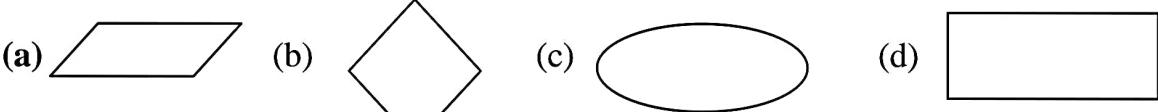
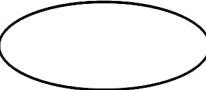
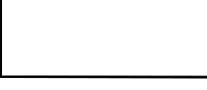


UNIT-1 : OVERVIEW OF COMPUTERS AND C-PROGRAMMING

1. Which of the following is used to perform computations on the entered data?
(A) Memory **(B) Processor** (C) Input device (D) Output device
2. Which of the following is not an input device?
(A) Plotter (B) Scanner (C) Keyboard (D) Mouse
3. Which of the following is not an output device?
(a) Plotter **(b) Scanner** (c) Printer (d) Speaker
4. Which of the following is used as a primary memory of the computer?
(a) Magnetic storage device **(b) RAM**
(c) Optical storage device (d) Magneto-optical storage device
5. Which one of the following is a volatile memory?
(a) **RAM** (b) Auxiliary memory (c) ROM (d) Secondary memory
6. Software is defined as
(a) Set of memory cells **(b) Set of Programs** (c) Set of hardware (d) None
7. Which statement is a valid?
(a) **1KB=1024 bytes** (b) 1 MB=2018 bytes
(c) 1 MB=10000 kilobytes (d) i KB=100 bytes
8. _____ symbol is used for input/output in flowchart

(a)  (b)  (c)  (d) 
9. Which of the following is a pictorial representation of an algorithm?
(a) Program **(b) Flowchart** (c) Algorithm (d) Pseudo code
10. Among the following, which converts assembly language into machine language
(a) Interpreter (b) Compiler **(c) Assembler** (d) Algorithm
11. Which one of the following is known as the “language of computer”?
(a) Programming language (b) High-level language
(c) Machine language (d) Assembly language
12. _____ translates high level language into machine language
(a) Compiler (b) Translator (c) Processor (d) Loader
13. Which of the following is not a valid variable declaration
(a) int 2class; (b) int class2; (c) int class_2; (d) int ELSE;

14. The range of “unsigned int” data type is _____
 (a) -32768 to 32767 **(b) 0 to 65535** (c) -65536 to 65535 (d) -128 to 127
15. The size of “long double” data type in 16-bit machine is _____
 (a) 8 bytes **(b) 10 bytes** (c) 2 bytes (d) 4bytes
16. The range of “char” data type is _____
 (a) **-128 to 127** (b) 0 to 255 (c) -32768 to 32767 (d) None
17. The size of “char” data type is _____
 (a) **1 byte** (b) 2 bytes (c) 4 bytes (d) 10 bytes
18. The format specifier that is used to read or write a character is _____
 (a) %f (b) %d **(c) %c** (d) %s
19. Which one of the following is a string constant
 (a) ‘3’ **(b) “hello”** (c) 30 (d) None
20. If no precision is specified for floating point number then printf() prints _____ decimal positions.
 (a) Two (b) Four **(c) Six** (d) Zero
21. What is the result of $8 \mid 4$?
 (a) 0 (b) 1 (c) 4 **(d) 12**
22. Which of the following operator is used to combine two or more relational expressions
 (a) ^ (b) ~ (c) & **(d) &&**
23. $\sim(100111)$ gives _____
 (a) 010010 **(b) 011000** (c) 010100 (d) 111001
24. $10 << 3$ gives _____
 (a) 40 (b) 1 **(c) 80** (d) 30
25. Shifting a number ‘n’ by ‘s’ bits to left is equivalent to which of the following?
 (a) $2^s/n$ (b) $n/2^s$ (c) s^2/n **(d) n*2^s**
26. Shifting a number ‘n’ by ‘s’ bits to right is equivalent to which of the following?
 (a) $2^s/n$ **(b) n/2^s** (c) s^2/n (d) $n*2^s$
27. Based on the precedence levels and associativity the $8+4*5+6/2$ expression yields
 (a) 43 (b) 34 **(c) 31** (d) 41
28. _____ operators are used for shifting bits to right and left
 (a) **>> and <<** (b) > and < (c) ?and : (d) None
29. The expression $a++$ is referred as
 (a) Pre increment **(b) Post increment** (c) Before increment (d) After increment
30. The expression $++a$ referred as
 (a) **Pre increment** (b) Post increment (c) Before increment (d) After increment
31. If $a=3$, $b=5$ the value of the expression $++a+b++$ is _____
 (a) 10 **(b) 9** (c) 8 (d) None of the above
32. _____ defines the order of evaluation when operators have the same precedence
 (a) Priority (b) Precedence **(c) Associativity** (d) None of the above
33. Which one of the following is having highest precedence
 (a) $++$ (b) $\&\&$ **(c) ()** (d),
34. Which one of the following is having least precedence
 (a) $++$ (b) $\&\&$ (c) () **(d),**
35. String constants are enclosed in

- (a) ‘ ’ (b) “ ” (c) () (d) []
36. Character constants are enclosed in
 (a) ‘ ’ (b) “ ” (c) () (d) []
37. The escape sequence character _____ causes the cursor to move to the next line on the screen
 (a) \t (b) \n (c) \r (d) \v
38. The assignment statement “sum=sum+i;” is equivalent to
 (A) sum=+i; (B) **sum+=i;** (C) sum= =sum+i; (D) None
39. sizeof() operator returns the size of an operand in _____
 (A) Bits (B) Nibble (C) **Bytes** (D) None
40. Which of the following is the correct way of using type casting
 (A) **c=(int)a/b;** (B) c=a(int)/b; (C) c=int a/b; (D) None

UNIT-2 : DECISION & LOOP CONTROL STATEMENTS

1. Which of the following is not a loop structure?
 (a) for (b) do-while (c) **repeat-until** (d) while
2. If statement is a _____ statement
 (a) One-way decision (b) Multi-way decision (c) **Two way decision** (d) Loop construct
3. ‘break’ statement in a loop is used for
 (a) **Terminating the loop** (b) De-allocating memory
 (c) Terminating the program (d) Terminating the function
4. The keyword “else” can be used with
 (a) for statement (b) do.. while () statement (c) **if statement** (d) switch () statement
5. The two different ways to implement a multiway selection in C are
 (a) Simple if and if-else (b) if-else and nested if-else
 (c) **else-if ladder and switch** (d) None
6. The minimum number of time that a do-while loop executes
 (a) 0 (b) **1** (c) infinitely (d) variable
7. The while loop is terminated when the conditional expression returns
 (a) 1 (b) 2 (c) 3 (d) **Zero**
8. C provides _____ as a convenient alternative to the traditional if-else for two way selection.
 (a) **Conditional operator** (b) Short hand assignment (c) Increment (d) None
9. The statement used to send back any value to the calling function is
 (a) break (b) continue (c) exit (d) **return**
10. The _____ statement is used to skip the remaining part of the statements in a loop and continue with next iteration.
 (a) break (b) goto (c) **continue** (d) exit
11. _____ should be avoided as part of structured programming approach
 (a) break (b) **goto** (c) continue (d) exit
12. The minimum number of times “for” loop executes
 (a) 2 (b) can’t be predicted (c) **0** (d) 1
13. What will be output when you will execute following c code?
void main()

```

{    int fruit=1;
    switch(fruit+2)
    {
        default:printf("apple");
        case 4: printf(" banana");
        case 5: printf(" orange");
        case 8: printf(" grape");
    }
}

```

- (a) applebanana orange grape (b) grape (c) orange (d) banana orange grape

14. 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 ($i = n; i \geq 0; i -$)
 (c) for ($i = n-1; i > 0; i -$) (d) **for ($i = n-1; i > -1; i -$)**

15. What will be output when you will execute following C code?

```

void main()
{
    int check=2;
    switch(check)
    {
        case 2: printf("1");
            break;
        case 3: printf(" 2");
            break;
    }
}

```

- (a) 12 (b) 2 (c) 1 (d) Compilation error

16. Which one among the following is the correct syntax of for loop?

- (a) **for($i=0;i<n;i++;$);** (b) for($i < n; i = 0; i++;$);
 (c) for($i = 0; i < n; i++;$); (d) None

17. ‘for’ loop in C program , if the condition is missing

- (a) assumed to be present and taken to be false
(b) assumed to be present and taken to be true
 (c) syntax error
 (d) execution will be terminated abruptly

18. if c is initialized to 1, how many times following loop is executed

```

While((c>0)&&(c<60))
{
    c++;
}

```

- (a) 60 (b) **59** (c) 61 (d)1

19. The library function exit () causes an exit from

- (a) loop (b) block (c)function **(d) None**
20. break statement can use with

i) loop ii) switch iii) block
(a) only i,ii (b) only ii,iii (c) only i, iii (d) All

21. What is the output of this C code?

```
int main()
```

{

while ()

```
printf("In while loop ");
```

```
printf("After loop\n");
```

}

(a) In while loop after loop (b) After loop (c) **Compile time error**(d) Infinite loop

22. Which among the following is not checked in switch case

(a) character (b) integer (c) float (d) None

23. What is the output of the following program

main()

{

```
int i;  
for(i=1;i<5;i++)  
{      if(i==3)  
          break;  
    Printf("%d",i);  
}
```

24. What is the output of the following program

main()

{

```
for(i=1;i<5;i++)
{
    if(i==3)
        continue;
    printf("%d",i);
}
```

(a) 12345 (b) 124 (c) 1245 (d) 12

25. What are the entry controlled loops among the following

j. while ii. Do-while iii. For

(a) only i (b) only ii, iii (c) only iii (d) only i, iii

26. What is the output of the following program?

main()

11

```
int i=1;  
while(i<=5)  
    printf("%d",i);
```

- }
- (a) 12345 (b) 1234 (c) 2345 **(d) Leads to infinite loop**
27. for(;;) can be terminated by
 (a) break (b) exit(0) (c) return **(d) All the above**
28. What is the output of the following program
- ```
main()
{
 for(i=1;i<=5;i++);
 printf("%d",i);
}
```
- (a) 12345      (b) 1234      **(c) 6**      (d) leads to infinite loop
29. What is the correct syntax of for loop  
**(a) for(i=0;i<n;i++) { }**      (b) for(i<n;i=0;i++) { }  
 (c) for(i=0;i<n:i++) { }      (d) for(i=0:i<n:i++) { }
30. Array is an example of which of the following?  
**(a) Derived types**      (b) Fundamental types      (c) User-defined types      (d) None
31. Which of the following is used to display a string on the screen?  
**(a) %s**      (b) %c      (c) %d      (d) %f
32. What is the final value of x when the code int x; for(x=0; x<10; x++) { } is run?  
**(a) 10**      (b) 9      (c) 0      (d) 1
33. Which of the following is exit controlled loop  
 (a) for      (b) while      **(c) do-while**      (d) None
34. The default statement is executed when  
**(a) All the case statements are false**      (b) One of the case is true  
 (c) One of the case is false      (d) None
35. How many times the following C code prints “Hello”
- ```
int main()
{
    while (1)
        printf("Hello ");
}
```
- (a) One (b) zero **(c) Infinite** (d) Produce error
36. How many times the following C code prints “Hello”
- ```
int main()
{
 do
 {
 printf("Hello ");
 }while(0);
}
```
- (a) One**      (b) zero      (c) Infinite      (d) Produce error

37. How many bytes the array **price** occupies. float price[10];

- (a) 10 bytes (b) 4 bytes (c) **40 bytes** (d) 20 bytes

38. Which of the following is syntactically correct?

- (a) for(); (b) for(;); (c) for(,); (d) **for(;;);**

39. What is the output of the following code

main()

{

```
 int a= 0,b = 20;
 char x =1,y =10;
 if(a,b,x,y)
 printf("hello");
}
```

- (a) Syntax error (b) **hello** (c) 10 (d) None

40. \_\_\_\_\_ is used to terminate from the entire program

- (a) return (b) break (c) **exit** (d) goto

### **UNIT-3 : Arrays and Functions**

1. Array is an example of which of the following?

- (a) **Derived types** (b) fundamental types (c) user-defined types (d) None

2. Array elements are stored in

- |                                |                                        |
|--------------------------------|----------------------------------------|
| (a) Scattered memory locations | (b) <b>Sequential memory locations</b> |
| (c) Direct memory locations    | (d) None                               |

3. int a[10] will reserve how many locations in the memory?

- (a) **10** (b) 9 (c) 11 (d) None of the above

4. Which one of the following is the correct syntax for initialization of one-dimensional arrays?

- |                         |                                |
|-------------------------|--------------------------------|
| (a) int num[3]={0 0 0}; | (b) <b>int num[3]={0,0,0};</b> |
| (c) int num[3]={0;0;0}; | (d) int num[3]=0;              |

5. Under which of the following conditions, the size of the array need not be specified? (a) When the compiler is smart (b) **When initialization is a part of definition** (c) Both (d) None

6. Which of following is correct array declaration

- A) int num(25); B) int array num[25]; C) **int num[25];** D) num[25];

7. Array subscripts in ‘C’ starts from

- A) 0** B) compiler dependent C) 1 D) -1

8. Array elements are stored in

- |                           |                                              |
|---------------------------|----------------------------------------------|
| A) Column major order     | B) in diagonal order                         |
| <b>C) Row major order</b> | D) either in row major or column major order |

9. Which of the following statements is used to read a string of characters into the array **words**?

- |                               |                          |
|-------------------------------|--------------------------|
| A) scanf("%d", words);        | B) scanf("% \n", words); |
| <b>C) scanf("%s", words);</b> | D) scanf(" %c", words);  |

10. A string constant is one dimensional array of characters terminated by a  
 A) Comma    B) Full stop    C) Semicolon    **D) Null character ('\0')**
11. Which of the following multi-dimensional array declaration is correct for realizing a 2 X 3 matrix  
 (a) **int m[2][3];**    (b) int m[3][2];    (c) int m[3],m[2];    (d) None
12. Which of the following is the correct syntax for initialization of two-dimensional arrays?  
 (a) **table[2][3]={0,0,0,1,1,1}**    (b) table[2][3]={ {0,0,0},{1,1,1} }  
 (c) table[2][3]={0,1},{0,1}{0,1}    (d) None
13. What will be assigned for marks[3] and marks[4] in the following initialization  
 int marks[5]={30,45,80};  
 (a) 80 and garbage    (b) garbage and garbage    **(c) 0 and 0**    (d) None
14. Which of the following is correct initialization of string TITAN  
 (a) char name[ ]="TITAN\0"    (b) char name[10]="TITAN\0"  
**(c) char name[ ]="TITAN"**    (d) char name[ 10 ]={ "TITAN" }
15. Which of the following initialization is wrong  
 (a) x[5]=15    **(b) x[10.3]=30**    (c) x[0]=20    (d) None
16. char ch[ ]={‘a’,’b’,’c’,’\0’};  
 int sum=ch[1]+ch[2];  
 What is the value of sum?  
 (a) 195    **(b) 197**    (c) ab    (d) error
17. What happens if we initialize an array as int group[20]={0};  
 (a) Produce an error    (b) Only 0<sup>th</sup> element is initialized with zero  
**(c) Every element is initialized with zero**    (d) None
18. To store a table of values which of the following is used  
 (a) One dimensional array    **(b) Two dimensional array**  
 (c) Three dimensional array    (d) None
19. int rank[3]={3,2,4,1,5};  
**(a) Compile time error**    (b) Initializes only 3 elements with first 3 values  
 (c) Initializes only 3 elements with last 3 values    (d) Initialize all elements with zeros
20. How to refer an element in i<sup>th</sup> row j<sup>th</sup> column of a two dimensional array  
 (a) x[i,j]    **(b) x[i][j]**    (c) x[ij]    (d) x[i]x[j]
21. A function can be called in a program  
 A. Only two times    B. Only once    **C. Any number of times**    D. Only three times
22. When you pass an array as an argument to a function, what actually gets passed  
**A. Address of the array**    B. Values of the elements of the array  
 C. Number of elements of the array    D. None
23. The statement used to send back any value to the calling function is  
 A. break    B. continue    C. exit    **D. return**
24. The function sqrt( ) is part of header file.  
 A. conio.h    B. stdio.h    **C. math.h**    D. iostream.h

25. A function can return only \_\_\_\_\_ value  
 A. Zero      **B. One**      C. two      D. three
26. Actual and formal parameters must agree in  
 A. Data types      **B. Number of arguments and Data types**  
 C. Names and Data type      D. None
27. Any function can be called from any other function. This statement is  
 A. **True sometimes**    B. Neither true nor false    C. False    D. True
28. The header file that must be included at the beginning of a C program to use a library function cos() is  
 A. stdlib.h      B. conio.h      C. dos.h      **D. math.h**
29. \_\_\_\_\_ function is said to be function calling itself.  
 A. Call by reference    B. Call by value      **C. Recursive**    D. All above
30. void funct (void);  
 The above function declaration indicates  
 a value and had arguments    B. it returns nothing and had arguments  
 C. it returns a value and no arguments      **D. it returns nothing and no arguments**
31. The parameters of the called function(function definition) are called  
 parameters    **B. formal parameters**    C. usual parameters    D. actual parameter
32. Recursion means  
**calling same function**      B. Function calling a function  
 C. Both      D. None
33. A function is one that returns no value has \_\_\_\_\_return type  
 B. Integer      C. Float      D. Recursive      **A. Void**
34. The parameters in a function call are  
 A. Real parameters    B. Formal parameters    **C. Actual parameters**    D. Dummy parameters
35. Based on arguments and return types, functions are classified into  
 A. 1 type      B. 2 types      C. 3 types      **D. 4 types**
36. Maximum number of arguments can be passed to a function are  
 A. 2      B. 3      C. 4      **D. Any**
37. The default parameter passing mechanism is  
 (a) **Call by value**    (b) Call by reference    (c) Call by name    (d) None
38. Any C program \_\_\_\_\_  
 (a) **Must contain at least one function**    (b) need not contain any function  
 (c) Needs input data      (d) None
39. Call by reference is also known as  
 (a) **Call by address or Call by location** (b) Call by address or Call by value  
 (c) Call by value or Call by name      (d) None
40. Determine output:
- ```

main()
{
    int i=abc(10);
    printf("%d",--i);

}
int abc(int i)
{
    return(i++);
}
```

- (a) 10 (b) 9 (c) 11 (d) None

UNIT-4 : POINTERS AND STRINGS

1. Address stored in pointer variable is of _____ type
A. Integer B.character C. Float D.Double
2. Pointer variable is declared using preceding with _____ sign
A. % B.& C.^ **D.***
3. * is called as _____
A. Value at pointer B.Address operator C. Scope resolution operator D.None
4. Multiple indirection operator is _____
A.--> B.& C.* **D.****
5. Prior to using a pointer
A. it should be declared B. it should be initialized
C. it should be declared and initialized D.None
6. int *p1,*p2; find out valid statement
A. p1-p2 B.p1*p2 C.p1+p2 D.p1/p2
7. int k[3]={1,2,3};int *p;
one of the following statement is equal to p=k is
A. p=&k[0] B. p=&k[1] C.p=&k[2] D. None
8. A pointer to pointer points to the address of a
A. Structure B.Union C.Array **D.Pointer**
9. Size of the pointer depends upon _____
A. Processor B. RAM C. Hard disk D.All
10. What is the size of the double pointer? Ex: double *ptr; in 16 bit processor
A. 4 bytes **B. 2 bytes** C. 10 bytes D. 8 bytes
11. Which is the correct way to declare a pointer?
A. int *ptr; B.int * ptr; C. int* ptr; **D. All**
12. Generally , functions are classified into
A. 1 type B. 2 types C. 3 types **D. 4 types**
13. How to combine the following two statements into one?

```
char *p;
p=(char*)malloc(100);
```

(a) char p=*(char*)malloc(100); (b) char *p=(char)malloc(100);
(c) **char *p=(char*)malloc(100);** (d) char *p=(char*)(malloc*)(100);
14. A pointer is
(a) A keyword used to create variables
(b) A variable that stores address of an instruction
(c) A variable that stores address of other variable
(d) All of the above
15. The operator used to get value at address stored in a pointer variable is
(a)* (b) & (c) && (d) ||
16. What would be the equivalent pointer expression for referring the array element a[i][j][k][l]
(a) (((a+i)+j)+k)+l **(b) *((*(*(a+i)+j)+k)+l)**
(c) (((a+i)+j)+k+l) (d) ((a+i)+j+k+l)
17. If the size of integer is 4 bytes, what will be the output of the program?

```

int main()
{
    int arr[]={12,13,14,15,16};
    printf("%d %d %d\n",sizeof(arr),sizeof(*arr),sizeof(arr[0]));
    return 0;
}

```

- a) 10, 2, 4 (b) **20, 4, 4** (c) 16, 2, 2 (d) 20, 2, 2

18. Which of the following statements correct about **k** used in the below statement?

char ****k;

- (a) **k** is a pointer to a pointer to a pointer to a char
(b) k is a pointer to a pointer to a pointer to a pointer to a char
(c) **k** is a pointer to a char pointer
(d) **k** is a pointer to a pointer to a char

19. What will be the output?

```

main()
{
    char *p;
    printf("%d %d",sizeof(*p),sizeof(p));
}

```

- (a) 1 1 (b) **1 2** (c) 2 1 (d) 2 2

20. What will be the output?

```

main()
{
    printf("%d %d",sizeof(int *),sizeof(int **));
}

```

- (b) 4 4 (b) 0 2 (c) **2 2** (d) 2 4

21. Which one of the following is a string constant

- (a) '3' (b) "hello" (c) 30 (d) None

22. Which of the following is used to display a string on the screen?

- (a) %s (b) %c (c) %d (d) %f

23. Which of the following is used to determine the length of a string?

- (a) **strlen** (b) strcmp (c) strcpy (d) strcat

24. Which of the following is the correct syntax for copying a string S1 into S2?

- (a) **strcpy(S2,S1);** (b) strcpy(S1,S2); (c) strcmp(S1,S2); (d) strcmp(S2,S1);

25. The function **strcat(S2,S1)** appends ____ to ____

- (a) **S1,S2** (b) S2,S1 (c) S2,S2 (d) S1,S1

26. Which of the following is used to read a string

- (a) getchar() (b) **gets()** (c) getstr() (d) getch()

27. Which function is used to search for a substring in a string?

- (a) strchr (b) **strstr** (c) strspn (d) strcpy

28. How many arguments that the strcmp() function can take?

- (a) **2** (b) 3 (c) 4 (d) 0

29. What will be the result of the following character arithmetic expression?

X='A'-2

- (a) 63 (b) 64 (c) 65 (d) 66

30. Which of the following header file is required for performing string operations

- (a) stdio.h (b) conio.h (c) **string.h** (d) ctype.h

31. Which function is used to count and return the number of characters in a given string A)

- strcmp() **B) strlen()** C) strrev() D) strcat()

32. If the two strings are identical, then strcmp() returns ____

- (a) -1 (b) 1 (c) 0 (d) yes

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

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

34. Which of the following not belongs to String functions?

- A. strcmp() B. strcat() C. strlen() **D. isdigit()**

35. Which function is used to reverse the string?

- (a) reverse() (b) **strrev()** (c) rev() (d) None

36. What will be the output of the program?

```
void main()
{
    char str1[20] = "Hello", str2[20] = " World";
    printf("%sn", strcpy(str2, strcat(str1, str2)));
}
```

- (a) HelloWorld** (b) World (c) WorldHello (d) Hello

37. What will be the output of the program?

```
void main()
{
    char str[ ] = "online\0exam";
    printf("%s",str);
}
```

- (a) online\0exam **(b) online** (c) onlineexam (d) exam

38. String concatenation means

- | | |
|----------------------------------|--|
| (a) Combining two strings | (b) Extracting a substring out of a string |
| (c) Comparing two strings | (d) partitioning the string into two strings |

39. Which function locates the first occurrence of the character in a given string

- (a) strstr() **(b) strchr()** (c) strrchr() (d) strrstr()

40. What is the output of the following code

```
main()
{
    char str1[ ]="mahendra singh",str2[ ]="dhoni captain";
    strncat(str1,str2,5);
    printf("\n %s",str1);
}
```

- (a) mahendra singhdhoni (b) mahendra singhdhoni captain
 (c) mahendra singh (d) None

UNIT-5 : STRUCTURES AND FILE MANAGEMENT IN C

1. Which of the following is true for definition of a structure _____
 A) Items of the same data type **B) Items of the different data type**
 C) Integers with user defined names D) List of Strings
2. The keyword used to define a structure is _____
 A) stru **B) struct** C) structure D) STRUC
3. The operator used to access the structure member is _____
 A) * B) & **C) .** D) |
4. The operator exclusively used with pointer to structure is _____
 A) . B) [] **C) →** D) *
5. Which of the following is correct for a Structure definition?
 A) Scalar data type **B) Derived data type** C) Enumerated type D) Null Type
6. When accessing a structure member, the identifier to the left of the dot operator is
 A) A structure member B) The structure tag
C) A structure variable D) The keyword struct
7. When a structure is an element to another structure, it is called as a _____
 A) Union **B) Structure within a structure**
 C) Pointer to Structure D) Array of Structures
8. A _____ structure is one which contains a pointer to its own type.
A) Self-referential B) Nested C) Array D) Pointer
9. Consider the following declaration of Union

```
union st
{
    char c;
    int x;
    float y;
}
```

How many bytes are allocated to union variable **p**?
 A) 7 bytes **B) 4 bytes** C) 1 byte D) 2 bytes
10. In C language the Bit fields are used to _____
 A) Save time **B) Save memory**
 C) Change order of allocation of memory D) Save Program
11. The size of structure and union is same when they contain _____
 A) **Single member** B) any number of members
 C) Arrays of different types D) Pointers to different types
12. The operator used to find the size of any variable _____
A) sizeof() B) sizof() C) size of() D) size()
13. The operator → is same as the combination of the operators _____

- A) * and . B) &and . C) * and & D) & and |
 14. Union can store _____ number of values at a time
 A) All its members **B) Only 1** C) 2 D) Cannot hold value
 15. 'C' provides a facility for user defined data type using _____ concept
 A) Array B) Function C) Pointer **D) Structure**
 16. In the expression $p \rightarrow$ value, p is a
 A) Address **B) Pointer** C) Structure D) Header
 17. In C language the expression $(*ps).x$ is equal to _____
 A) ps->x B) x->ps C) ps->*x D) None
 18. Which of the following is a list of named integer constants?
 A) typedef **B) enumeration** C) structure D) union
 19. Which of the following is a memory location that is shared by two or more different types of variables?
 A) typedef B) enumeration C) structure **D) union**
 20. argv[0] points to
 A) Program name B) First argument C) Both D) None
 21. Which of the following is true about a File in C?
 A) It is a data type **B) A region of storage in Disk**
 C) A variable D) Pointer
 22. If the function fopen() fails, it returns _____
 A) -1 B) 1 **C) NULL** D) Address
 23. The function used for writing a character to a file is _____
 A) putc() B) fputs() C) fputchar() D) putw()
 24. The function used for reading a formatted input data from a file is _____
 A) getchar() **B) fscanf()** C) fgetc() D) fgets()
 25. _____ function set the pointer position anywhere in the data file
 A) fseek() B) feof() C) ftell() D) rewind()
 26. The mode used for opening an existing file for reading a binary stream is
 A) r **B) rb** C) wb D) w
 27. The mode used for opening an existing file for reading & writing a text stream is _____
 A. r+ B) r C) w+ D) w
 28. In C, file processing function fseek() _____
 A) needs 2 arguments B) makes rewind function unnecessary
 C) takes 3 arguments D) none of the above
 29. rewind() function takes _____ number of arguments.
 A) 1 B) 2 C) 3 D) 0
 30. fseek(fp, 0, 0) is equivalent to _____
 A) ftell **B) rewind** C) a & b D) none of the above
 31. Which among the following is odd one out?
 A) printf B) fprintf C) putchar **D) scanf**
 32. The value of EOF is _____
 A) -1 B) 0 C) 1 D) 10
 33. Which of the following fopen statements are illegal?
 A) fp = fopen("abc.txt", "r");
 B) fp = fopen("/home/user1/abc.txt", "w");

- C) fp = fopen("abc", "w");
D) None of the mentioned
34. What does the following segment of code do
 fp=fopen("abc", "w");
A) It writes "Copying!" into the file pointed by fp
 B) It reads "Copying!" from the file and prints on display
 C) It writes as well as reads "Copying!" to and from the file and prints it
 D) None of the mentioned
35. FILE reserved word is
 A) A structure tag declared in stdio.h B) One of the basic datatypes in c
 C) Pointer to the structure defined in stdio.h
D) It is a type name defined in stdio.h
36. Which of the following causes an error
 A) Trying to read a file that doesn't exist
 B) Inability to write data in a file.
 C) Failure to allocate memory with the help of malloc
D) All of the mentioned
37. fputs adds newline character
 A) true **B) false**
 C) Depends on the standard D) Undefined behavior
38. In fseek() function , the position value 2 indicates _____
 A) Beginning of file **B) End of file** C) Current position D) All
39. Which of the following are C preprocessors?
 A) #ifdef B) #define C) #endif **D) All**
40. In fseek() function , the position value 1 indicates _____
 A) Beginning of file B) End of file **C) Current position** D) All

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