Q. No. 1. What is the output of the following C program?

```
#include<stdio.h>
struct XYZ
{
   int a;
   struct XYZ *next;
};

int main()
{
   struct XYZ temp;
   temp.a = 10;
   temp.next = NULL;
   printf("%d", temp.a);
   return 0;
}
```

A: 10
B: Garbage value
C: Compile time error
D: Runtime error

A B C D Clear Answer Mark For Review

Q. No. 2. What is the problem with the following C program code?

D: Runtime error

A B C D Clear Answer Mark For Review

Q. No. 2. What is the problem with the following C program code?

```
#include<stdio.h>
#include <stdlib.h>
int main()
{
   int *p = (int *)malloc(sizeof(int));
    int *g=p;
   free(p);
    *g=10;
    return(0);
}
```

A: Results in dangling pointer
B: Compile time error
C: Results in memory leak
D: Runtime error

A B C D Clear Answer Mark For Review

Q. No. 3. What is the output of the following C program?

```
#include<stdio.h>
void g(int *x, int *y)
{
 y=x;
 *y = 3;
}
int a = 1, b = 2;
int main()
{
```

A B C D Clear Answer Mark For Review

Q. No. 3. What is the output of the following C program?

```
#include<stdio.h>
void g(int *x, int *y)
{
 y=x;
 *y = 3;
}
int a = 1, b = 2;
int main()
{
 g(&a, &b);
 printf("%d %d \n", a, b);
 return 0;
}
```

A: 3 2
B: 3 1
C: 2 3
D: 2 2

A B C D Clear Answer Mark For Review

Q. No. 4. What is the output of the following program?

```
#include <stdio.h>
int main()
{
int x;
if(x=1)
printf(" Good ");
else
printf(" Bad");
```

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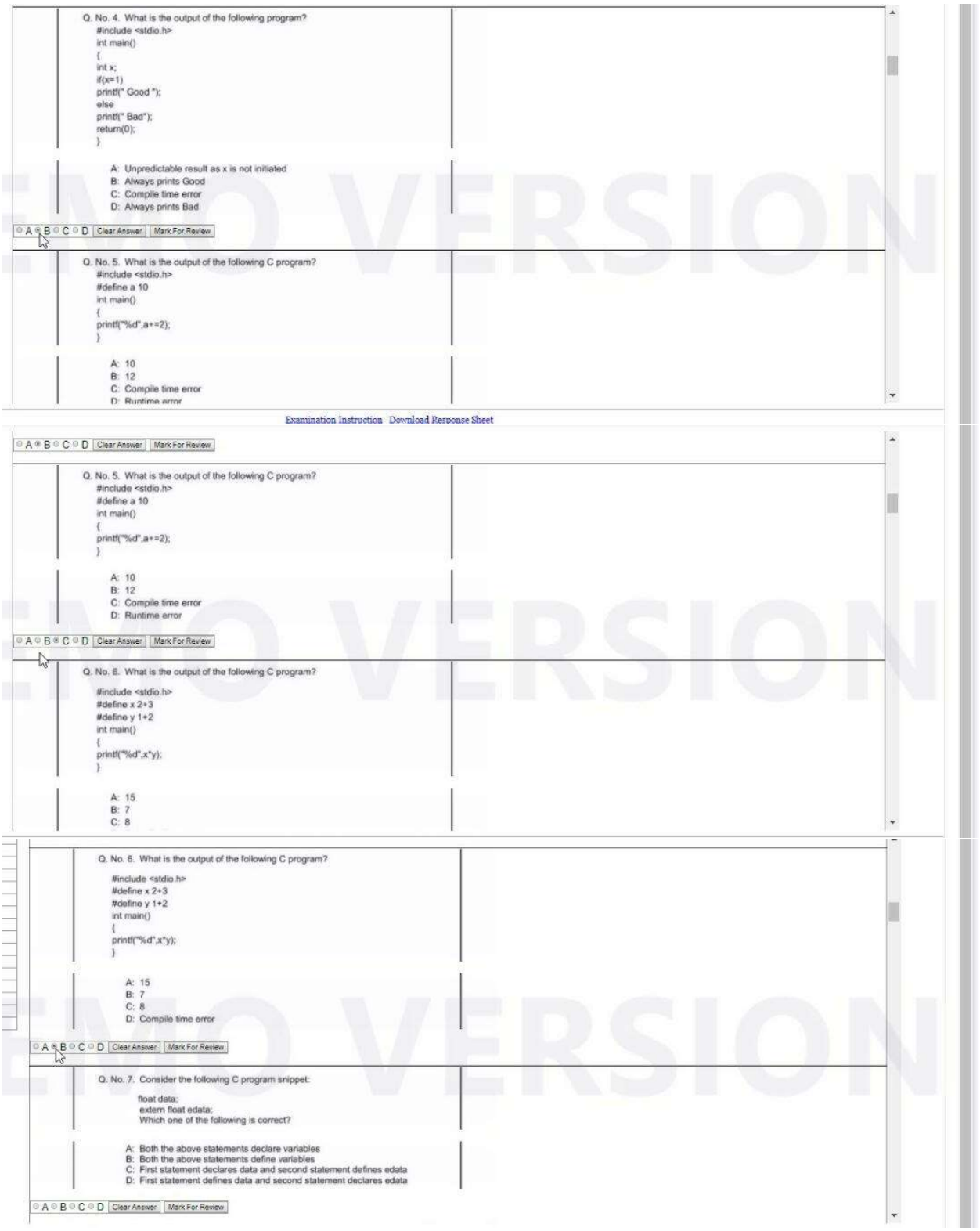

Q. No. 4. What is the output of the following program?

```
#include <stdio.h>
int main()
{
int x;
if(x=1)
printf(" Good ");
else
printf(" Bad");
return(0);
}
```

A: Unpredictable result as x is not initiated
B: Always prints Good
C: Compile time error
D: Always prints Bad

A B C D Clear Answer Mark For Review

Q. No. 5. What is the output of the following C program?

```
#include <stdio.h>
#define a 10
int main()
{
printf("%d",a+=2);
}
```

A: 10
B: 12
C: Compile time error
D: Runtime error

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A B C D Clear Answer Mark For Review

Q. No. 5. What is the output of the following C program?

```
#include <stdio.h>
#define a 10
int main()
{
printf("%d",a+=2);
}
```

A: 10
B: 12
C: Compile time error
D: Runtime error

A B C D Clear Answer Mark For Review

Q. No. 6. What is the output of the following C program?

```
#include <stdio.h>
#define x 2+3
#define y 1+2
int main()
{
printf("%d",x*y);
}
```

A: 15
B: 7
C: 8

A B C D Clear Answer Mark For Review

Q. No. 6. What is the output of the following C program?

```
#include <stdio.h>
#define x 2+3
#define y 1+2
int main()
{
printf("%d",x*y);
}
```

A: 15
B: 7
C: 8
D: Compile time error

A B C D Clear Answer Mark For Review

Q. No. 7. Consider the following C program snippet:

```
float data;
extern float edata;
```

Which one of the following is correct?

A: Both the above statements declare variables
B: Both the above statements define variables
C: First statement declares data and second statement defines edata
D: First statement defines data and second statement declares edata

A B C D Clear Answer Mark For Review

A B C D Clear Answer Mark For Review

Q. No. 7. Consider the following C program snippet:

```
float data;
extern float edata;
```

Which one of the following is correct?

A: Both the above statements declare variables
B: Both the above statements define variables
C: First statement declares data and second statement defines edata
D: First statement defines data and second statement declares edata

A B C D Clear Answer Mark For Review

Q. No. 8. What is the output of the following C code snippet?

```
int x=1,y=12;
if(x || ++y);
printf("%d",y);
```

A: 13
B: 1
C: 12
D: Compile time error

A B C D Clear Answer Mark For Review

Q. No. 9. Nested function call activation details are maintained through

A B C D Clear Answer Mark For Review

Q. No. 9. Nested function call activation details are maintained through

A: Queue
B: Stack
C: Tree
D: Graph

A B C D Clear Answer Mark For Review

Q. No. 10. What is the output of the following C code snippet?

```
char *ptr;
char str[]="World";
ptr=str; ptr += 3;
printf("%s",ptr);
```

A: rld
B: ld
C: Wor
D: World

A B C D Clear Answer Mark For Review

Q. No. 11. What is the output of the following C code snippet?

```
int x[2][3]={{1},{2,1,0}};
printf("%d\n",x[1][0]);
```

A B C D Clear Answer Mark For Review

Q. No. 11. What is the output of the following C code snippet?

```
int x[2][3]={{1},{2,1,0}};
printf("%d\n",x[1][0]);
```

A: 0
B: 2
C: 1
D: Garbage value

A B C D Clear Answer Mark For Review

Q. No. 12. What is the output of the following C code snippet?

```
int a;
a='z'-'w';
printf("%d\n",a);
```

A: Compilation error
B: 3
C: Garbage Value
D: 4

A B C D Clear Answer Mark For Review

Q. No. 13. In C language, break statement cannot be used with

A: for
B: while
C: if

D: 4

A B C D Clear Answer Mark For Review

Q. No. 13. In C language, break statement cannot be used with

A: for
B: while
C: if
D: switch

A B C D Clear Answer Mark For Review

Q. No. 14. What is the output of the following C program snippet?

```
int i=0x10+010+20;
printf("%d\n",i);
```

A: 40
B: 22
C: 44
D: Compile time error

A B C D Clear Answer Mark For Review

Q. No. 15. What is the output of the following C code snippet?

```
#include <stdio.h>
int main()
{
int x=0,y=1;
x=x^y;
```

A B C D Clear Answer Mark For Review

Q. No. 15. What is the output of the following C code snippet?

```
#include <stdio.h>
int main()
{
int x=0,y=1;
x=x^y;
y=y^x;
printf("%d %d",x,y);
return(0);
}
```

A: 0 1
B: 1 0
C: 1 1
D: 0 0

A B C D Clear Answer Mark For Review

Q. No. 16. Which of the following is not a function of stack?

A: Function call
B: Infix to postfix conversion
C: Balancing symbols
D: Searching

A B C D Clear Answer Mark For Review

Q. No. 17. Inorder traversal of _____ leads to sorted list of elements as output

A B C D Clear Answer Mark For Review

Q. No. 17. Inorder traversal of _____ leads to sorted list of elements as output

A: Binary tree
B: Binary search tree
C: Heaps
D: Full binary tree

A B C D Clear Answer Mark For Review

Q. No. 18. Inserting and deleting an element into the queue is termed as _____ and _____ respectively

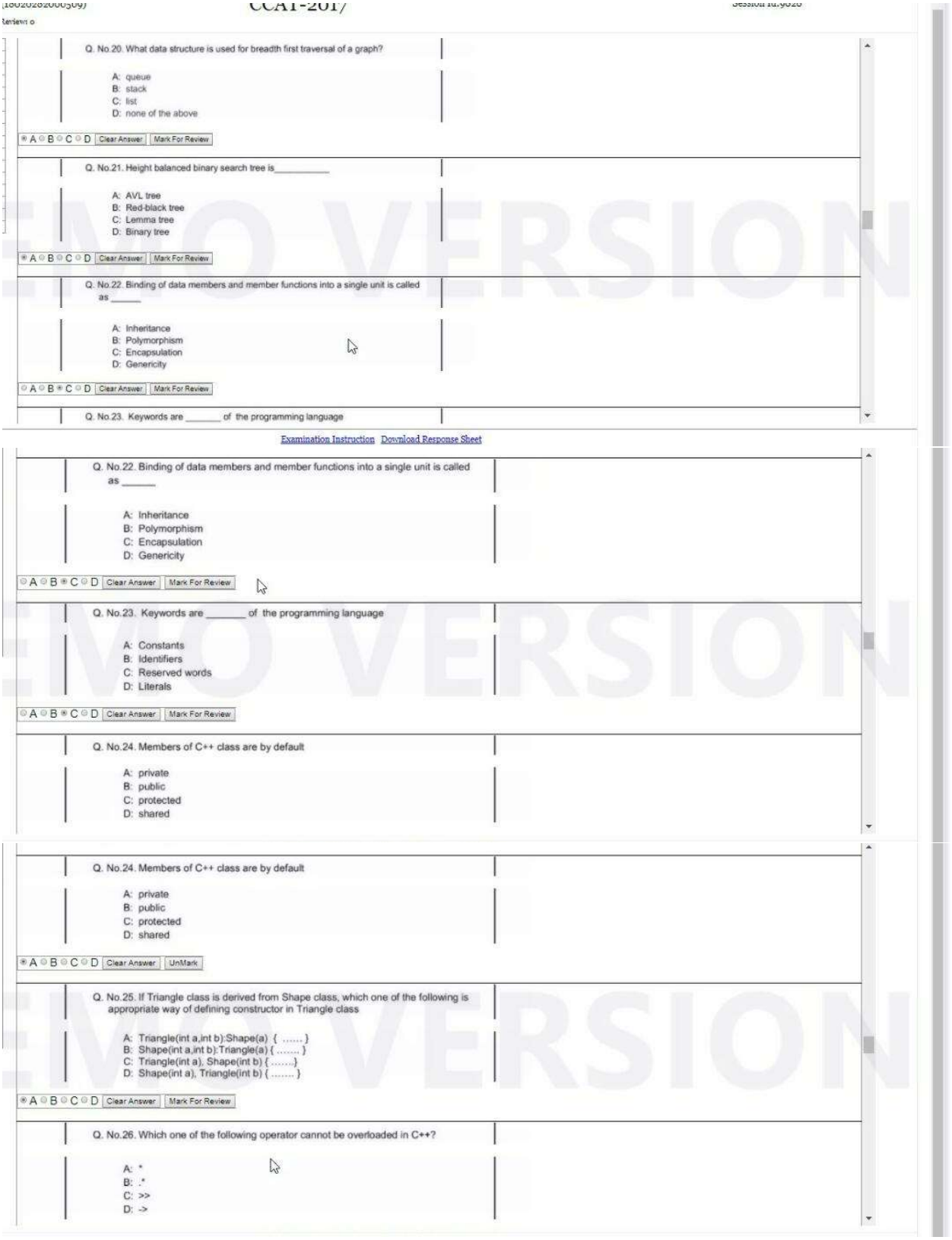
A: Dequeue, Enqueue
B: Enqueue, Dequeue
C: Enqueue, Overflow
D: Overflow, underflow

A B C D Clear Answer Mark For Review

Q. No. 19. _____ is not a divide and conquer algorithm

A: Merge sort
B: Quick sort
C: Heap sort
D: Binary search

A B C D Clear Answer Mark For Review



Q. No.20. What data structure is used for breadth first traversal of a graph?

A: queue
B: stack
C: list
D: none of the above

A B C D Clear Answer Mark For Review

Q. No.21. Height balanced binary search tree is_____

A: AVL tree
B: Red-black tree
C: Lemma tree
D: Binary tree

A B C D Clear Answer Mark For Review

Q. No.22. Binding of data members and member functions into a single unit is called as _____

A: Inheritance
B: Polymorphism
C: Encapsulation
D: Genericity

A B C D Clear Answer Mark For Review

Q. No.23. Keywords are _____ of the programming language

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Q. No.22. Binding of data members and member functions into a single unit is called as _____

A: Inheritance
B: Polymorphism
C: Encapsulation
D: Genericity

A B C D Clear Answer Mark For Review

Q. No.23. Keywords are _____ of the programming language

A: Constants
B: Identifiers
C: Reserved words
D: Literals

A B C D Clear Answer Mark For Review

Q. No.24. Members of C++ class are by default

A: private
B: public
C: protected
D: shared

Q. No.24. Members of C++ class are by default

A: private
B: public
C: protected
D: shared

A B C D Clear Answer UnMark

Q. No.25. If Triangle class is derived from Shape class, which one of the following is appropriate way of defining constructor in Triangle class

A: Triangle(int a,int b):Shape(a) { ..... }
B: Shape(int a,int b):Triangle(a) { ..... }
C: Triangle(int a), Shape(int b) { ..... }
D: Shape(int a), Triangle(int b) { ..... }

A B C D Clear Answer Mark For Review

Q. No.26. Which one of the following operator cannot be overloaded in C++?

A: *
B: .*
C: >>
D: ->

Q. No.26. Which one of the following operator cannot be overloaded in C++?

A: *
B: .*
C: >>
D: ->

A B C D Clear Answer Mark For Review

Q. No.27. Create a class titled Triangle with private non-static data fields named base and height. The Triangle class contains a public non-static function named displayArea() whose header is void Triangle::displayArea(). This function calculates area of triangle and displays the same. Which one of the following correctly invokes this member function over Triangle object?

A: Triangle *tobj=displayArea();
B: Triangle tobj=displayArea();
C: Triangle tobj, *tptr=&tobj; tptr->displayArea();
D: Triangle *tptr; tptr.displayArea();

A B C D Clear Answer Mark For Review

Q. No.28. Which one of the following precisely defines an exception?

A: Run time error
B: Compile time error

Q. No.28. Which one of the following precisely defines an exception?

A: Run time error
B: Compile time error
C: Memory error
D: I/O error

A B C D Clear Answer Mark For Review

Q. No.29. Inline functions are preferred when

A: Function is small and want to avoid function call overhead
B: Function is complex with many nested loops
C: Function has many static variables
D: Function is recursive

A B C D Clear Answer Mark For Review

Q. No.30. What is the output of the following C++ code?

```
#include<iostream>
 using namespace std;
 class PC {
public:
   void print() { cout <<" Inside PC"; }
};
class QC : public PC {
```

Q. No.30. What is the output of the following C++ code?

```
#include<iostream>
using namespace std;
class PC {
public:
  void print() { cout <<" Inside PC"; }
};
class QC : public PC {
public:
  void print() { cout <<" Inside QC"; }
};
class RC: public QC { };
int main(void)
{
 RC robj;
 robj.print();
 return 0;
}
```

A: Inside PC
B: Inside QC
C: Compile time error
D: Inside PC Inside QC

A B C D Clear Answer Mark For Review

Q. No.31. _____ is derived by using Insert_end() and Delete_first() functions in a single linked list

A B C D Clear Answer Mark For Review

Q. No.31. _____ is derived by using Insert_end() and Delete_first() functions in a single linked list

A: Stack
B: Queue
C: Dqueue
D: Tree

A B C D Clear Answer Mark For Review

Q. No.32. _____ protocol finds the MAC address of a host from its known IP address.

A: ARP
B: RARP
C: ICMP
D: IGMP

A B C D Clear Answer Mark For Review

Q. No.33. The multiple access method used in GSM cellular technology

A: FDMA & CDMA
B: CDMA & TDMA

D: IGMP

A B C D Clear Answer Mark For Review

Q. No.33. The multiple access method used in GSM cellular technology

A: FDMA & CDMA
B: CDMA & TDMA
C: FDMA & TDMA
D: CDMA & CSMA

A B C D Clear Answer Mark For Review

Q. No.34. In a data communications system, the information to be communicated is the _____.

A: Medium
B: Protocol
C: Message
D: Transmission

A B C D Clear Answer Mark For Review

Q. No.35. If the least significant bit of the first byte is 1, the Ethernet address is _____.

A: multicast

A B C D Clear Answer Mark For Review

Q. No.34. In a data communications system, the information to be communicated is the _____.

A: Medium
B: Protocol
C: Message
D: Transmission

A B C D Clear Answer Mark For Review

Q. No.35. If the least significant bit of the first byte is 1, the Ethernet address is _____.

A: multicast
B: broadcast
C: unicast
D: geocast

A B C D Clear Answer Mark For Review

Q. No.36. _____ is the combination of an IP address and a port number in networking.

A: transport address

Q. No.37. The error detection method which uses one's complement arithmetic is _____.

A: Checksum
B: CRC
C: Simple parity check
D: Two-dimensional parity check

A B C D Clear Answer UnMark

Q. No.38. The inter frame space, contention window, and acknowledgments are used in which access method to avoid collisions

A: CSMA/CD
B: FDMA
C: CSMA/CA
D: TDMA

A B C D Clear Answer Mark For Review

Q. No.39. How many bits is the physical address used by Ethernet?

A: 32-bit
B: 48-bit
C: 64-bit

Q. No.39. How many bits is the physical address used by Ethernet?

A: 32-bit
B: 48-bit
C: 64-bit
D: 128-bit

A B C D Clear Answer Mark For Review

Q. No.40. The headers are _____, when the data packet is forwarded from the upper to the lower layers.

A: Rearranged
B: Removed
C: Added
D: Modified

A B C D Clear Answer Mark For Review

Q. No.41. A central controller or hub is required in which type of topology?

A: Mesh
B: Bus
C: Star
D: Ring

A B C D Clear Answer Mark For Review

Q. No.41. A central controller or hub is required in which type of topology?

A: Mesh
B: Bus
C: Star
D: Ring

A B C D Clear Answer Mark For Review

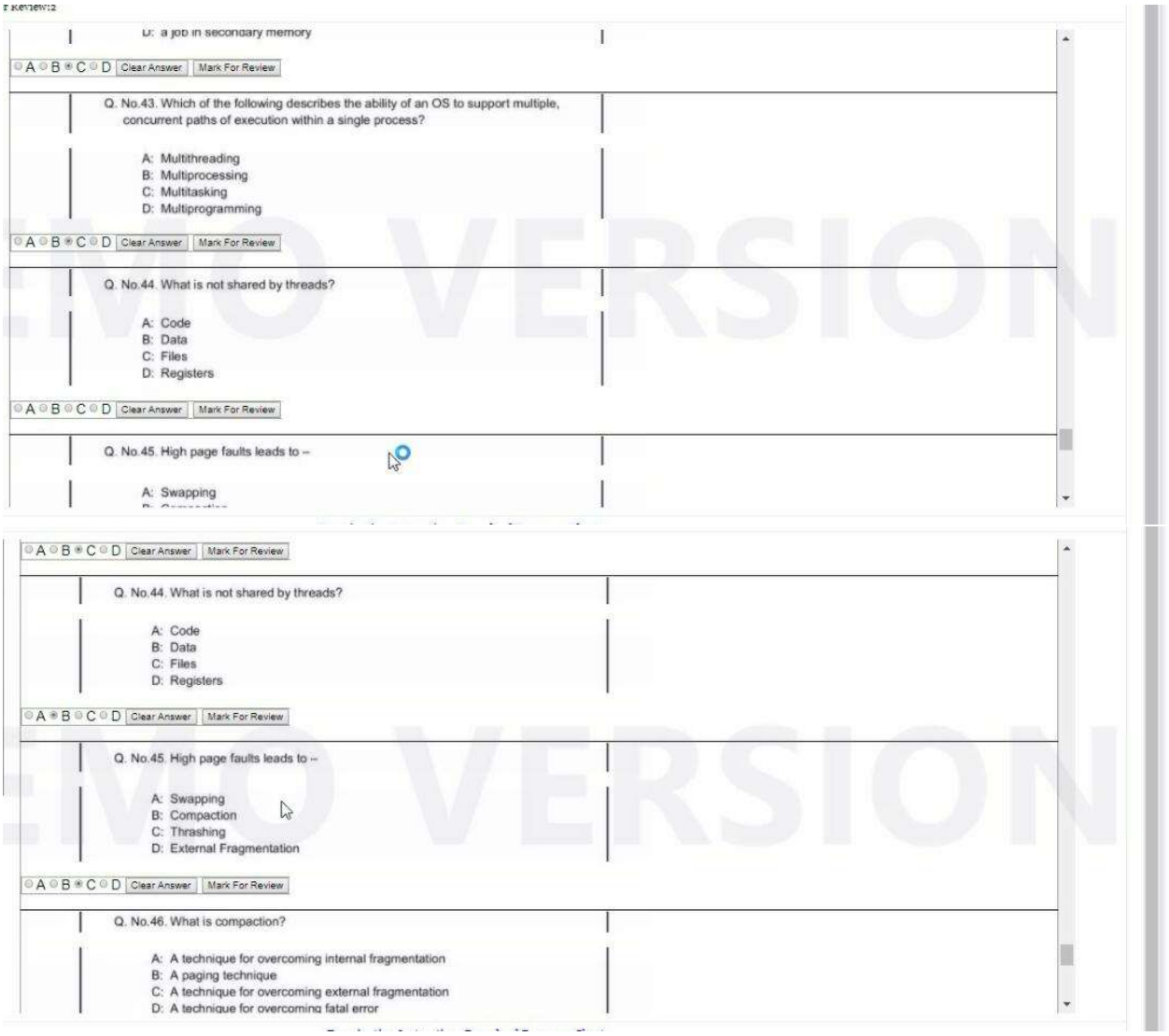
Q. No.42. Process is

A: program in High level language kept on disk
B: contents of main memory
C: a program in execution
D: a job in secondary memory

A B C D Clear Answer Mark For Review

Q. No.43. Which of the following describes the ability of an OS to support multiple, concurrent paths of execution within a single process?

A: Multithreading
B: Multiprocessing


D: a job in secondary memory
A B C D Clear Answer Mark For Review
Q. No.43. Which of the following describes the ability of an OS to support multiple, concurrent paths of execution within a single process?
A: Multithreading
B: Multiprocessing
C: Multitasking
D: Multiprogramming
A B C D Clear Answer Mark For Review
Q. No.44. What is not shared by threads?
A: Code
B: Data
C: Files
D: Registers
A B C D Clear Answer Mark For Review
Q. No.45. High page faults leads to --
A: Swapping
A B C D Clear Answer Mark For Review
Q. No.44. What is not shared by threads?
A: Code
B: Data
C: Files
D: Registers
A B C D Clear Answer Mark For Review
Q. No.45. High page faults leads to --
A: Swapping
B: Compaction
C: Thrashing
D: External Fragmentation
A B C D Clear Answer Mark For Review
Q. No.46. What is compaction?
A: A technique for overcoming internal fragmentation
B: A paging technique
C: A technique for overcoming external fragmentation
D: A technique for overcoming fatal error

B: Compaction
C: Thrashing
D: External Fragmentation

○A ○B ◉C ○D Clear Answer Mark For Review

Q. No.46. What is compaction?

A: A technique for overcoming internal fragmentation
B: A paging technique
C: A technique for overcoming external fragmentation
D: A technique for overcoming fatal error

○A ○B ◉C ○D Clear Answer Mark For Review

Q. No.47. short term scheduler is also known as _____

A: cpu scheduler
B: job scheduler
C: middle term scheduler
D: none of these

◉A ○B ○C ○D Clear Answer Mark For Review

Q. No.48. Find the wrong statement about multilevel queue scheduling

A: Ready queue is partitioned into separate queues

D: Scheduling must be done between the queues

○A ○B ○C ○D Clear Answer Mark For Review

Q. No.49. Accessing speed is higher for _____

A: Solid-state disks
B: Main memory
C: Cache
D: Registers

○A ◉B ○C ○D Clear Answer Mark For Review

Q. No.50. Virtual memory is

A: extremely large main memory
B: extremely large secondary memory
C: illusion of extremely large memory
D: a type of memory used in super computers

○A ○B ◉C ○D Clear Answer Mark For Review