1. What will be the output of following program?
```
#include<stdio.h>
enum color {red,green,yellow=1,dark};
int main(void)
{
   enum color x = green % dark;
   printf("%d", yellow + dark/x - green * red);
   return 0;
}
```

2. What will be the output of following program?
```
#include<stdio.h>
int main(void)
{
       enum choice {CH1, CH2, CH3};
       enum choice ch1, ch2, ch3;
       ch1 = CH1;
       ch2 = CH3;
       ch3 = CH2;
       printf("%d, %d, %d,", ch1, ch2, ch3);
       return 0;
}
```

3. What will be the output of following program?
```
#include<stdio.h>
int main(void)
{
       enum choice {CH1, CH2, CH3};
       enum choice ch1, ch2, ch3;
       ch1 = CH1;
       ch2 = CH3;
       ch3 = ch2-ch1;
       printf("%d %d", sizeof(enum choice), ch3);
       return 0;
}
```

4. What type of data u can store in this block of memory?

```c
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
        void *ptr=NULL;
        ptr = malloc(10);
        return 0;
}
```

5. What will be the output of following program?

```c
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
        char *ptr=NULL;
        ptr = (char *)calloc(20,sizeof(char));
        printf("%d bytes\n", sizeof(ptr));
        free(ptr); ptr=NULL;
        return 0;
}
```

6. What will be the output of following program?

```c
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
    char *ptr=NULL;
    ptr = (char *)calloc(1,10);
    strcpy(ptr, "Sunbeam");
    ptr = (char *)realloc(ptr,20);
    strcat(ptr," IT PARK");
    printf("%c", (ptr[0]>=65 && ptr[0]<=90)? ptr[14]+32 : ptr[0]-32);
    free(ptr);
    ptr=NULL;
    return 0;
}
```