

**U1-1** Which of the following extension is valid for a file containing assembly code?

- A. .i
- B. .exe
- C. .s
- D. .obj

**U1-2** Which of the following characteristics is not desired in a good algorithm?

- A. Abstraction
- B. Simplicity
- C. Correctness
- D. Ambiguity

**U1-4** Role of pre-processor is to

- A. Detect semantic error
- B. Generate source code
- C. Combine various object files and library files
- D. Include the code of header files at the point, where they are included to general expanded source code

**U1-5** Which of the following cannot be a variable name?

- A. Export
- B. Volatile
- C. Friend
- D. Number 1

**U2-1** The continue statement cannot be used with

- A. Switch
- B. For
- C. While
- D. do while

**U2-2** To stop the execution of a loop, we can use

- A. exit
- B. delete
- C. break
- D. None of above

**U2-3** Which loop is guaranteed to execute at least once.

- A. while.
- B. do while
- C. for
- D. None of above

**U2-4** Which of the following is unary operator?

- A. \*
- B. Sizeof
- C. ||
- D. &&

**U2-5** Which will be the correct datatype of a variable used for storing the circumference of a circle?

- A. long int
- B. short int
- C. float
- D. Int

**U3-1** What are the types of Functions in C Language?

- A. User Defined Functions
- B. Library Functions
- C. Both User Defined and Library Functions
- D. Basic and Advance Functions

**U3-2** A function which calls itself is called as

- A. Auto Function
- B. Self Function.
- C. Recursive Function
- D. None of above

**U3-3** Choose correct statement about Functions in C Language.

- A. Every Function may or may not return a value
- B. A Function is a group of C statements which can be reused any number of times.
- C. Every Function has a return type
- D. All of above

**U3-4** Choose the correct statement about Functions of C Language.

- A. Default return type of any function is an Integer
- B. A function name cannot be same as a predefined C Keyword
- C. A function name can start with an Underscore ( \_ ) or A to Z or a to z.
- D. All of above

**U3-5** How many values can a C Function return at a time?

- A. Maximum of two values
- B. Only One Value
- C. Maximum of five values
- D. Any number of values

**U4-1** What will be the output of the following code?

```
#include<stdio.h>

Int main()
{
    int a[3][2]= {{3,1},{6,5},{2,7}};
    Printf("%d", a[1][1]*a[2][1]);
}
```

- A. 10
- B. 35
- C. 12
- D. 42

**U4-2** Consider the array elements 8, 22, 7, 9, 31, 5, 13. Using bubble sort, how many swapping will be done to sort these numbers in ascending order?

- A. 10
- B. 12
- C. 13
- D. 11

**U4-3** What will be the output of the following code?

```
#include <stdio.h>
int main()
{
    int a[2][3]={5, 4, 3, 2, 1};
    int i = 0, j = 0;
    for (i = 0; j < 2; i++)
```

```

        for (i = 0; j < 3; j++)
            printf("%d", a[i][j]);
        return 0;
    }

```

- A. 5 4 3 2 1 garbage-value
- B. 5 4 3
- C. 5 4 3 2 1 0
- D. Compile time error

**U4-4** The way to pass arrays to functions is

- A. Pass entire array once
- B. Pass array element by element
- C. Both with first and second option
- D. None of above

**U4-5** To delete an element from a particular position of a 1D array, the considered index will be

- A. position-1
- B. position+1
- C. Exact at position
- D. None of above

**U4-6** What will be the output of the following code?

```

#include<stdio.h>
int main()
{
    int a[10], i;
    for(i = 0; i < 10; i++)
    {
        a[i] = i;
    }
    printf("%d", a[5]);
}

```

- A. 6
- B. 4
- C. 5
- D. Garbage value

**U4-7** An entire array can be passed to a function by using

- A. Call by reference
- B. Call by value
- C. Call by structure
- D. Call by array

**U4-8** Consider an array (45, 77, 89, 90, 94, 99, 100). To search 99 using binary search, what will be the mid values in the first and second iteration?

- A. 90 and 94
- B. 90 and 99
- C. 89 and 94
- D. 89 and 99

**U4-9** Consider 1D array as (5, 7, 20, 11, 9, 14). What value will be fetched for a[4]?

- A. 9
- B. 11
- C. 14
- D. 20

**U4-10** For the array initialization as, int a[7] = {}; what value will be fetched for a[0]?

- A. Garbage Value
- B. 0
- C. -1
- D. 1

**U5-1** A pointer that cannot be directly dereferenced and need to be correctly type-casted is called as

- A. Constant pointer
- B. Void pointer
- C. Dangling pointer
- D. None of above

**U5-2** What will be the output of the following code?

```
#include<stdio.h>
int main()
{
    int x=35,*p;
    p=&x;
    printf("\n%d",*p);
}
```

- A. Address of x
- B. 35
- C. Address of p
- D. Garbage value

**U5-3** Malloc and Calloc functions are used for

- A. Static memory allocation
- B. Dynamic memory allocation
- C. Both static and dynamic memory allocation
- D. None of above

**U5-4** Which one of the followings is a valid pointer declaration?

- A. datatype ptrname;
- B. datatype ptrname\*;
- C. datatype \*ptrname;
- D. datatype \*(ptrname\*);

**U5-5** Type of pointer which points to a memory location which is already deleted or deallocated is

- A. Wild pointer
- B. Dangling pointer
- C. Void pointer
- D. None of above

**U5-6** A pointer which is not Initialized during its definition and holds some garbage value is called as

- A. Wild pointer
- B. Null pointer
- C. Dangling pointer
- D. Void pointer

**U5-7** What will be the output of the following code?

```
#include <stdio.h>
int main()
{
    int *ptr, num = 15;
    ptr = &num;
    *ptr += 1;
    printf("%d, %d", *ptr, num);
}
```

- A. 15, 16
- B. 16, 15
- C. 16, 16
- D. 15, 15

**U5-8** The correct syntax of typecasting in void pointers is

- A. `*(data_type*) pointer_name;`
- B. `(data_type*) pointer_name;`
- C. `*(data_type) pointer_name;`
- D. `*(data_type)*pointer_name;`

**U5-9** Library functions which can be used for dynamic memory allocation are

- A. `malloc()` and `caloc()`
- B. `alloc()` and `memalloc()`
- C. `malloc()` and `memalloc()`
- D. `malloc()` and `calloc()`

**U5-10** Which of the following statement is correct for:

`int *ptr, pnum;`

- A. `ptr` and `pnum`, both are pointers to integer
- B. `ptr` is a pointer to Integer, `pnum` is not
- C. `ptr` and `pnum` both are not pointers to Integer
- D. `ptr` is a pointer to integer, `pnum` may or may not be

**U6-1** Which one of the following is correct string initialization?

- A. `char name[] = "LPU";`
- B. `char name[] = { 'L', 'P', 'U', '\0' };`
- C. `char* nameptr = "LPU";`
- D. all of above

**U6-2** We can access union members as

- A. `union_pointer--->member`
- B. `union_name.member`
- C. `union_name@ member`
- D. both `union_pointer--->member` and `union_name.member`

**U6-3** Keyword used to define union in C is

- A. Union
- B. `Uni_o`
- C. `union` (All small characters)
- D. None of above

**U6-4** To free the memory allocated by malloc function, we can use

- A. free(ptr)
- B. free ptr;
- C. free(ptr);
- D. free ptr";

**U6-5** Structure name is connected with its member name by using

- A. hyphen
- B. dot
- C. underscore
- D. none of above

**U6-6** Keyword used to define structure in C is

- A. struct (all small characters)
- B. Struct
- C. Str
- D. structure

**U6-7** To copy content of one string into another, we can use

- A. strcpy()
- B. stcpy()
- C. stringcopy()
- D. strcpy()

**U6-8** What will be the output of the following code?

```
#include<stdio.h>
int main()
{
    char arr[] = "Computer Science";
    printf("%s", arr);
}
```

- A. Computer Science
- B. Compiler error
- C. Nothing will be printed
- D. Program will crash

**U6-9** To copy a specific number of characters from one string to another, the function used is

- A. Stropy
- B. strncpy (all small characters)



- C. Strncpy
- D. strcpy

**U6-10** The return type of malloc() and calloc() functions is

- A. Int\*
- B. Char\*
- C. Float\*
- D. Void\*

**U1** Extension of expanded source code file is

- A. .obj
- B. .i
- C. .s
- D. .exe

**U1** C language was developed in

- A. 1970
- B. 1965
- C. 1972
- D. 1971

**U4** What will be the output of the following code?

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
int a[5]={7,32,30,48,51};
```

```
a[2]=a[1];
```

```
a[3]=a[2];
```

```
a[4]=a[3];
```

```
printf("%d",a[4]);
```

```
}
```

- A. 51
- B. 48
- C. 30
- D. 32

**U4** To insert an element in 1D array at a particular position, the considered index will be

- A. exact at position
- B. position+1
- C. position-1
- D. None of above

**U4** If the size of 1D array is 50, then last index of the array will be

- A. 50
- B. 48
- C. 0
- D. 49

**U5** Pointer arithmetic can not be performed on

- A. Null pointer
- B. Wild pointer
- C. Void pointer
- D. Constant pointer

**U5-1** Mach Number is the Ratio of -

- A. Inertia forces to Compressibility forces
- B. Inertia forces to viscous forces
- C. Inertia forces to Gravity forces
- D. Buoyancy forces to Inertia forces

**U5-6** What is the formula for elastic force?

- A. Elastic strain/area
- B. Elastic stress/area
- C. Elastic stress\* Elastic strain
- D. Elastic stress\* area

**U5** For dynamic memory allocation functions, we need to include

- A. memory.h
- B. stdlib.h
- C. stdio.h
- D. conio.h

**U6** To join two words, which C function will be used?

- A. strcalt()

- B. strcon()
- C. strcat()
- D. merge()

**U6** The format specifier used to print a string or character array in C is

- A. %S
- B. %c
- C. %s
- D. %C

**U6** How the size of a union in C is determined?

- A. by the size of biggest member in union
- B. by the size of first member in union
- C. by the size of last member in union
- D. by summing the sizes of all members in union

**Q** What will be the output of the following code?

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
Int num 1 = 10, num2 = 20;
```

```
Int *const ptr=&num1;
```

```
printf("\n%d" "ptr);
```

```
ptr=&num2
```

```
printf("%d\n", "ptr);
```

```
}
```

- A. Error
- B. 10 20
- C. 10  
20
- D. Infinite loop

**Q** For dynamic memory allocation functies, we .....

- A. memory.h
- B. stdlib.h
- C. stdio.h

D. conio.h

**Q** What will be the output of the following code?

```
int main()
{
char arr1[10]="LPU";
char arr2[5];
arr2= arr1;
printf("%s",arr2);
}
```

- A. Compiler error
- B. LPU
- C. LPU\O
- D. None of above

**Q** What will be the output of the following code?

```
#include<stdio.h>

int main()
{
int *ptr1;
char *ptr2;
float *ptr3;
printf("\n%d",sizeof(ptr1));
printf("\n%d",sizeof(ptr2));
printf("\n%d",sizeof(ptr3));
}
```

- A. 16 16 16
- B. 2 2 2
- C. 4 4 4
- D. 8 8 8