



## **UNIT 1 : Introduction to C Language**

1. Which of the following is not a valid variable name declaration?

- a) int \_\_a3;
- b) int \_\_3a;
- c) int \_\_A3;
- d) None of the mentioned

Answer: d

2. Which of the following is not a valid variable name declaration?

- a) int \_a3;
- b) int a\_3;
- c) int 3\_a;
- d) int \_3a

Answer: c

3. Why do variable names beginning with the underscore is not encouraged?

- a) It is not standardized
- b) To avoid conflicts since assemblers and loaders use such names
- c) To avoid conflicts since library routines use such names
- d) To avoid conflicts with environment variables of an operating system

Answer: c

4. All keywords in C are in \_\_\_\_\_

- a) LowerCase letters
- b) UpperCase letters
- c) CamelCase letters
- d) None of the mentioned

Answer: a

5. Variable name resolution (number of significant characters for the uniqueness of variable) depends on \_\_\_\_\_

- a) Compiler and linker implementations
- b) Assemblers and loaders implementations
- c) C language
- d) None of the mentioned



Answer: a

6. Which of the following is not a valid C variable name?

- a) int number;
- b) float rate;
- c) intvariable\_count;
- d) int \$main;

Answer: d

7. Which of the following is true for variable names in C?

- a) They can contain alphanumeric characters as well as special characters
- b) It is not an error to declare a variable to be one of the keywords (like goto, static)
- c) Variable names cannot start with a digit
- d) Variable can be of any length

Answer: c

8. What is short int in C programming?

- a) The basic data type of C
- b) Qualifier
- c) Short is the qualifier and int is the basic data type
- d) All of the mentioned

Answer: c

9. The format identifier '%i' is also used for \_\_\_\_\_ data type.

- a) char
- b) int
- c) float
- d) double

Answer: b

10. Which data type is most suitable for storing a number 65000 in a 32-bit system?

- a) signed short
- b) unsigned short
- c) long
- d) int

Answer: b

11. Which of the following is a User-defined data type?

- a) typedef int Boolean;



- b) typedef enum { Mon, Tue, Wed, Thu, Fri } Workdays;
- c) struct { char name[10], int age};
- d) all of the mentioned

Answer: d

12. What is the size of an int data type?

- a) 4 Bytes
- b) 8 Bytes
- c) Depends on the system/compiler
- d) Cannot be determined

Answer: c

13. enum types are processed by \_\_\_\_\_

- a) Compiler
- b) Preprocessor
- c) Linker
- d) Assembler

Answer: a

14. Which of the following statement is false?

- a) Constant variables need not be defined as they are declared and can be defined later
- b) Global constant variables are initialized to zero
- c) const keyword is used to define constant values
- d) You cannot reassign a value to a constant variable

Answer: a

15. Which of the following declaration is not supported by C?

- a) String str;
- b) char \*str;
- c) float str = 3e2;
- d) Both String str; & float str = 3e2;

Answer: a

16. Which of the following declaration is illegal?

- a) char \*str = "Best C programming classes by Sanfoundry";
- b) char str[] = "Best C programming classes by Sanfoundry";
- c) char str[20] = "Best C programming classes by Sanfoundry";
- d) char[] str = "Best C programming classes by Sanfoundry";



Answer: d

17. Which keyword is used to prevent any changes in the variable within a C program?

- a) immutable
- b) mutable
- c) const
- d) volatile

Answer: c

18. Which of the following is not a pointer declaration?

- a) char a[10];
- b) char a[] = {'1', '2', '3', '4'};
- c) char \*str;
- d) char a;

Answer: d

19. Which of the following statement is false?

- a) A variable defined once can be defined again with different scope
- b) A single variable cannot be defined with two different types in the same scope
- c) A variable must be declared and defined at the same time
- d) A variable refers to a location in memory

Answer: c

20. A variable declared in a function can be used in main().

- a) True
- b) False
- c) True if it is declared static
- d) None of the mentioned

Answer: b

21. What is the precedence of arithmetic operators (from highest to lowest)?

- a) %, \*, /, +, -
- b) %, +, /, \*, -
- c) +, -, %, \*, /
- d) %, +, -, \*, /

Answer: a

22. Which of the following is not an arithmetic operation?

- a) a \* = 10;



- b)  $a / = 10;$
- c)  $a ! = 10;$
- d)  $a \% = 10;$

Answer: c

23. Which of the following data type will throw an error on modulus operation( $\%$ )?

- a) char
- b) short
- c) int
- d) float

Answer: d

24. Which among the following are the fundamental arithmetic operators, i.e, performing the desired operation can be done using that operator only?

- a)  $+$ ,  $-$
- b)  $+$ ,  $-$ ,  $\%$
- c)  $+$ ,  $-$ ,  $*$ ,  $/$
- d)  $+$ ,  $-$ ,  $*$ ,  $/$ ,  $\%$

Answer: a

25. Are logical operator sequence points?

- a) True
- b) False
- c) Depends on the compiler
- d) Depends on the standard

Answer: a

26. Do logical operators in the C language are evaluated with the short circuit?

- a) True
- b) False
- c) Depends on the compiler
- d) Depends on the standard

Answer: a

27. What is the result of logical or relational expression in C?

- a) True or False
- b) 0 or 1
- c) 0 if an expression is false and any positive number if an expression is true



d) None of the mentioned

Answer: b

28. Relational operators cannot be used on \_\_\_\_\_

- a) structure
- b) long
- c) strings
- d) float

Answer: a

29. Which among the following is NOT a logical or relational operator?

- a) !=
- b) ==
- c) ||
- d) =

Answer: d

30. What is the type of the following assignment expression if x is of type float and y is of type int?

y = x + y;

- a) int
- b) float
- c) there is no type for an assignment expression
- d) double

Answer: a

31. What will be the value of the following assignment expression?

(x = foo()) != 1 considering foo() returns 2

- a) 2
- b) True
- c) 1
- d) 0

Answer: a

32. Operation "a = a \* b + a" can also be written as \_\_\_\_\_

- a) a \*= b + 1;
- b) (c = a \* b) != (a = c + a);
- c) a = (b + 1) \* a;
- d) All of the mentioned



Answer: d

33. What will be the final value of c in the following C statement? (Initial value:  $c = 2$ )  $c \leq 1$ ;

- a)  $c = 1$ ;
- b)  $c = 2$ ;
- c)  $c = 3$ ;
- d)  $c = 4$ ;

Answer: d

34. In expression  $i = g() + f()$ , first function called depends on \_\_\_\_\_

- a) Compiler
- b) Associativity of  $()$  operator
- c) Precedence of  $()$  and  $+$  operator
- d) Left to right of the expression

Answer: a

35. Which operators of the following have same precedence? P.  $!=$ , Q.  $+=$ , R.  $<=>$

- a) P and Q
- b) Q and R
- c) P and R
- d) P, Q and R

Answer: b

36. Comment on the following statement  $n = 1$ ;  $\text{printf}("%d, \%dn", 3*n, n++)$ ;

- a) Output will be 3, 2
- b) Output will be 3, 1
- c) Output will be 6, 1
- d) Output is compiler dependent

Answer: d

37. Which is correct representation of C statement?  $e = a * b + c / d * f$ ;

- a)  $e = (a * (b + (c / (d * f))))$ ;
- b)  $e = ((a * b) + (c / (d * f)))$ ;
- c)  $e = ((a * b) + ((c / d) * f))$ ;
- d) Both  $e = ((a * b) + (c / (d * f)))$ ; and  $e = ((a * b) + ((c / d) * f))$ ;

Answer: d

38. While swapping 2 no's what precautions to be taken care?  $b = (b / a)$ ;  $a = a * b$ ;  $b = a / b$ ;



- a) Data type should be either of short, int and long
- b) Data type should be either of float and double
- c) All data types are accepted except for (char \*)
- d) This code doesn't swap 2 numbers

Answer: b

39. function tolower(c) defined in library <ctype.h> works for \_\_\_\_\_

- a) Ascii character set
- b) Unicode character set
- c) Ascii and utf-8 but not EBCDIC character set
- d) Any character set

View Answer

Answer: d

40. Which type of conversion is NOT accepted?

- a) From char to int
- b) From float to char pointer
- c) From negative int to char
- d) From double to char

View Answer

Answer: b

41. Which of the following type-casting have chances for wrap around?

- a) From int to float
- b) From int to char
- c) From char to short
- d) From char to int

View Answer

Answer: b

Explanation: None.

42. Which of the following typecasting is accepted by C?

- a) Widening conversions
- b) Narrowing conversions
- c) Widening & Narrowing conversions
- d) None of the mentioned

View Answer





Answer: c

Explanation: None.

43. When do you need to use type-conversions?

- a) The value to be stored is beyond the max limit
- b) The value to be stored is in a form not supported by that data type
- c) To reduce the memory in use, relevant to the value
- d) All of the mentioned

View Answer

Answer: d

44. What is the scope of an external variable?

- a) Whole source file in which it is defined
- b) From the point of declaration to the end of the file in which it is defined
- c) Any source file in a program
- d) From the point of declaration to the end of the file being compiled

View Answer

Answer: d

Explanation: None.

45. What is the scope of a function?

- a) Whole source file in which it is defined
- b) From the point of declaration to the end of the file in which it is defined
- c) Any source file in a program
- d) From the point of declaration to the end of the file being compiled

View Answer

Answer: d

46 In the standard library of C programming language, which of the following header file is designed for basic mathematical operations?

- a) math.h
- b) conio.h
- c) dos.h
- d) stdio.h

Answer: a



47 For 'C' programming language

- a) Constant expressions are evaluated at compile
- b) String constants can be concatenated at compile time
- c) Size of array should be known at compile time
- d) All of these

Option: d

48. Which of the following statements should be used to obtain a remainder after dividing 3.14 by 2.1 ?

- a) `rem = 3.14 % 2.1;`
- b) `rem = modf(3.14, 2.1);`
- c) `rem = fmod(3.14, 2.1);`
- d) Remainder cannot be obtained in floating point division.

Answer: Option c

49. Which of the following special symbols are allowed in a variable name?

- a) \* (asterisk)
- b) | (pipe)
- c) - (hyphen)
- d) \_ (underscore)

Answer: Option d

50. By default a real number is treated as a

- a) A.float
- b) B.double
- c) C.long double
- d) D. far double

Answer: Option b



## **UNIT 2 : Managing I/O Operations**

1. Which among the following is the odd one out?

- a) printf
- b) fprintf
- c) putchar
- d) scanf

Answer: d

2. For a typical program, the input is taken using \_\_\_\_\_

- a) scanf
- b) Files
- c) Command-line
- d) All of the mentioned

Answer: d

3. What does the following command line signify? prog1|prog2

- a) It runs prog1 first, prog2 second
- b) It runs prog2 first, prog1 second
- c) It runs both the programs, pipes output of prog1 to input of prog2
- d) It runs both the programs, pipes output of prog2 to input of prog1

Answer: c.

4. What is the default return-type of getchar()?

- a) char
- b) int
- c) char \*
- d) reading character doesn't require a return-type

Answer: b

5. What is the value of EOF?

- a) -1
- b) 0
- c) 1
- d) 10

Answer: a

6. What is the use of getchar()?

- a) The next input character each time it is called
- b) EOF when it encounters end of file
- c) The next input character each time it is called EOF when it encounters end of file



d) None of the mentioned

Answer: c

7. Which of the following statement is true?

a) The symbolic constant EOF is defined in <stdio.h>

b) The value is -1

c) The symbolic constant EOF is defined in <stdio.h> & value is -1

d) Only value is -1

Answer: c

8. What is the return value of putchar()?

a) The character written

b) EOF if an error occurs

c) Nothing

d) Both character written & EOF if an error occurs

Answer: d

9. Escape sequences are prefixed with \_\_\_\_\_

a) %

b) /

c) ”

d) None of the mentioned

Answer: d

10. What is the purpose of sprintf?

a) It prints the data into stdout

b) It writes the formatted data into a string

c) It writes the formatted data into a file

d) None of the mentioned

Answer: b.

11. The syntax to print a % using printf statement can be done by \_\_\_\_\_

a) %

b) \%

c) ‘%’

d) %%

Answer: d

12. What are the Properties of the first argument of a printf() functions?

a) It is defined by a user

b) It keeps the record of the types of arguments that will follow

c) There may no be first argument

d) None of the mentioned



Answer: b

13. What is the difference between %e and %g?

- a) %e output formatting depends on the argument and %g always formats in the format [-]m.dddddd or [-]m.dddddE[+|-]xx where no.of ds are optional
- b) %e always formats in the format [-]m.dddddd or [-]m.dddddE[+|-]xx where no.of ds are optional and output formatting depends on the argument
- c) No differences
- d) Depends on the standard

Answer: b

14. Which of the following function with ellipsis are illegal?

- a) void func(...);
- b) void func(int, ...);
- c) void func(int, int, ...);
- d) none of the mentioned

Answer: a.

15. Which of the following data-types are promoted when used as a parameter for an ellipsis?

- a) char
- b) short
- c) int
- d) none of the mentioned

Answer: a

16. Which header file includes a function for variable number of arguments?

- a) stdlib.h
- b) stdarg.h
- c) ctype.h
- d) both stdlib.h and stdarg.h

Answer: a

17. Which of the following macro extracts an argument from the variable argument list (ie ellipsis) and advance the pointer to the next argument?

- a) va\_list
- b) va\_arg
- c) va\_end
- d) va\_start

Answer: b

18. The type va\_list in an argument list is used \_\_\_\_\_

- a) To declare a variable that will refer to each argument in turn;
- b) For cleanup
- c) To create a list



d) There is no such type

Answer: a

19. In a variable length argument function, the declaration “...” can \_\_\_\_\_

- a) Appear anywhere in the function declaration
- b) Only appear at the end of an argument list
- c) Nothing
- d) None of the mentioned

Answer: b

20. Each call of va\_arg \_\_\_\_\_

- a) Returns one argument
- b) Steps va\_list variable to the next
- c) Returns one argument & Steps va\_list variable to the next
- d) None of the mentioned

Answer: c

21. The standard header \_\_\_\_\_ is used for variable list arguments (...) in C.

- a) <stdio.h>
- b) <stdlib.h>
- c) <math.h>
- d) <stdarg.h>

Answer: d

22. What is the purpose of va\_end?

- a) Cleanup is necessary
- b) Must be called before the program returns
- c) Cleanup is necessary & Must be called before the program returns
- d) None of the mentioned

Answer: c

23. Which of the following is NOT a delimiter for an input in scanf?

- a) Enter
- b) Space
- c) Tab
- d) None of the mentioned

Answer: d

24. If the conversion characters of int d, i, o, u and x are preceded by h, it indicates?

- a) A pointer to int
- b) A pointer to short
- c) A pointer to long
- d) A pointer to char

Answer: b



25. Which of the following doesn't require an & for the input in scanf()?

- a) char name[10];
- b) int name[10];
- c) float name[10];
- d) all of the mentioned

Answer: a

26. Which of the following is an invalid method for input?

- a) scanf("%d%d%d",&a, &b, &c);
- b) scanf("%d %d %d", &a, &b, &c);
- c) scanf("Three values are %d %d %d",&a,&b,&c);
- d) none of the mentioned

Answer: d

27. Which of the following represents the function for scanf()?

- a) void scanf(char \*format, ...)
- b) int scanf(char \*format, ...)
- c) char scanf(int format, ...)
- d) char \*scanf(char \*format, ...)

Answer: b

28. What does scanf() function return?

- a) Number of successfully matched and assigned input items
- b) Nothing
- c) Number of characters properly printed
- d) Error

Answer: a

29. The conversion characters d, i, o, u, and x may be preceded by h in scanf() to indicate?

- a) A pointer to short
- b) A pointer to long
- c) Nothing
- d) Error

Answer: a

30. The syntax of printf() function is printf("control string", variable list) ;what is the prototype of the control string?

- a) %[flags][.precision][width][length]specifier
- b) %[flags][length][width][.precision]specifier
- c) %[flags][width][.precision][length]specifier
- d) %[flags][.precision][length][width]specifier

Answer: c



31. The parameter control string in the printf () is a C String that contains text to be \_\_\_\_\_

- a) taken from a standard output device
- b) written on to the standard output device
- c) received from the standard output device
- d) nothing can be said

Answer: b

32. Output justification such as decimal point, numerical sign, trailing zeros or octal are specified.

- a) specifier
- b) flags
- c) precision
- d) decimal

Answer: b

33. What symbol is used to Left-justify within the data given field width?

- a) -(minus sign)
- b) +(plus sign)
- c) #
- d) 0

Answer: a

34. What specifies the minimum number of characters to print after being padded with zeros or blank spaces?

- a) flags
- b) length
- c) width
- d) precision

Answer: c

35. The maximum number of characters to be printed is specified by \_\_\_\_\_

- a) precision
- b) width
- c) length
- d) flags

Answer: a

36. \_\_\_\_\_ is used to define the type and the interpretation of the value of the corresponding argument.

- a) precision
- b) specifiers
- c) flags
- d) decimal

Answer: b

37. A conversion specification %7.4f means \_\_\_\_\_

- a) print a floating point value of maximum 7 digits where 4 digits are allotted for the digits after the decimal point





- b) print a floating point value of maximum 4 digits where 7 digits are allotted for the digits after the decimal point
- c) print a floating point value of maximum 7 digits
- d) print a floating point value of minimum 7 digits where 4 digits are allotted for the digits after the decimal point

Answer: a

38. Choose the correct description for control string `%-+7.2f`.

- a) – means display the sign, + means left justify, 7 specifies the width and 2 specifies the precision
- b) – means left justify, + means display the sign, 7 specifies the width and 2 specifies the precision
- c) – means display the sign, + means left justify, 7 specifies the precision and 2 specifies the width
- d) – means left justify, + means display the sign, 7 specifies the precision and 2 specifies the width

Answer: b

39. What error is generated on placing an address operator with a variable in the `printf` statement?

- a) compile error
- b) run-time error
- c) logical error
- d) no error

Answer: b

40. If by mistake you specify more number of arguments, the excess arguments will \_\_\_\_\_

- a) be ignored
- b) produce compile error
- c) produce run-time error
- d) produce logical error

Answer: a

41. What happens when zero flag is used with left justification?

- a) data is padded with zeros
- b) zero flag is ignored
- c) data is padded with blank spaces
- d) will give error

Answer: b

42. For floating point numbers, the precision flag specifies the number of decimal places to be printed. When no precision modifier is specified, `printf()` prints \_\_\_\_\_

- a) six decimal positions
- b) five decimal positions
- c) four decimal positions
- d) three decimal positions

Answer: a

43. What will the given code result in `printf("\n you are\"awesome \\\");?`

- a) compile error
- b) run-time error



- c) you are "awesome"
- d) you are awesome

Answer: c

44. What will be the output for the given code `printf("\n The number is %07d",1212);`

- a) The number is 0001212
- b) The number is 1212
- c) The number is 1212
- d) The number is 1212000

Answer: a

45. The syntax of the `scanf()` is `scanf("control string ", arg1,arg2,arg3,...,argn);` the prototype of control string is

- a) `[=%[width][modifiers]type=]`
- b) `[=%[modifiers][width]type=]`
- c) `[=%[width] [modifiers]]`
- d) `[width][modifiers]`

Answer: a

46. What is the use of symbol `*` in the control string as shown `[=%[*][width] [modifiers] type=]`?

- a) `*` is optional and used when the data should be read from the stream but ignored
- b) `*` is not optional, used to read data from the stream but it is not ignored
- c) `*` is not optional, it is used to read data stream but ignored
- d) `*` is optional and used to read data from stream but it is not ignored

Answer: a

47. What action is carried out by `scanf` if a user enters any blank spaces, tabs, and newlines?

- a) consider as input
- b) ignores it
- c) produces error
- d) nothing can be said

Answer: b

48. What error will generate if the read and write parameters are not separated by commas?

- a) run-time error
- b) compile error
- c) logical error
- d) no error

Answer: b

49. \_\_\_\_\_ is an optional argument that gives the maximum number of characters to be read.

- a) modifiers
- b) width
- c) precision



d) length

Answer: b

50. Explain the format string "%5d%s %c"

a) five characters as a decimal integer, then reads the remaining as a string and then scans the first non-whitespace character

b) compile error

c) run-time error

d) read first five characters as a decimal and ignore the rest

Answer: a

51. Select the correct value of i from given options `i=scanf("%d %d", &a, &b);`

a) 1

b) 2

c) 3

d) No value assigned

Answer: b

52. Select the correct value of i from given options `i=scanf("%d %d", &a, &b);`

a) 1

b) 2

c) 3

d) No value assigned

Answer: b

53. If the user enters 1 3.2 s, what value will be returned by the `scanf()`? `scanf("%d %f %c", &s1, &s2, &s3);`

a) 1

b) 2

c) 3

d) No return value

Answer: c

54. If the user enters 1 s 3.2, what value will be returned by the `scanf()`? `scanf("%d %f %c", &a, &b, &c);`

a) 1

b) 2

c) 3

d) no return value

Answer: a

55. What error will be generated on using incorrect specifier for the datatype being read?

a) compile error

b) run-time error

c) logical error

d) no error



Answer: b

56. What is the prototype of scanf function?

- a) scanf("controlstring",arg1,arg2,arg3,...,argn);
- b) scanf("control string", variable list);
- c) scanf(" variable list", control string);
- d) scanf("arg1,arg2,arg3,...,argn", control string);

Answer: a

57. What is the meaning of the following C statement?scanf("%^[^n]s", ch);

- a) read all character except new line
- b) read all characters
- c) read only new line character
- d) syntax error

Answer: a

58. What is the qualifying input for the type specifier G?

- a) floating point numbers
- b) floating point numbers in exponential format
- c) floating point numbers in the shorter of exponential format
- d) not a type specifier

Answer: c

59. scanf() is a predefined function in \_\_\_\_\_ header file.

- a) stdlib. h
- b) ctype. h
- c) stdio. h
- d) stdarg. h

Answer: c

60. What does the C statement given below says?scanf("%7s",ch);

- a) read string with minimum 7 characters.
- b) read string with maximum 7 characters
- c) read string exactly to 7 characters
- d) read string with any number of characters

Answer: b



### **Unit 3 : Decision Making and looping**

1. Which of the following is an invalid if-else statement?

- a) if (if (a == 1)){ }
- b) if (func1 (a)){ }
- c) if (a){ }
- d) if ((char) a){ }

View Answer

Answer: a

2. Which datatype can accept the switch statement?

- a) int
- b) char
- c) long
- d) all of the mentioned

View Answer

Answer: d

3. The C code 'for(;;)' represents an infinite loop. It can be terminated by \_\_\_\_\_

- a) break
- b) exit(0)
- c) abort()
- d) terminate

View Answer

Answer: a

4. Which for loop has range of similar indexes of 'i' used in for (i = 0; i < n; i++)?

- a) for (i = n; i > 0; i--)
- b) for (i = n; i >= 0; i--)
- c) for (i = n-1; i > 0; i--)
- d) for (i = n-1; i > -1; i--)

View Answer

Answer: d

Explanation: None.

5. Which of the following cannot be used as LHS of the expression in for (exp1; exp2; exp3)?

- a) variable
- b) function
- c) typedef
- d) macros

View Answer

Answer: d

6. What is an example of iteration in C?

- a) for
- b) while



- c) do-while
- d) all of the mentioned

View Answer

Answer: d

7. Which loop is most suitable to first perform the operation and then test the condition?

- a) for loop
- b) while loop
- c) do-while loop
- d) none of the mentioned

View Answer

Answer: c

8. Which keyword can be used for coming out of recursion?

- a) break
- b) return
- c) exit
- d) both break and return

View Answer

Answer: b

9. The keyword 'break' cannot be simply used within \_\_\_\_\_

- a) do-while
- b) if-else
- c) for
- d) while

View Answer

Answer: b

Explanation: None.

10. Which keyword is used to come out of a loop only for that iteration?

- a) break
- b) continue
- c) return
- d) none of the mentioned

View Answer

Answer: b

11. goto can be used to jump from main() to within a function.

- a) true
- b) false
- c) depends
- d) varies

View Answer

Answer: b

12. Choose a right C Statement.



- a) Loops or Repetition block executes a group of statements repeatedly.
- b) Loop is usually executed as long as a condition is met.
- c) Loops usually take advantage of Loop Counter
- d) All the above.

Answer d

13) Loops in C Language are implemented using.?

- a) While Block
- b) For Block
- c) Do While Block
- d) All the above

Answer d

14) 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

Answer d

15) 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

Answer b

16) Choose facts about continue; statement in C Language.

- a) continue; is used to take the execution control to next iteration or sequence
- b) continue; statement causes the statements below it to skip for execution
- c) continue; is usually accompanied by IF statement.
- d) All the above.

Answer d

17) 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.

Answer d

18) Choose a correct statement about C language break; statement.

- a) A single break; statement can force execution control to come out of only one loop.
- b) A single break; statement can force execution control to come out of a maximum of two nested loops.



- c) A single break; statement can force execution control to come out of a maximum of three nested loops.
- d) None of the above.

Answer a

19) Choose a correct C Statement regarding for loop.for( ; );

- a) for loop works exactly first time
- b) for loop works infinite number of times
- c) Compiler error
- d) None of the above

Answer b

20) 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

Answer d

21) 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

Answer b

22) 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.

Answer d

23) Choose a C Conditional Operator from the list.

- a) ?:
- b) :?
- c) :<
- d) <:

Answer a

24) What is the other name for C Language ?: Question Mark Colon Operator.?

- a) Comparison Operator
- b) If-Else Operator
- c) Binary Operator
- d) Ternary Operator





Answer d

25) Choose a syntax for C Ternary Operator from the list.

- a) condition ? expression1 : expression2
- b) condition : expression1 ? expression2
- c) condition ? expression1 < expression2
- d) condition < expression1 ? expression2

Answer a

26) What is the Priority of C Logical Operators.? NOT (!), AND (&&) and OR (||)

- a) NOT (!) > AND (&&) > OR (||)
- b) NOT (!) > AND (&&) = OR (||)
- c) AND (&&) > OR (||) > NOT (!)
- d) AND (&&) = OR (||) > NOT (!)

Answer a



### **Unit 4 : Arrays and Strings**

1. What is the maximum number of dimensions an array in C may have?

- a) Two
  - b) eight
  - c) sixteen
  - d) Theoretically no limit. The only practical limits are memory size and compilers
- answer : d

2. A one-dimensional array `a` has indices 1...75. Each element is a string and takes up three memory words. The array is stored at location 1120 decimal. The starting address of `a[49]` is

- a) 1264
- b) 1164
- c) 1167
- d) 1267

answer : a

3. What will be the address of the `arr[2][3]` if `arr` is a 2-D long array of 4 rows and 5 columns and starting address of the array is 2000?

- a) 2048
- b) 2056
- c) 2052
- d) 2042

answer : c

4. Array can be considered as set of elements stored in consecutive memory locations but having \_\_\_\_\_.

- a) Same data type
- b) different data type
- c) Same scope
- d) None of these

answer : a

5. Array is an example of \_\_\_\_\_ type memory allocation.

- a) compile time
- b) Run time
- c) both a and b
- d) None of the above

answer : a

6. Size of the array need not be specified, when

- a) Initialization is a part of definition
- b) It is a formal parameter



- c) It is a declaratrion
- d) all of the above

answer : a

7. The information about an array used in program will be stored in

- a) Symbol Table
- b) activation Record
- c) dope Vector
- d) both a and b

answer: c

8. The parameter passing mechanism for an array is

- a) call by value
- b) call by reference
- c) call by value-result
- d) None of the above

answet: b

9. a string that is a formal parameter can be declared

- a) an array with empty braces
- b) a pointer to character
- c) both a and b
- d) None of the above

answer : c

10. Which of the following function is more appropriate for reading in a multi-word string?

- a) scanf()
- b) printf()
- c) gets()
- d) puts()

answer : c

11. Length of the string "letsfindcourse" is

- a) 13
- b) 14
- c) 15
- d) 12

answer : b

12. How will you print on the screen?

- a) printf(" ");
- b) printf(' ');
- c) printf("\n");
- d) printf(" " " )



answer: c

13. If the two strings are identical, then strcmp() function returns

- a) -1
- b) 1
- c) 0
- d) None

answer : c

14. Let x be an array. Which of the following operations is illegal? i) ++x. ii) x+1. iii) x++. iv) x\*2.

- a) I and II
- b) I, III and IV
- c) III and IV
- d) II and III

answer : d

15. Strcat function adds null character

- a) Only if there is space
- b) always
- c) depends on the standard
- d) depends on the compiler

answer : b

16. Which of the following function sets first n characters of a string to a given character?

- a) strset()
- b) strnset()
- c) strcset()
- d) strinit()

answer : b

17. The library function used to find the last occurrence of a character in a string is

- a) strnstr()
- b) laststr()
- c) strrchr()
- d) strstr()

answer: c

18. Which of the following gives the memory address of the first element in array foo, an array with 10 elements?

- a) foo
- b) &foo
- c) foo[0]
- d) &foo[0]

answer : a



19. What will happen if in a c program you assign a value to an array element whose subscript exceeds the size of array?

- a) The element will be set to 0.
- b) The compiler would report an error.
- c) The program may crash
- d) None of the above

answer : c

20. an array elements are always stored in \_\_\_\_\_ memory locations.?

- a) Sequential
- b) Random
- c) Sequential and Random
- d) None of the above

answer: a

21. Let x be an array. Which of the following operations are illegal? I. ++x II. x+1 III. x++ IV. x\*2

- a) I and II
- b) I, II and III
- c) II and III
- d) I, III and IV

answer : d

22. For 'c' programming language

- a) constant expressions are evaluated at compile
- b) String constants can be concatenated at compile time
- c) Size of array should be known at compile time
- d) all of these

answer d

23. What is the maximum number of dimensions an array in c may have?

- a) Two
- b) Eight
- c) Twenty
- d) Theoretically no limit. The only practical limits are memory size and compilers

answer d

24. If S is an array of 80 characters, then the value assigned to S through the statement scanf("%s",S) with input 12345 would be

- a) "12345"
- b) nothing since 12345 is an integer
- c) S is an illegal name for string
- d) %s cannot be used for reading in values of S

answer a



25. Size of the array need not 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

answer a

26. a one dimensional array a has indices 1....75. Each element is a string and takes up three memory words. The array is stored starting at location 1120 decimal. The starting address of a[49] is

- a) 1167
- b) 1164
- c) 1264
- d) 1169

answer c

27. Minimum number of interchange needed to convert the array 89,19,40,14,17,12,10,2,5,7,11,6,9,70, into a heap with the maximum element at the root is

- a) 0
- b) 1
- c) 2
- d) 3

answer c

28. Which of the following is an illegal array definition?

- a) Type cOLOGNE:(LIME,PINE,MUSK,MENTHOL); var a:array[cOLOGNE]of REaL;
- b) var a:array[REaL]of REaL;
- c) var a:array['a'..'Z']of REaL;
- d) var a:array[bOOLEaN]of REaL;

answer b

29. Minimum number of comparison required to compute the largest and second largest element in array is

- a)  $n - [\log_2 n] - 2$
- b)  $n + [\log_2 n - 2]$
- c)  $\log_2 n$
- d) None of these

answer b

30. The information about an array used in a program will be sorted in

- a) Symbol table
- b) activation record
- c) both (a) and (b)
- d) dope vector

answer d



31. In which of the following cases, linked list implementation of sparse matrices consumes the same memory space as the conventional way of storing the entire array?

- a) 5x6 matrix with 9 non-zero entries
- b) 5x6 matrix with 10 non-zero entries
- c) Efficient in accessing an entry
- d) Efficient if the sparse matrix is a band matrix

answer c

32. The minimum number of inter changes needed to convert the array 89,19,40,17,12,10,2,5,7,11,6,9,70 into a heap with maximum element at the root is

- a) 1
- b) 2
- c) 4
- d) None of these

answer b

33. The const feature can be applied to

- a) an identifier
- b) an array
- c) an array argument
- d) all of these

answer d

34. choose the correct statements

- a) all The elements of the array should be of the same data type and storage class
- b) The number of subscripts determines the dimension of the array
- c) The array elements need not be of the same storage class
- d) In an array definition, the subscript can be any expression yielding a non-zero integer value

answer b

35. The parameter passing mechanism for an array is

- a) call by value
- b) call by value-result
- c) call by reference
- d) none of these

answer c

36. consider the statement `int val[2][4] = { 1, 2, 3, 4, 5, 6, 7, 8 } ;` 4 will be the value of

- a) `val[0][3]`
- b) `val[0][4]`
- c) `val[1][1]`
- d) none of the above

answer a





37. The maximum number of dimension an array can have in c is

- a) 3
- b) 4
- c) 5
- d) compiler dependent

answer d

38. Under which of the following conditions, the size of an one-dimensional array need not be specified?

- a) when initialization is a part of definition
- b) when it is a declaration
- c) when it is a formal parameter and an actual argument
- d) all of the above

answer d

39. If a two dimensional array is used as a formal parameter, then

- a) both the subscripts may be left empty
- b) the first (row) subscript may be left empty
- c) the first subscript must be left empty
- d) both the subscripts must be left empty

answer b

40. c does no automatic array bound checking. This is

- a) true
- b) false
- c) c's asset
- d) c's shortcoming

answer d

41. If n has the value 3, then the statement  $a[++n] = n++$  ;

- a) assigns 3 to a [5]
- b) assigns 4 to a [5]
- c) assigns 4 to a [4]
- d) what is assigned is compiler-dependent

answer d

42. choose the statement that best defines an array

- a) It is a collection of items that share a common name
- b) It is a collection of items that share a common name and occupy consecutive memory location
- c) It is a collection of items of the same type and storage class that share a common name and occupy consecutive memory locations
- d) None of the above

answer c





43. choose the correct statements

- a) Strictly speaking c supports 1-dimensional arrays only
- b) an array element may be an array by itself
- c) array elements need not occupy contiguous memory locations
- d) both (a) and (b)

answer d

44. a set of names can be represented as a

- a) two-dimensional array of characters
- b) one-dimensional array of strings
- c) one-dimensional array of pointers to character
- d) all of above

answer d

45. If arr is a two dimensional array of 10 rows and 12 columns, then arr (5) logically points to the

- a) sixth row
- b) Fifth row
- c) fifth column
- d) sixth column

answer a

46. While sorting a set of names, representing the names as an array of pointers is preferable to representing the names as a two dimensional array of characters because

- a) storage needed will be proportional to the size of the data
- b) execution will be faster
- c) swapping process becomes easier and faster
- d) all of the above

answer d

47. choose the correct statements

- a) an entire array can be passed as an argument to a function
- b) a part of an array can be passed as argument to a function
- c) any change done to an array that is passed as an argument to a function will be local to the function
- d) both (a) & (b)

answer d

48. Pick the correct answers if x is an one dimensional array, then

- a)  $\&x[i]$  is same as  $x + i - 1$
- b)  $*(x + 1)$  is same as  $\&x[i]$
- c)  $*(x + i)$  is same as  $x[i]$
- d) both (b) & (c)

answer d

49. What is the maximum number of dimensions an array in C may have?



- a) Two
- b) eight
- c) sixteen
- d) Theoretically no limit. The only practical limits are memory size and compilers

Answer d

50. A one dimensional array A has indices 1....75. Each element is a string and takes up three memory words. The array is stored at location 1120 decimal. The starting address of A[49] is

- a) 1264
- b) 1164
- c) 1167
- d) 1267

Answer a



## **Unit 5 : Functions**

1. Which of the following is a correct format for declaration of function?

- a) return-type function-name(argument type);
- b) return-type function-name(argument type){ }
- c) return-type (argument type)function-name;
- d) all of the mentioned

Answer: a

2. Which of the following function declaration is illegal?

- a) int 1bhk(int);
- b) int 1bhk(int a);
- c) int 2bhk(int\*, int []);
- d) all of the mentioned

Answer: d

3. Can we use a function as a parameter of another function? [Eg: void wow(int func())].

- a) Yes, and we can use the function value conveniently
- b) Yes, but we call the function again to get the value, not as convenient as in using variable
- c) No, C does not support it
- d) This case is compiler dependent

Answer: c

4. The value obtained in the function is given back to main by using \_\_\_\_\_ keyword.

- a) return
- b) static
- c) new
- d) volatile

Answer: a

5. What is the return-type of the function sqrt()?

- a) int
- b) float
- c) double
- d) depends on the data type of the parameter

Answer: c

6. What is the default return type if it is not specified in function definition?

- a) void
- b) int
- c) double
- d) short int

Answer: b



7. Functions can return structure in C?

- a) True
- b) False
- c) Depends on the compiler
- d) Depends on the standard

View Answer

Answer: a

Explanation: None.

8. Functions can return enumeration constants in C?

- a) true
- b) false
- c) depends on the compiler
- d) depends on the standard

View Answer

Answer: a

Explanation: None.

9. Functions in C are always \_\_\_\_\_

- a) Internal
- b) External
- c) Both Internal and External
- d) External and Internal are not valid terms for functions

View Answer

Answer: b

Explanation: None.

10. Global variables are \_\_\_\_\_

- a) Internal
- b) External
- c) Both Internal and External
- d) None of the mentioned

View Answer

Answer: b

11. Property of the external variable to be accessed by any source file is called by the C90 standard as \_\_\_\_\_

- a) external linkage
- b) external scope
- c) global scope
- d) global linkage

View Answer

Answer: a

Explanation: None.

12. What is the scope of an external variable?

- a) Whole source file in which it is defined
- b) From the point of declaration to the end of the file in which it is defined



- c) Any source file in a program
- d) From the point of declaration to the end of the file being compiled

View Answer

Answer: d

Explanation: None.

5. What is the scope of a function?

- a) Whole source file in which it is defined
- b) From the point of declaration to the end of the file in which it is defined
- c) Any source file in a program
- d) From the point of declaration to the end of the file being compiled

View Answer

Answer: d

13. Which of following is not accepted in C?

- a) static a = 10; //static as
- b) static int func (int); //parameter as static
- c) static static int a; //a static variable prefixed with static
- d) all of the mentioned

View Answer

Answer: c

Explanation: None.

14. Which of the following cannot be static in C?

- a) Variables
- b) Functions
- c) Structures
- d) None of the mentioned

View Answer

Answer: d

15. Functions have static qualifier for its declaration by default.

- a) True
- b) False
- c) Depends on the compiler
- d) Depends on the standard

View Answer

Answer: b

Explanation: None.

16. Is initialization mandatory for local static variables?

- a) Yes
- b) No
- c) Depends on the compiler
- d) Depends on the standard

View Answer

Answer: b



17. Assignment statements assigning value to local static variables are executed only once.

- a) True
- b) False
- c) Depends on the code
- d) None of the mentioned

View Answer

Answer: b

Explanation: None.

18. What is the format identifier for “static a = 20.5;”?

- a) %s
- b) %d
- c) %f
- d) Illegal declaration due to absence of data type

View Answer

Answer: b

Explanation: None.

19. Which of the following is true for the static variable?

- a) It can be called from another function
- b) It exists even after the function ends
- c) It can be modified in another function by sending it as a parameter
- d) All of the mentioned

View Answer

Answer: b

20. register keyword mandates compiler to place it in machine register.

- a) True
- b) False
- c) Depends on the standard
- d) None of the mentioned

View Answer

Answer: b

21. Register storage class can be specified to global variables.

- a) True
- b) False
- c) Depends on the compiler
- d) Depends on the standard

View Answer

Answer: b

Explanation: None.

22. Which among the following is wrong for “register int a;”?

- a) Compiler generally ignores the request
- b) You cannot take the address of this variable
- c) Access time to a is critical



d) None of the mentioned

[View Answer](#)

Answer: d

23. When compiler accepts the request to use the variable as a register?

- a) It is stored in CPU
- b) It is stored in cache memory
- c) It is stored in main memory
- d) It is stored in secondary memory

[View Answer](#)

Answer: a

Explanation: None.

24. Which data type can be stored in register?

- a) int
- b) long
- c) float
- d) all of the mentioned

[View Answer](#)

Answer: d

Explanation: None.

25. Which of the following operation is not possible in a register variable?

- a) Reading the value into a register variable
- b) Copy the value from a memory variable
- c) Global declaration of register variable
- d) All of the mentioned

[View Answer](#)

Answer: d

Explanation: None.

26. Which among the following is the correct syntax to declare a static variable register?

- a) static register a;
- b) register static a;
- c) Both static register a; and register static a;
- d) We cannot use static and register together

[View Answer](#)

Answer: d

Explanation: None.

27. Register variables reside in \_\_\_\_\_

- a) stack
- b) registers
- c) heap
- d) main memory

[View Answer](#)



Answer: b

Explanation: None.

28. What is the scope of an automatic variable?

- a) Within the block it appears
- b) Within the blocks of the block it appears
- c) Until the end of program
- d) Within the block it appears & Within the blocks of the block it appears

View Answer

Answer: d

Explanation: None.

29. Automatic variables are allocated space in the form of a \_\_\_\_\_

- a) stack
- b) queue
- c) priority queue
- d) random

View Answer

Answer: a

Explanation: None.

30. Which of the following is a storage specifier?

- a) enum
- b) union
- c) auto
- d) volatile

View Answer

Answer: c

Explanation: None.

31. If storage class is not specified for a local variable, then the default class will be auto.

- a) True
- b) False
- c) Depends on the standard
- d) None of the mentioned

View Answer

Answer: a

32. Automatic variables are stored in \_\_\_\_\_

- a) stack
- b) data segment
- c) register
- d) heap

View Answer

Answer: a

Explanation: None.





33. What linkage does automatic variables have?

- a) Internal linkage
- b) External linkage
- c) No linkage
- d) None of the mentioned

View Answer

Answer: c

34. Automatic variables are \_\_\_\_\_

- a) Declared within the scope of a block, usually a function
- b) Declared outside all functions
- c) Declared with the auto keyword
- d) Declared within the keyword extern

View Answer

Answer: a

Explanation: None.

35. What is the scope of an automatic variable?

- a) Exist only within that scope in which it is declared
- b) Cease to exist after the block is exited
- c) Exist only within that scope in which it is declared & exist after the block is exited
- d) All of the mentioned

View Answer

Answer: c

Explanation: None.

36. Automatic variables are allocated memory in \_\_\_\_\_

- a) heap
- b) Data segment
- c) Code segment
- d) stack

View Answer

Answer: d

37. Automatic variables are initialized to \_\_\_\_\_

- a) Zero
- b) Junk value
- c) Nothing
- d) Both Zero & Junk value

View Answer

Answer: b

Explanation: None.

38. Which of the following storage class supports char data type?

- a) register
- b) static
- c) auto



d) all of the mentioned

View Answer

Answer: d

Explanation: None.

39. A local variable declaration with no storage class specified is by default \_\_\_\_\_

a) auto

b) extern

c) static

d) register

View Answer

Answer: a

Explanation: None.

40. Use of function \_\_\_\_\_

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) All of the above

Answer: d

41. 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

Answer: a

42. Choose correct statement about Functions in C Language.

a) A Function is a group of c statements which can be reused any number of times.

b) Every Function has a return type.

c) Every Function may or may not return a value.

d) All the above.

Answer: d

43. Choose a correct statement about C Language Functions.

a) A function name can not be same as a predefined C Keyword.

b) A function name can start with an Underscore ( \_ ) or A to Z or a to z.

c) Default return type of any function is an Integer.

d) All the above.

Answer: d

44. A function which calls itself is called a \_\_\_\_ function.

a) Self Function

b) Auto Function

c) Recursive Function



d) Static Function

Answer c

45. 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

Answer a

46. What are types of Functions in C Language.?

- a) Library Functions
- b) User Defined Functions
- c) Both Library and User Defined
- d) None of the above

Answer c

47. 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 functions.
- d) All the above

Answer: d

48. What is the limit for number of functions in a C Program.?

- a) 16
- b) 31
- c) 32
- d) None of the above

Answer d

49. Every C Program should contain which function.?

- a) printf()
- b) show()
- c) scanf()
- d) main()

Answer d

50. What is the minimum number of functions to be present in a C Program.?

- a) 1
- b) 2
- c) 3
- d) 4

Answer a