100. Size of a Turbo C, C++ compiler is
a) 16 bit
b) 32 bit
c) 64 bit
d) 128 bit
Ans. A

101. Size of a GCC or Visual Studio C Compiler is
a) 16 bit
b) 32 bit
c) 64 bit
d) 128 bit
Ans. B

102. Sizes of short, int and long in a Turbo C C++ compiler in bytes are
a) 2, 2, 4      b) 2, 4, 4
c) 4, 8, 16     d) 8, 8, 16
Ans. A

103. Sizes of short, int and long in Visual Studio or GCC compiler in bytes are
a) 2, 2, 4      b) 2, 4, 4
c) 4, 4, 8      d) 4, 8, 8
Ans. B

104. Left most bit 0 in signed representation indicates
a) A positive number
b) A Negative number
c) An Unsigned number
d) None of the above
Ans. A
**Explanation**: For negative numbers 1 is used as a left most bit.

105. If you do not specify a storage class for a variable
a) You get compiler error.
b) You get a compiler warning
c) Output is null always
d) None of the above
Ans. D
**Explanation**: Yes, Even if you do not specify a storage class for a variable, AUTOMATIC storage class is applied.

106. What is a C storage Class?
a) C storage decides where to or which memory store the variable
b) C storage class decides what is the default value of a variable
c) C storage class decides what is the scope and life of a variable
d) All the above
Ans. D

107. Every C variable must have
a) Type
b) Storage Class
c) Both Type and storage class
d) Either Type or storage class
Ans. C

108. Find a C storage class below.
a) static
b) auto
c) register & extern
d) All the above
Ans. D

109. What is the default C storage class for a variable?
a) static
b) auto
c) register
d) extern
Ans. B

110. A register variable is stored in a Register. Where does a Register Present in a Computer?
a) RAM
b) ROM
c) CPU
d) DMA
Ans. C

111. Variables of type auto, static and extern are all stored in
a) ROM
b) RAM
c) CPU
d) Compiler
Ans. B

112. Which among the following is a local variable?
a) register
b) auto
c) static
d) extern
Ans. B

113. Which among the following is a Global variable?
a) auto
b) register
c) static
d) extern
Ans. D

114. What is the difference between Declaration and Definition?
a) Declaration does allocate memory for a variable. Definition does allocate memory for a variable
b) Declaration does allocate memory for a variable. Definition does not allocate memory for a variable.
c) Declaration does not allocate memory for a variable. Definition does allocate memory for a variable.
d) Declaration does not allocate memory for a variable. Definition does not allocate memory for a variable.
Ans. C

115. Choose a right statement.
a) A non static global variable can not be used in included files.
b) A non static global variable can be used or referred to inside included files.
c) A non static global variable does not live till the end of program execution.
d) None of the above
Ans. B

116. Choose a right statement.
a) Redeclaration of variable is OK.
b) Redefinition of a variable is not Ok
c) Definition of a variable uses memory blocks
d) All the above
Ans. D

117. Choose a correct statement.
a) Register variables are usually fast retrieving variables.
b) Static variables are usually maintain their values between function calls.
c) Auto variables release their memory after the block or function where they are declared.
d) All the above
Ans. D

118. Choose a right statement.
a) Variables of type auto are stored in Stack memory
b) Variable of type static are stored in Segmented memory
c) Variables of type register are stored in Micro Processor memory
d) All the above
Ans. D

119. Choose a right statement.
a) Variables of type auto are initialized fresh for each block or function call.
b) Variables of type static are initialized only first time the block or function is called
c) Variables of type register are initialized each time the block or function is executed.
d) All the above
Ans. D

120. Output of an arithmetic expression with integers and real numbers is ___ by default.
a) Integer
b) Real number
c) Depends on the numbers used in the expression.
d) None of the above
Ans. B
**Explanation**: Any arithmetic operation with both integers and real numbers yield output as Real number only.
5 + 10.56 = 15.560000 which is a real number

121. Choose a right statement.
int a = 10 + 4.867;
a) a = 10
b) a = 14.867
c) a = 14
d) compiler error
Ans. C

122. Choose a right statement.
float var = 3.5 + 4.5;
a) var = 8.0    b) var = 8
c) var = 7      d) var = 0.0
Ans. A

123. If both numerator and denominator of a division operation in C language are integers, then we get
a) Expected algebraic real value   b) Unexpected integer value
c) Compiler error                  d) None of the above
Ans. B
**Explanation**:
int a=5/2 stores only 2

124. Choose a right statement.
int var = 3.5;
a) a = 3.5     b) a = 3
c) a = 0       d) Compiler error
Ans. B
**Explanation**: a stores only integer value. So, 3.5 is truncated to 3

125. Choose a C conditional operator from the list.
a) ?:
b) :?
c) :<
d) <:
Ans. A

126. Choose a statement to use C if else statement.
a) else if is compulsory to use with if statement
b) else is compulsory to use with if statement
c) else or else if is optional with if statement
d) None of the above
Ans. C

127. Choose a right C statement.
a) Loops or Repetition block execute a group of statements repeatedly.
b) Loop is usually executed as long as a condition is met.
c) Loops usually take advantages of loop counter
d) All the above
Ans. D

128. Loops in C Language are implemented using
a) While Block
b) For Block
c) Do While Block
d) All the above
Ans. D

129. Choose a correct C statement.
a) a++ is (a=a+1) Post increment operator
b) a- - is (a=a-1) Post decrement operator and - - a is (a=a-1) Pre decrement operator
c) ++a is (a=a+1) Pre increment operator
d) All the above
Ans. D

130. What is the way to suddenly come out of or quit any loop in C language?
a) continue; statement        b) break; statement
c) leave; statement          d) quit; statement
Ans. B

131. Choose facts about continue; statement is C Language
a) continue; is used to take the execution control to next iteration or sequence
b) continue; statement cause the statements below it to skip for execution
c) continue; is usually accompanied by IF statement
d) All the above
And. D

132. Choose a correct statement about C break; statement?
a) break; statement can be used inside switch block
b) break; statement can be used with loops like for, while and do while
c) break; statement causes only the same or inner loop where break; is present to quit suddenly
d) All the above
Ans. D

133. What are C ASCII character ranges?
a) A to Z = 65 to 91
b) a to z = 97 to 122
c) 0 to 9 = 48 to 57
d) All the above
Ans. D

134. Expand or Abbreviate ASCII with regard to C language.
a) Australian Standard code for information interchange
b) American Standard code for information interchange
c) American Symbolic code for information interchange
d) Australian symbolic code for information Interchange
Ans. B

135. Choose a correct statement about a C Switch Construct.
a) default case is optional inside switch
b) break; causes the control to exit the switch immediately and avoid fall down to other CASE statements.
c) You can not use duplicate CASE Constants inside a Switch construct
d) All the above
Ans. D

136. How many values can a C function return at a time?
a) Only one value
b) Maximum of two values
c) Maximum of three values
d) Maximum of 8 values
Ans. A

137. What are types of Functions in C Language?
a) Library Functions
b) User Defined Functions
c) Both A and B
d) None of the above
Ans. C

138. Choose correct statements about C Language Pass By value.
a) Pass By Value copies the variable value in one more memory location
b) Pass By Value does not use Pointers
c) Pass By Value protects your source or original variables from changes in outside functions or called function
d) All the above
Ans. D

139. What is the limit for number of functions in a C Program?
a) 16          b) 31
c) 32          d) None of the above
Ans. D
**Explanation**: There is no limit on the number of functions in a C Program.

140. What is the minimum number of functions to be present in a C Program?
a) 1    b) 2    c) 3    d) 4
Ans. A

141. What is the maximum number of statements that can present in a C function?
a) 64
b) 128
c) 256
d) None of the above
Ans. D
**Explanation**: There is no limit on the number of statements that can present in a C Function

142. Arguments passed to a function in C language are called _____ arguments.
a) Formal arguments
b) Actual Arguments
c) Definite Arguments
d) Ideal Arguments
Ans. B

143. Arguments received by a function in C language are called _____ arguments.
a) Definite arguments
b) Formal arguments
c) Actual arguments
d) Ideal arguments
Ans. B

144. Choose a corrects statement about C language function arguments.
a) Number of arguments should be same when sending and receiving
b) Type of each argument should match exactly
c) Order of each argument should be same
d) All the above
Ans. D

145. Choose a non Library C function below.
a) printf( )
b) scanf( )
c) fprintf( )
d) printf2( )
Ans. D

146. What is the default return value of a C function if not specified explicitly?
a) -1   b) 0    c) 1     d) None of the above
Ans. C

147. What are the data type of variables that can be returned by a C Function?
a) int, float, double, char
b) struct, enum
c) Pointers to variables, arrays, functions, struct variables, enum variables etc
d) All the above
Ans. D

148. A recursive function without if and else condition will always lead to
a) Finite loop
b) Infinite loop
c) Incorrect result
d) Correct result
Ans. B

149. What is the C keyword that must be used to achieve expected result using Recursion?
a) printf
b) scanf
c) void
d) return
Ans. D

150. How many functions are required to create a recursive functionality?
a) One
b) Two
c) More than two
d) None of the above
Ans. A

151. What are the types of Arrays?
a) int, long, float, double
b) struct, enum
c) char
d) All the above
Ans. D

152. An entire array is always passed by _____ to a called function.
a) Call by value
b) Call by reference
c) Address relocation
d) Address restructure
Ans. B

153. What is the value of an array element which is not initialized?
a) By default Zero 0
b) 1
c) Depends on storage class
d) None of the above
Ans. C

154. What happens when you try to access an array variable outside its size?
a) Compiler error is thrown
b) 0 value will be returned
c) 1 value will be returned
d) Some garbage value will be returned
Ans. D

155. What is the need of C arrays?
a) You need not create so many separate variables and get confused while using.
b) Using a single array variable, you can access all elements of the array easily
c) Code maintainability is easy for programmers and maintainers.
d) All the above
Ans. D

156. If an integer array pointer is incremented, how many bytes will be skipped to reach next element location?
a) 1    b) 2    c) 8    d) None of the above
Ans. B

157. What is the function used to allocate memory to an array at run time with zero initial value to each?
a) calloc( )
b) malloc( )
c) palloc( )
d) kalloc( )
Ans. A

158. What is the function used to allocate memory to an array at run time without initializing array elements?
a) calloc( )
b) malloc( )
c) palloc( )
d) kalloc( )
Ans. B

159. Array of arrays is also called?
a) Multi Data array
b) Multi size array
c) Multi Dimensional Array
d) Multi Byte Array
Ans. C

160. Choose a correct statement about a C Multidimensional array?
a) First Dimension size is optional when initializing the array at the same time.
b) Last Dimension size is optional when initializing the array at the same time
c) It is a must to specify all dimensions of a multidimensional array.
d) Memory locations of elements of a multidimensional array is not sequential.
Ans. A

161. What is the format specifier used to print a string or character array in C printf or scanf function?
a) %c
b) %C
c) %s
d) %w
Ans. C

162. What is the maximum length of a C string?
a) 32 characters
b) 64 characters
c) 256 characters
d) None of the above
Ans. D
**Explanation**: Maximum size of a C String is dependent on implemented PC memory. C does not restrict C array size or String Length.

163. How do you accept a multi word input in C language?
a) SCANF
b) GETS
c) GETC
d) FINDS
Ans. B

164. Choose a correct C statement about Strings?
a) PRINTF is capable of printing a multi word string
b) PUTS is capable of printing a multi word string
c) GETS is capable of accepting a multi word string from console or command prompt
d) All the above
Ans. D

165. What is the ASCII value of NULL?
a) 0
b) 1
c) 10
d) 49
Ans. A

166. A character constant is enclosed by
a) Left single quotes
b) Right Single Quotes
c) Double Quotes
d) None of the above
Ans. B

167. Choose a correct statement about C String?
a) A string is a group of characters enclosed by double quotes.
b) If a string is defined with double quotes, NULL is automatically added at the end.
c) Size of a string is without counting NULL character at the end
d) All the above
Ans. D

168. A C string elements are always stored in
a) Random memory locations
b) Alternate memory locations
c) Sequential memory locations
d) None of the above
Ans. C

169. What is actually passed to PRINTF or SCANF functions?
a) Value of String          b) Address of String
c) End address of string     d) integer equivalent value
Ans. B

170. What is a structure in C language?
a) A structure is a collection of elements that can be same data type
b) A structure is a collection of elements that can be of different data type
c) Elements of a structure are called members
d) All the above
Ans. D

171. What is the size of a C structure?
a) C structure is always 128 bytes
b) Size of C structure is the total bytes of all elements of structure
c) Size of C structure is the size of largest element
d) None of the above
Ans. B

172. Choose a correct statement about C structures?
a) Structure elements can be initialized at the time of declaration
b) Structure members can not be initialized at the time of declaration
c) Only integer members of structure can be initialized at the time of declaration.
d) None of the above
Ans. B

173. A C structure or user defined data type is also called?
a) Derived data type
b) Secondary data type
c) Aggregate data type
d) All the above
Ans. D

174. What are the uses of C structures?
a) structure is used to implement linked lists, stack and queue data structures
b) structures are used in Operating System functionality like Display and input taking
c) Structure are used to exchange information with peripherals of PC
d) All the above
Ans. D

175. What is actually passed if you pass a structure variable to a function?
a) Copy of structure variable
b) Reference of structure variable
c) Starting address of structure variable
d) Ending address of structure variable
Ans. A

176. What are the types of C Pre processor Directives?
a) Macros
b) Conditional Compilation
c) File inclusion
d) All the above
Ans. D

177. Preprocessor in C language works on
a) .c
b) .exe
c) .h
d) .cp
Ans. A

178. What is the another name for .c file?
a) Executable code
b) Source code
c) Distributable code
d) Macro code
Ans. B

179. What is the keyword used to define a C macro?
a) def          b) definition
c) define      d) defy
Ans. C

180. What is the C keyword used to create global constants?
a) constant
b) definition
c) def
d) define
Ans. D

181. What is the output file generated after processing a .c file?
a) .h file
b) .exe file
c) .cp file
d) .bak file
Ans. B

182. How do you safeguard your .c file code from copying by outside developers or world?
a) Encrypt a C file and share
b) Obfuscate a C file and share
c) Scramble a C file and share
d) Convert to Exe and share
Ans. D

183. How do you separate a multiline macro in C language?
a) Using * operator
b) Using % operator
c) Using \ operator
d) Using + operator
Ans. C

184. What is the abbreviation in C STDIO in stdio.h ?
a) Standard Input Output
b) String Terminating Operations Input Output
c) Store Input Output
d) None of the above
Ans. A

185. In Turbo C, Search path of directories for #include is mentioned under the option
a) Include Directories          b) Exclude Directories
c) Add Directories              d) Extra Directories
Ans. A

186. What is a Pragma in C language?
a) A Pragma may be an instruction to build tool to process or generate comments
b) A Pragma may be an instruction to compiler to execute specific functions at specific times say startup or exit of program
c) A Pragma may be an instruction to tell compiler to ignore certain warnings
d) All the above
Ans. D

187. What is the C Pragma directive or command to execute a particular function at startup of program?
a) #pragma start function1          b) #pragma statup function1
c) #pragma startnow function1       d) #pragma startup function1
Ans. B

188. At what stage of building a C program does pragma work?
a) Before compilation
b) After compilation
c) After linking
d) None of the above
Ans. A

189. Choose a correct implementation of C Pragma warning?
a) #pragma warn –par
b) #pragma warn – rch
c) #pragma warn – rvl
d) All the above
Ans. D

190. What is the input file in a C program building process?
a) filename.k
b) filename.cpp
c) filename.c
d) filename.p
Ans. C

191. What is the output filename of C Program build process?
a) Filename.ex
b) Filename.bak
c) Filename.exe
d) Filename.asm
Ans. C

192. What is the first step in C program building process?
a) Compiling
b) Assembling
c) Linking
d) Preprocessing
Ans. D

193. What is the next step to preprocessing in C program build process?
a) Compiling
b) Assembling
c) Linking
d) None of the above
Ans. A

194. What is the next step to compiling in C program build process?
a) Preprocessing      b) Assembling
c) Linking            d) None of the above
Ans. B

195. What is the next step to assembling in C program build process?
a) Preprocessing
b) Compiling
c) Linking
d) None of the above
Ans. C

196. What is a C Editor?
a) A C compiler
b) A C assembler
c) A C code editor like notepad
d) None of the above
Ans. C

197. Expanded source code is the output of which C Program building process?
a) Preprocessor
b) Assembler
c) Linker
d) Compiler
Ans. A

198. Choose a correct statement about C program output file?
a) Output file .exe is machine dependent. .exe is windows suitable file
b) .exe file does not work in Linux or Unix machines. So different type of output is created on different machines
c) Linker produces a suitable output file for each machine
d) All the above
Ans. D

199. Where is a file temporarily stored before read or write operation in C language?
a) Notepad
b) RAM
c) Hard disk
d) Buffer
Ans. D
**Explanation**: Yes, A Buffer is like an empty Bucket that is filled with information so that direct read write operation on hard disk is avoided for better performance.

200. What are Nibble, Word and Byte in computer language?
a) Byte = 8 bits, Word = 4 Bytes, Nibble = 8 Bytes
b) Byte = 8 bits, Word = 2 Bytes, Nibble = 4 Bytes
c) Byte = 8 bits, Word = 12 Bytes, Nibble = 8 Bytes
d) Byte = 8 bits, Word = 24 Bytes, Nibble = 8 Bytes
Ans. B

201. What is the operator used to make 1's One's compliment ?
a) & Bitwise AND Operator
b) | Bitwise OR operator
c) ~ Bitwise Negate Operator
d) ^ Bitwise Exclusive Operator
Ans. C

202. Choose correct statement about Left Shift Operator << ?
a) Left Shift operator shifts individual bits on the left side
b) When Shifting left side, overflow bits are ignored.
c) Zeroes are filled on the right side
d) All the above
Ans. D

203. Choose a correct statement about Right Shift operator >> ?
a) Right shift operator shift individual bits on to the right side
b) When shifting bits right side, overflow bits on the right are ignored or truncated
c) Zeroes are filled on the left side
d) All the above
Ans. D

204. What is a single Operand operator below ?
a) &
b) |
c) ^
d) ~
Ans. D

205. What is the Bitwise operator used to set a particular bit value to 1 ?
a) & AND
b) | OR
c) ^ Exclusive OR
d) ~ Operator
Ans. B

206. What is the bitwise operator used to set a particular bit to zero 0 ?
a) & AND
b) | OR
c) ^ Exclusive OR
d) ~ Operator
Ans. A

207. Which is Bit Toggling operator below?
a) & AND
b) | OR
c) ^ Exclusive OR
d) ~ Tilde Operator
Ans. D

208. Left shift operation is equivalent to ?
a) Division by 2
b) Multiplying by 2
c) Adding 2
d) Subtracting 2
Ans. B

209. Right shift operation >> is equivalent to
a) Division by 2
b) Multiplying by 2
c) Adding 2
d) Subtracting 2
Ans. A

210. What is the minimum and maximum value in Octal Number System?
a) 1 to 8        b) 0 to 7
c) 2 to 9        d) None of the above
Ans. b

211. What number system is not understood by C language compiler directly ?
a) Decimal
b) Octal
c) Binary
d) Hex Decimal
Ans. C
**Explanation**: Yes, C language can not understand Binary language directly. Because C language is a High level language

212. A C variable name can start with a _____
a) Number
b) Plus sign (+)
c) Underscore
d) Asterisk (*)
Ans. C

213. Prototype of a function means _____
a) Name of Function
b) Output of Function
c) Declaration of Function
d) Input of a Function
Ans. C

214. Far pointer can access _____
a) Single memory location
b) No Memory location
c) All memory location
d) First and last memory Address
Ans. C

215. An uninitialized pointer in C is called ____
a) Constructor
b) dangling pointer
c) Wild pointer
d) Destructor
Ans. C

216. A pointer that is pointing to NOTHING is called ____
a) VOID Pointer
b) DANGLING Pointer
c) NULL Pointer
d) WILD Pointer
Ans. C

217. The concept of two functions with same name is known as
a) Operator Overloading
b) Function Overloading
c) Function Overriding
d) Function renaming
Ans. B
**Explanation**: C language supports the feature of having two functions with same name but number & type of arguments must be different.

218. How many main( ) function can have in our project?
a) 1
b) 2
c) No limit
d) Depends on Compiler
Ans. A
**Explanation**: We can't have more than one main( ) function in a project

219. What is sizeof( ) in C?
a) Operator
b) Function
c) Macro
d) None of these
Ans. A

220. Which programming language is more faster among these?
a) Java
b) PHP
c) C
d) Visual Basic
Ans. C
**Explanation**: Execution flow (faster to slower) Binary > Assembly > C > C++ > Java/PHP/VB

221. Which one of the following is invalid macro in C programming?
a) #pragma
b) #error
c) #ifndef
d) #elseif
Ans. D

222. What is the extension of output file produced by Preprocessor?
a) .h
b) .exe
c) .i
d) .asm
Ans. C

223. Is there any limit in adding no of header files in program?
a) Yes
b) No
Ans. B

224. Which compilation unit is responsible for adding header files content in the source code?
a) Linker
b) Compiler
c) Assembler
d) Preprocessor
Ans. D

225. What is the latest version of C language ?
a) C11        b) C99
c) C95        d) C89
Ans. A

226. The ASCII code of '0' (Zero) is
a) 48D
b) 32H
c) 0011 1000
d) 42H
Ans. A

227. The ASCII code of 'A' is
a) 66D
b) 41H
c) 0100 0010
d) 0110 0011
Ans. B

228. Numbers are stored and transmitted inside a computer in which format?
a) binary form
b) ASCII code form
c) decimal form
d) alphanumeric form
Ans. A

229. Which gcc flag is used to enable all compiler warnings?
a) gcc –W
b) gcc –w
c) gcc –Wall
d) gcc – wall
Ans. C

230. Which gcc flag is used to generate maximum debug information?
a) gcc –g0
b) gcc –g1
c) gcc –g
d) gcc –g3
Ans. D

231. String concatenation means –
a) Combining two strings.
b) Extracting a substring out a string
c) Merging two strings
d) Comparing the two strings to define the largest one.
Ans. A

232. How many types of loop in C?
a) One
b) Two
c) Three
d) None
Ans. C

233. Which of the following function is used defined?
a) printf       b) scanf
c) main        d) none
Ans. C

234. In C, we used for input/output?
a) cin & cout
b) input & output
c) scanf &printf
d) Both b & C
Ans. C

235. What is the range of char data type?
a) 0 to 255
b) -128 to +127
c) 0 to 127
d) None
Ans. B

236. The format identifier '%c' is used for which datatype?
a) int
b) double
c) char
d) float
Ans. C

237. sizeof( ) is a _____
a) function
b) variable
c) Both a&b
d) operator
Ans. D

238. Break statement is used for _____ ?
a) Quit a program
b) Quit the current iteration
c) Both a and b
d) None
Ans. B

239. Is it possible to run program without main( )?
a) Yes
b) No
c) error
d) Can't say
Ans. A

240. Is const better than #define?
a) Yes
b) No
c) Can't say
d) None
Ans. A

1 - Compiler generates ____ file.
A - Executable code        B - Object code
C - Assembly code          D - None of the above.

2) What is required in each C program?
a) The program must have at least one function.
b) The program does not require any function.
c) Input data
d) Output data

3. Study the following array definition
int num[10] = {3, 3, 3};
Which of the following statement is correct?
a) num[9] is the last element of the array num
b) The value of num[8] is 3
c) The value[3] is 3
d) None of these

4. Who is father of C language?
a) Bjarne Stroustrup
b) James A. Gosling
c) Dennis Ritchie
d) Dr. E.F. Codd

5. C language developed at _____?
a) AT & T's Bell Laboratories of USA in 1972
b) AT & T's Bell Laboratories of USA in 1970
c) Sun Microsystems in 1973
d) Cambridge University in 1972

6. Standard ANSI C recognizes _____ number of keywords?
a) 30
b) 32
c) 24
d) 36

7. What is the dimension of the C array int ary[10][5]?
a) 1
b) 2
c) 5
d) 10

8. Which is the only function all C programs must contain?
a) start()      b) system()
c) main()      d) printf()

9. What is right way to Initialize array?
a) int num[6] = {2, 4, 12, 5, 45, 5};
b) int n{} = {2, 4, 12, 5, 45, 5};
c) int n{6} = {2, 4, 12};
d) int n(6) = {2, 4, 12, 5, 45, 5};

10. Can we change the starting index of an array from 0 to 1 in anyway?
a) Yes. Through pointers
b) Yes. Through Call by value
c) Yes. Through Call by Reference
d) None of the above

11. What's wrong in the following statement, provided, provided k is a variable of type int?
**for**(k = 2, k<=12, **k++**)
a) The increment should always be ++k
b) The variable must always be the letter i when using a for loop.
c) There should be a semicolon at the end of the statement.
d) The commas should be semicolons.

12. Each statement in a C program should end with?
a) Semicolon ;        b) Colon :     c) Period . (dot symbol)     d) None of the above

13. C is _____ type of programming language?
a) Object Oriented       b) Procedural       c) Bit level language       d) Functional.

14. C language was invented to develop which operating system.
a) Android    b) Linux       c) Ubuntu     d) Unix

15. C language is used in the development of
a) Database             b) Graphic applications      c) Word Processors         d) All of the above

16. C Programs are used in?
a) Any Electronic device which works on some logic and operating system
b) Washing machine
c) Fridge, Microwave Ovens
d) All of the above

17. Operator % in C language is called.
a) Percentage Operator     b) Quotient Operator        c) Modulus                d) Division

18. Which loop is faster in C language, for, while or Do while?
a) for  b) while       c) do while    d) All work at same speed

19. What is an Array in C language?
a) A group of elements of same data type
b) An array contains more than one element
c) Array elements are stored in memory in continuous or contiguous locations.
d) All the above

20. An array Index starts with
a) -1   b) 0    c) 1    d) 2

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