1.

int \*a=15;

constant value cannot assign to the pointer variable.

2.

register int I;

int main()

{

i=6;

printf(“%d”, i);

return 0;

}

Storage class register cannot declare as global

3.

#include "stdafx.h"

int main()

{

static bool first, second;

int set;

set = 7;

if (!first)

{

second = true;

if (set = 6)

{

if (first)

{

first = true;

}

else if (second)

{

++set;

}

}

}

else if (first || second)

{

first = true;

second = false;

}

while (first || second)

{

if (set = 8)

{

--set;

break;

}

else

{

first = true;

}

}

printf("%d %d %d", first, second, set);

return 0;

}

Ans: 0 1 7

4.

typedef struct training

{

short age;

char gender;

}Training;

typedef union set

{

Trai a;

Trai b;

char info[4];

}SET;

int main()

{

SET s;

s.info[0] = 21;

s.info[1] = 00;

s.info[2] = 70;

s.info[3] = 00;

printf("%d %c", s.a.age, s.b.gender);

printf("%d %c", s.b.age, s.a.gender);

return 0;

}

5.

int a4;

int main()

{

int \*p = "%s";

printf("%s\n", \*p);

return 0;

}

Compile time error: constant char cannot be used to initialize an entity of type int \*

6.

typedef struct metro

{

short id;

char city[20];

struct metro \*nextcity;

}Metro;

int main()

{

static metro city[] = { { 1,"CHENNAI", city + 2 },

{ 2,"MUMBAI", city + 1 },

{ 3,"DELHI", city }

};

Metro \*Cities = city;

printf("%s :%s :%s \n", city[(Cities + 1)->id].city",

city[--((Cities + 2)->id)].city",

city[--((Cities + 2)->nextcity->nextcity->id)].city);

while (1);

return 0;

}

Ans:

DELHI :MUMBAI :DELHI

7.

Binary value of 1000101 is 11110100001010100101

8.

Decimal value of 1000101 is 65

9.

const char \*getstring()

{

return "am i correct";

}

int main()

{

char \*p = getstring();

printf("%s", p);

return 0;

Error: 'initializing': cannot convert from 'const char \*' to 'char \*'

10.

#include"stdafx.h"

int main()

{

short a;

int b;

int c;

c = 1;

b = 32768;

a = 32767;

c + 1;

printf("%d:%d:%d", c, ++a, a++, a + b);

getchar();

return 0;

}

Ans : 1:-32767:32767:1