

Exercises about Computer Science

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1 Exercises

1. What will be the output of the following code?

```
#include<stdio.h>

int main()
{
    char *str;
    str = "%s";
    printf(str, "K\n");
    return 0;
}
```

- (a) Error.
- (b) No output.
- (c) K.
- (d) %s
- (e) K \n

2. What is the output of the following Java code?

```
public class array
{
    public static void main(String args)
    {
        int arr = {1,2,3,4,5};
        System.out.println(arr2);
        System.out.println(arr4);
    }
}
```

- (a) 4 and 2.
- (b) 2 and 4.
- (c) 5 and 3.
- (d) 3 and 5.
- (e) 4 and 3.

3. On C programming there is a common used structure defined as `(void *) 0`. What is it?

- (a) The NULL pointer.
- (b) The void pointer.
- (c) Error.
- (d) Garbage value stored on RAM.
- (e) Garbage value stored on disk.

4. When dealing with an empty stack `s`, what sequence of operations gives the result string `cat`?

- (a) `push(c, s); push(a, s); push(t, s); pop(s); pop(s); pop(s);`
- (b) `push(c, s); pop(s); push(a, s); pop(s); push(t, s); pop(s);`
- (c) `pop(c); pop(a); pop(t);`
- (d) `push(c, s); push(a, s); pop(t);`
- (e) `push(a); push(a, s); push(t, s); pop(a); pop(s); pop(s);`

5. What will be the output of the program if the size of pointer is 4-bytes?

```
#include<stdio.h>

int main()
{
    printf("%d, %d\n", sizeof(NULL), sizeof(""));
    return 0;
}
```

- (a) 2, 1.
- (b) 1, 2.
- (c) 2, 2.
- (d) 4, 1.
- (e) 4, 2.

2 Answers

1. C
2. D
3. A
4. B
5. D