Test

Engineering Report 95000xxxx

Draft 195000xxxx Draft 1Draft 1

Date: 2018-07-06

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Document Release History

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| --- | --- | --- |
| Draft 1 | 2018-07-06 | First draft |

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## Program1:

void func()

{

printf("Hi");

}

int main()

{

int a=10;

printf("%d",sizeof(a=(3.4+8)));

printf("%d",a);

printf("%d",sizeof(3.8+4));

printf("%d",sizeof((char)(float)(int)(3.8-4)));

printf("%d",sizeof(func()));

printf("%d",sizeof(FILE));

return 0;

}

Ans:

Sizeof(a=(3.4+8)) is 4

A=10

Sizeof(3.8+4) is 8

Sizeof((char)(float)(int) (3.8-4)) is 1

Sizeof(func() is error in visual studio but other compiler give 1 as the output.

Sizeof(FILE) is 4.

## Program2:

union foo

{

double a;

char \*b;

union data

{

char name[10];

int val;

}d;

};

int main()

{

union foo a;

printf("%d",sizeof(a));

printf("%d",sizeof(a.d));

return 0;

}

Ans:

Sizeof(a) is 12

Sizeof(a.d) is 16

Padding occurs in this program.

## Program3:

int main()

{

int a = 10;

printf("%d %d %d", a, ++(a)\*a++/a\*++a, a \*= a + 5);

return 0;

}

Ans: 153 23104 153

a \*=a + 5 is 150 then ++a \*a++/a \* ++a is executed.

((152 \*151)/151)\*152 so the answer is 23104.

a is 153.

## Program4:

int main()

{

int a = 300;

char \*b = (char \*)&a;

\*++b = 2;

printf("%d ",a);

return 0;

}

Ans: it store 00010110 0000001

b is point to 00010110 pointer position is increament and store the value as 2

so it is replace 00010110 00000010

a=556

## Program5:

int main()

{

int a=10;

int b=5;

a>b?a=4:b;

a<b?a:b=20;

printf("%d %d",a,b);

return 0;

}

Ans: Error in line 6.

a>b ? a=4: b; a=4;

a<b a:b=20; it execute in (a<b a:b)=20; It show lvalue required error

a<b ? a : (b = 20); change the statement like this.it is not show error.

## Program 6:

int main()

{

int a=528;

printf("%d",a>>1<<2>>4<<1);

return 0;

}

Ans: 132

00000010 00010000>>1 = 00000001 00001000

00000001 00001000<<2 = 00000100 00100000

00000100 00100000>>4 = 00000000 01000010

00000000 01000010<<1 = 00000000 10000100

## Program 7:

int main()

{

int a=5;

a=(a,--a,a--,a=a\*10,++(a--));

printf("%d",a);

return 0;

}

Ans: Error

++(a--) in this statement ++(constant) so it give modifiable lvalue expression error.

## Program 8:

int main()

{

struct node

{

int a;

int b;

union foo

{

double c;

int c1;

}e;

struct node \*data;

};

struct node fir = { 1,2,4 };

struct node sec = { 2,3,5 };

struct node thir = { 4,5,6 };

fir.data = &thir;

sec.data = &fir;

thir.data = &thir;

printf("%d %d %d", thir.data->a, sec.data->data->data->data->a++,(int) fir.data->e.c);

return 0;

}

Ans:5 4 6

## Program 9:

int main()

{

int a = 10;

int b1 = 20;

int \*a1;

int \*\*b;

a1 = &a;

b = &a1;

\*b = (&b1);

printf("%d %d %d", a, \*a1, \*\*b);

}

Ans: 10 20 20

a=10 b=20

a1 point to address of a;

b point to address of a1;

\*b is point to address of b1.

## Program 10:

int main()

{

int a = 10;

int \* const b;

const int \*c=12;

\*b = a;

b = &a;

c = &a;

\*c=a;

printf("%d %d",\*b,\*c);

}

Ans : Error

Line 7 :can’t change the address b.

Line 9:can’t change the value of c.

## Program 11

int main()

{

char s[10]="Sun";

char a1[10];

a1=s;

printf("%s",s1);

}

Ans:Error :expression must be modifiable lvalue.

Line 5: address of array value modifiable.

## Program 12

int f(int x, int \*py, int \*\*ppz)

{

int y, z;

\*\*ppz += 1;

z = \*\*ppz;

\*py += 2;

y = \*py;

x += 3;

return x + y + z;

}

int main()

{

int c, \*b, \*\*a;

c = 4;

b = &c;

a = &b;

printf("%d ", f(c, b, a));

return 0;

}

Ans: 19

In function f

\*\*ppz += 1; so \*\*ppz=5

Z=5

\*pz =5;

\*pz += 2; so,\*pz=7;

Y=7

X=4;

X+=3;

X=7;

So the function return 19

## Program 13

void f(char \*\*p)

{

char \*t;

t = (p += sizeof(int))[-1];

printf("%sn", t);

}

int main()

{

char \*argv[] = { "ab", "cd", "ef", "gh", "ij", "kl" };

f(argv);

return 0;

}

Ans: gh

T=(p+=sizeof(int))[-1]

P is point to first element of array

P+=sizeof(int) then point to 5th element of array

P[-1] is decrease the array element by 1.

t is point to 4th element of array.

## Program 1.14

int main()

{

int a=5;

int b=a++&&--a||a++;

printf("%d %d",a,b);

return 0;

}

Ans:5 1

(a++ && --a) is 5&&4 it give the 1

1||a++ is return 1

b=1;

## Program 1.15

void foo(int a)

{

char \*s = "012345678";

int b;

b = a % 8;

a = a / 8;

if (a > 0)

foo(a);

printf("%c", s[b]);

}

int main()

{

int a = 12897;

foo(a);

return 0;

}

Ans:31141

It give octal number of 12897.

## Program 16

#include "stdio.h"

int main()

{

    char a[] = { 'A', 'B', 'C', 'D' };

    char\* ppp = &a[0];

    \*ppp++; // Line 1

    printf("%c %c ", \*++ppp, --\*ppp); // Line 2

}

Ans:CA

Ppp is preincrement and Ppp points to the index 1.The printf statement is executed from right to left.—ppp decrements the value at index1.And \*++ppp points to the next location C,prints it C A

## Program 17

main()

{

if(1,0)

{

printf("True");

}

Else

{

printf("False");

}

}

Ans: false

If statement evaluates the value at the right side because ()have left to right associative .if(0) so else part is executed and false is printed.

## Program18

#### #include<stdio.h>

#### int main()

#### {

#### int a = 320;

#### char \*ptr;

#### ptr =( char \*)&a;

#### printf("%d ",\*ptr);

#### return 0;

}

Ans :64

Char pointer keep the address one byte at a time.binary value of 320 is 00000001 01000000.so pointer is pointing to first 8 bit and the decimal value is 64.

## Program 19

int f(int x, int \*py, int \*\*ppz)

{

  int y, z;

  \*\*ppz += 1;

   z  = \*\*ppz;

  \*py += 2;

   y = \*py;

   x += 3;

   return x + y + z;

}

 void main()

{

   int c, \*b, \*\*a;

   c = 4;

   b = &c;

   a = &b;

   printf( "%d", f(c,b,a));

   getchar();

}

Ans: z is changed to 5(\*\*ppz+=1). changes c to 7(\*py+=2), x is not changed. y is changed to 7. x is incremented by 3. return 7 + 7 + 5.

## Program 20

#include<stdio.h>

int main()

{ union a

{

int i;

char ch[2];

};

union a u;

u.ch[0]=3;

u.ch[1]=2;

printf("%d, %d, %d\n", u.ch[0], u.ch[1], u.i);

return 0;

}

Ans: 3,2,515

It prints the value of u.ch[0] = 3, u.ch[1] = 2 and it prints the value of u.i means the value of entire union size.

## Program 21

#include <stdio.h>

#include <string.h>

int main(void)

{

    char\* p = "geeks";

    printf("%lu %lu %lu ", sizeof(p), sizeof(\*p), sizeof("geeks"));

    printf("%lu %lu", strlen(p), strlen("geeks"));

    return 0;

}

Ans:8 1 6 5 5

p is a pointer so sizeof returns [sizeof](http://www.geeksforgeeks.org/sizeof-operator-c/)(char\*), \*p is of type char, sizeof(“geeks”) returns the number of characters including the null character, strlen(p) returns length of string pointed by p without null character and strlen returns number of characters without null character.

## Program 22

Int main()

{

int a=5,\*b,c;

b=&a;

printf(“%d”,a\* \*b \* a+ \*b);

return 0;

}

Ans:130

25\*5+5

## Program 23

int main()

{

    int i, j = 3;

    float k = 7;

    i = k % j;

    printf("%d", i);

    return (0);

}

Ans:error . % cannot be applied to floating point integer.

## Program 24

int main()

{

    int x = 5;

    int \* const ptr = &x;

    ++(\*ptr);

    printf("%d", x);

    getchar();

    return 0;

}

Ans:6

++(\*ptr )increments the value of x.hence,6

## Program 25

void fun(char\*\* str\_ref)

{

    str\_ref++;

}

int main()

{

    char \*str = (void \*)malloc(100\*sizeof(char));

    strcpy(str, "GeeksQuiz");

    fun(&str);

    puts(str);

    free(str);

    return 0;

}

Ans:GeeksQuiz

str\_ref is a local variable to fun(). When we do str\_ref++, it only changes the local variable str\_ref..

## Program 26

int main()

{

    int x = 2;

    switch (x) {

        x--;

        switch (x) {

        case 1:

            printf("Hello");

            break;

        case 2:

            printf("GFG");

            break;

        case 3:

            printf("Welcome");

            break;

        default:

            printf("BYE");

        }

    }

    return (0);

}

Ans:No output. Since there is no outer switch case.no output.

## Program 27

int main()

{

    int x = 2;

    switch (x) {

    case 1:

        printf("Hello");

        break;

    case 2:

        printf("Hello");

        break;

    case 3:

        printf("GFG");

        break;

    default:

        printf("BYE");

    }

    return (0);

}

Ans:Error.Since the switch case for both the cases are same,it shows error.

## Program 28

int main()

{

    static int i=5;

    if(--i){

        main();

        printf("%d ",i);

    }

}

Ans: 0 0 0 0

Since i is a static variable and is stored in Data Section, all calls to main share same i.

## Program 29

int fun()

{

  static int num = 16;

  return num--;

}

int main()

{

  for(fun(); fun(); fun())

    printf("%d ", fun());

  return 0;

}

Ans:14,11,8,5,2

Initially num value is 16. When initialization num value becomes 15.in the condition part num value is checked for non zero value and it is decremented to 14.When printf is called further decremented to 13 after printing 14.Likewise the loop continues till the num becomes zero.