C Programming Lab Quiz

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C Programming Lab Quiz

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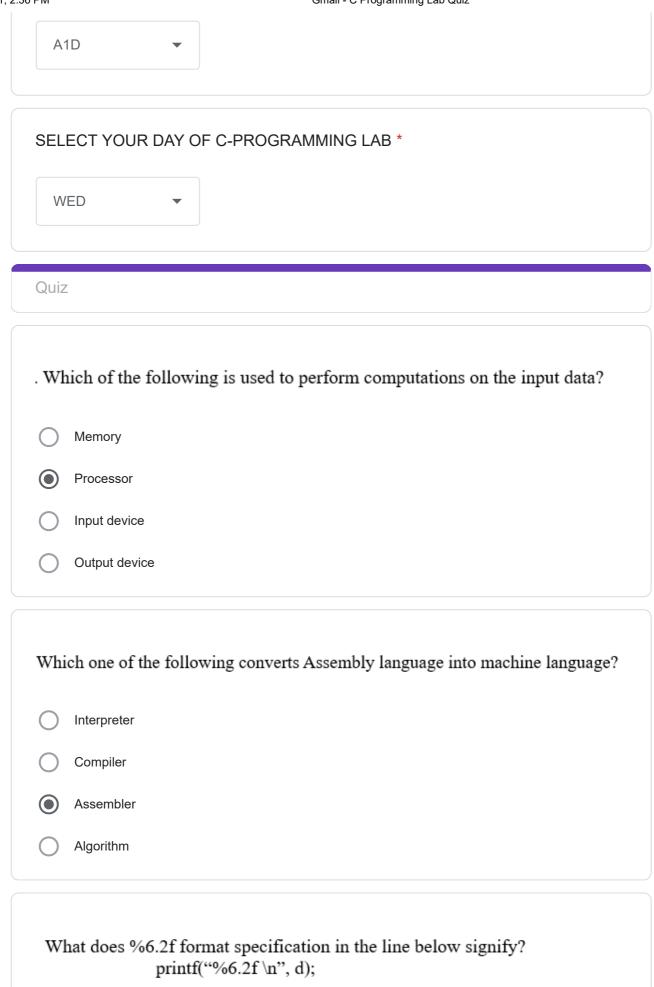Max. Time: 30 Mins Max. Marks: 25

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Quiz

. Which of the following is used to perform computations on the input data?

○ Memory

◉ Processor

○ Input device

○ Output device

Which one of the following converts Assembly language into machine language?

○ Interpreter

○ Compiler

◉ Assembler

○ Algorithm

What does %6.2f format specification in the line below signify?
                printf("%6.2f \n", d);

○ A normal floating-point number

○ A floating-point number with six places in all and two places to the right of decimal

○ A floating-point number with eight places in all and two places to the right of decimal

○ None of the above

Which of the following is the correct syntax for the printf statement?

○ printf('Hello world');

○ printf("Hello world")

◉ printf("Hello world");

○ printf{'Hello world'};

○ Other: _____

Which of the following special symbol allowed in a variable name?

○ * (asterisk)

○ | (pipeline)

○ - (hyphen)

◉ _ (underscore)

What will be the output of following program?
```
#include <stdio.h>
int main()
{
  float c = 5.0;
  printf ("Temperature in Fahrenheit is %.2f", (9/5) *c + 32);
  return 0;
}
```

◉ Temperature in Fahrenheit is 41.00

○ Temperature in Fahrenheit is 37.00

○ Temperature in Fahrenheit is 0.00

○ Compiler Error

Types of Real numbers in C are

○ float

○ double

○ long double

◉ All the above

Left most bit 0 in Singed representation indicates

◉ A Positive number

○ A Negative Number

○ An Unsigned number

○ None of the above

Choose a correct statement.
int a = 12 + 3 * 5 / 4 − 10;

○ 12, 3, 5, 4 and 10 are Operators. +, -, * and / are Operands. = is an increment operator.

○ 12, 3, 5, 4 and 10 are Operands. +, -, * and / are Operators. = is decrement operator.

◉ 12, 3, 5, 4 and 10 are Operands. +, -, * and / are Operators. = is an assignment operator.

○ 12, 3, 5, 4 and 10 are Operands. +, -, * and / are Logical Operators. = is an assignment operator.

What is the Priority among (*, /, %), (+, -) and (=) C Operators.?

○   (*, /, %) > (+, -) < (=)

○   (*, /, %) < (+, -) < (=)

◉   (*, /, %) > (+, -) > (=)

○   (*, /, %) < (+, -), (+, -) == (=)

In Implicit type conversion, If an operand of type long double is present in the expression, then the corresponding operand will also be converted to?

◉   long double

○   double

○   int

○   float

What will be output for the following code?

```
#include<stdio.h>
int main()
{
    double x = 1.2;
    int sum = (int)x + 1;
    printf(""sum = %d"", sum);
    return 0;
}
```

◉   2

○   1

○   0

○ 3

What is the output of following C code?

```
int main()
{
    int a = 1, b = 1;
    switch (a)
    {
    case a*b:
        printf("yes ");
    case a-b:
        printf("no\n");
        break;
    }
}
```

◉ yes

○ no

○ yes no

○ Compile time error

The statement scanf("%d", i);

○ Will execute without any error

○ Will give run time error

◉ Will give Compilation Error

○

     None of the above

Which function would you use if a single key were to be received through the keyboard?

○ scanf( )

○ gets( )

○ getche( )

◉ getchar( )

The program prints

```
void main ()
  {
    int i = 0, x = 0;
    while (i < 25) {
      if (i % 5 == 0) {
        x += i;
        printf("%d ", x);
      }
      ++i;
    }
    printf("\ti = %d", i);
  }
```

○ 0 5 15 30 50 i=25

◉ 0 5 15 30 50 i=24

○ 0 5 15 35 60 i=25

○ 0 5 15 35 60 i=24

The program prints:

```
void main ()
{
        int i = 0, x = 0;
        do {
                if (i % 5 == 0) {
                        x++;
                        printf("%d ", x);
                }
                ++i;
        } while (i < 20);
        printf("\ti=%d", i);
}
```

○ 0 1 2 3 i=4

○ 0 1 2 3 i=20

○ 1 2 3 4 i=4

◉ 1 2 3 4 i=20

Consider the following:

(A)   while (1)

{

printf ("I am loop A");

}

(B)   a = 0;

while (a == 0)

{

printf ("I am loop B");

}

(C)   while (0)

{

printf ("I am loop C");

}

○   loop A never executes, loop in B never executes, loop C never executes

○   loop A never executes, loop in B never executes, loop C runs forever

○   loop A runs forever, loop in B runs forever, loop C runs forever

◉   loop A runs forever, loop in B runs forever, loop C never executes

What is right way to Initialize array?

◉   int n[6] = { 2, 4, 12, 5, 45, 5 };

○   int n{} = { 2, 4, 12, 5, 45, 5 };

○   int n{6} = { 2, 4, 12 };

○   int n(6) = { 2, 4, 12, 5, 45, 5 };

An array's elements are always stored in _____ memory locations

⦿ Sequential

◯ Random

◯ Sequential and Random

◯ None of the above

String constants should be enclosed between ____

◯ Single Quotes

◯ Double Quotes

⦿ Both a and b

◯ None of the above

Which of the following represents an empty string?

⦿ \0

◯ 0

◯ both of the above

◯ None of the above

How will you print \n on the screen?

◯ printf("\n");

◯ echo "\\n";

○ printf('\n');

⊙ printf("\\n");

A …….. is visible only from the point of its declaration to the end of the program

⊙ Global variable

○ Local variable

○ Auto

○ None of the above

The output of the above program will be:

```
#include <stdio.h>
void abc (int ) ;
int main( )
{
    int a = 30 ;
    abc ( a ) ;
    printf ( "%d\n", a ) ;
    return 0 ;
}
void abc ( int b )
{
    b = 60 ;
    printf ( "%d\n", b ) ;
}
```

⊙ 60 30

○ 30 60

○ 30 30

○ 60 60

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