Tutorial-1

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Q1 What would be output of following code

(i)
```
#include <stdio.h>
enum color
{ blue, red, yellow };
main()
{ enum color c;
  c=yellow;
  printf("%d", c); }
```
⇒ 2

(ii)
```
#include <stdio.h>
enum hello
{ a, b, c; };
main()
{ enum hello m;
  printf("%d", m); }
```
⇒ Syntax error ;

(iii)
```
#include <stdio.h>
enum hello
{ a, b=99, c, d=-1 }
main()
{ enum hello m;
  printf("%d\n %d\n %d\n %d\n", a, b, c, d);
}
```

Ans ⇒ 0
99
100
-1

iv) Pick incorrect statement wrt enums.

a) Two enums cannot have same value
b) Only integers constants are allowed in enum.
c) It is not possible to change value of enum symbols
d) Enum variables are automatically assigned values if no value is specified

v)
```
#include <stdio.h>
enum sanfoundry
{
    a=2, b=3.56
};
enum sanfoundry s;
main()
{
    printf ("%d%d", a, b);
}
```

=> Ans error since 3.56 is not an integer

vi)
```
#include <stdio.h>
enum class
{
    a, b, c
};
main()
{
printf ("%d", sizeof (m));
}
```

Ans 4.

vii).
```
#include <stdio.h>
enum sanfoundry
{
    a, b, c=5
};
enum sanfoundry s;
int main()
{
  printf("%d", c);
  return 0;
}
```

→ 5

viii) If a function receives a reference to a variable can it modify the value of the variables?

a) yes
b) No
c) we cannot pass reference to a variable
d) reference cannot contain function.

ix). References can be NULL?

a) References has constant value 0
b) References has constant value
c) Yes
d) No

x) How many objects reference can refer during it's lifetime?

a) 1
b) 2
c) 3
d) 4

xi) How do you create a variable with the floating number = 2.8

Ans: float num = 2.8f;

xii) using namespace std;

```
int main()
{
    int m=11;
    m+=1.1;
    cout << m;
    return 0;
}
```

→ (12)

xiii)
```
#include <iostream>
using namespace std;

int main()
{
    int n=1;
    if (n == 2);
    cout << "Hi";
    cout << "Hello";
    return 0;
}
```

→ HiHello