



TWISTERS

1. #include <stdio.h>

int num;

int function(int n)

{

 int num = 10;

 return num;

}

int main(void)

{

 printf("%d %d\n", num, function(20));

 return 0;

}

A. 10 0

B. 20 0

C. 0 10

D. 0 20

Answer: C



```
2. #include <stdio.h>
int no1 = 17, no2 = 71;
```

```
void swapping(void)
{
    int temp = no2;
    no2 = no1;
    no1 = temp;
}
int main(void)
{
    int no1 = 17, no2 = 71;
    printf("%d %d ", no1, no2);
    swapping();
    printf("%d %d\n", no1, no2);
    return 0;
}
```

- A. 17 17 17 17
- B. 17 71 17 71
- C. 71 17 71 17
- D. 71 71 71 71

Answer: B



3. #include <stdio.h>

int sunbeam()

{

int a=3;

return a * a;

}

int main(void)

{

int a=3;

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

return 0;

}

A. 9

B. garbage

C. compiler error

D. runtime error

Answer: A



4. #include <stdio.h>

```
int testDemo(int, int);
```

```
int main(void)
```

```
{
```

```
    int you = 64, me = 32;
```

```
    int we = testDemo(you, me);
```

```
    printf("%d %d %d\n", me, you, we);
```

```
    return 0;
```

```
}
```

```
int testDemo(int me, int you)
```

```
{
```

```
    me = me + you;
```

```
    return me - you;
```

```
    you = you - me;
```

```
    return me + you;
```

```
}
```

A. 32 64 32

B. 64 64 32

C. 64 32 64

D. 32 64 64

Answer: D