**C VEGAS**

1. What does the following declaration mean?  
    int (\*ptr)[10];

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | ptr is array of pointers to 10 integers |
| [B.](javascript:%20void%200;) | ptr is a pointer to an array of 10 integers |
| [C.](javascript:%20void%200;) | ptr is an array of 10 integers |
| [D.](javascript:%20void%200;) | ptr is an pointer to array |

1. How would you round off a value from 1.66 to 2.0?

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | ceil(1.66) | [B.](javascript:%20void%200;) | floor(1.66) |
| [C.](javascript:%20void%200;) | roundup(1.66) | [D.](javascript:%20void%200;) | roundto(1.66) |

1. What are the types of linkages?

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | Internal and External | [B.](javascript:%20void%200;) | External, Internal and None |
| [C.](javascript:%20void%200;) | External and None | [D.](javascript:%20void%200;) | Internal |

1. Which of the following statements should be used to obtain a remainder after dividing 3.14 by 2.1 ?

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | rem = 3.14 % 2.1; |
| [B.](javascript:%20void%200;) | rem = modf(3.14, 2.1); |
| [C.](javascript:%20void%200;) | rem = fmod(3.14, 2.1); |
| [D.](javascript:%20void%200;) | Remainder cannot be obtain in floating point division. |

1. include<stdio.h>

struct emp

{

char name[20];

int age;

};

int main()

{

emp int xx;

int a;

printf("%d\n", &a);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | Error: in printf | [B.](javascript:%20void%200;) | Error: in emp int xx; |
| [C.](javascript:%20void%200;) | No error. | [D.](javascript:%20void%200;) | None of these. |

6. Which of the following is correct about err used in the declaration given below?

typedef enum error { warning, test, exception } err;

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | It is a typedef for enum error. |
| [B.](javascript:%20void%200;) | It is a variable of type enum error. |
| [C.](javascript:%20void%200;) | The statement is erroneous. |
| [D.](javascript:%20void%200;) | It is a structure. |

7. Which of the following operations are INCORRECT?

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | int i = 35; i = i%5; | [B.](javascript:%20void%200;) | short int j = 255; j = j; |
| [C.](javascript:%20void%200;) | long int k = 365L; k = k; | [D.](javascript:%20void%200;) | float a = 3.14; a = a%3; |

8. Which of the following correctly represents a long double constant?

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | 6.68 | [B.](javascript:%20void%200;) | 6.68L |
| [C.](javascript:%20void%200;) | 6.68f | [D.](javascript:%20void%200;) | 6.68LF |

9. Which of the structure is incorrcet?

|  |  |
| --- | --- |
| 1 : | struct aa  {  int a;  float b;  }; |
| 2 : | struct aa  {  int a;  float b;  struct aa var;  }; |
| 3 : | struct aa  {  int a;  float b;  struct aa \*var;  }; |

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | 1 | [B.](javascript:%20void%200;) | 2 |
| [C.](javascript:%20void%200;) | 3 | [D.](javascript:%20void%200;) | 1, 2, 3 |

10. Read the statements.

|  |  |
| --- | --- |
| 1 : | typedef long a;  extern int a c; |
| 2 : | typedef long a; extern a int c; |
| 3 : | typedef long a; extern a c; |

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | 1 correct | [B.](javascript:%20void%200;) | 2 correct |
| [C.](javascript:%20void%200;) | 3 correct | [D.](javascript:%20void%200;) | 1, 2, 3 are correct |

11. Range of double is -1.7e-38 to 1.7e+38 (in 16 bit platform - Turbo C under DOS)

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | True | [B.](javascript:%20void%200;) | False |

12. Size of short integer and long integer would vary from one platform to another.

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | True | [B.](javascript:%20void%200;) | False |

13. Which of the following is correct way to define the function fun() in the below program?

#include<stdio.h>

int main()

{

int a[3][4];

fun(a);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | void fun(int p[][4])  {  } | [B.](javascript:%20void%200;) | void fun(int \*p[4])  {  } |
| [C.](javascript:%20void%200;) | void fun(int \*p[][4])  {  } | [D.](javascript:%20void%200;) | void fun(int \*p[3][4])  {  } |

14. Which of the following statements are correct about the program below?

#include<stdio.h>

int main()

{

int size, i;

scanf("%d", &size);

int arr[size];

for(i=1; i<=size; i++)

{

scanf("%d", arr[i]);

printf("%d", arr[i]);

}

return 0;

}

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | The code is erroneous since the subscript for array used in for loop is in the range 1 to size. |
| [B.](javascript:%20void%200;) | The code is erroneous since the values of array are getting scanned through the loop. |
| [C.](javascript:%20void%200;) | The code is erroneous since the statement declaring array is invalid. |
| [D.](javascript:%20void%200;) | The code is correct and runs successfully. |

15. Which of the following statements are correct about 6 used in the program?  
int num[6];  
num[6]=21;

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | In the first statement 6 specifies a particular element, whereas in the second statement it specifies a type. |
| [B.](javascript:%20void%200;) | In the first statement 6 specifies a array size, whereas in the second statement it specifies a particular element of array. |
| [C.](javascript:%20void%200;) | In the first statement 6 specifies a particular element, whereas in the second statement it specifies a array size. |
| [D.](javascript:%20void%200;) | In both the statement 6 specifies array size. |

16. Which of the following statements are correct about an array?

|  |  |
| --- | --- |
| 1: | The array int num[26]; can store 26 elements. |
| 2: | The expression num[1] designates the very first element in the array. |
| 3: | It is necessary to initialize the array at the time of declaration. |
| 4: | The declaration num[SIZE] is allowed if SIZE is a macro. |

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | 1 | [B.](javascript:%20void%200;) | 1,4 |
| [C.](javascript:%20void%200;) | 2,3 | [D.](javascript:%20void%200;) | 2,4 |

17. According to ANSI specifications which is the correct way of declaring main when it receives command-line arguments?

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | int main(int argc, char \*argv[]) |
| [B.](javascript:%20void%200;) | int main(argc, argv)  int argc; char \*argv; |
| [C.](javascript:%20void%200;) | int main()  {  int argc; char \*argv;  } |
| [D.](javascript:%20void%200;) | None of above |

18. What do the 'c' and 'v' in argv stands for?

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | 'c' means argument control 'v' means argument vector |
| [B.](javascript:%20void%200;) | 'c' means argument count 'v' means argument vertex |
| [C.](javascript:%20void%200;) | 'c' means argument count 'v' means argument vector |
| [D.](javascript:%20void%200;) | 'c' means argument configuration 'v' means argument visibility |

19. Even if integer/float arguments are supplied at command prompt they are treated as strings.

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | True | [B.](javascript:%20void%200;) | False |

20. If the different command line arguments are supplied at different times would the output of the following program change?

#include<stdio.h>

int main(int argc, char \*\*argv)

{

printf("%d\n", argv[argc]);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | Yes | [B.](javascript:%20void%200;) | No |

21. What will be the output of the program (sample.c) given below if it is executed from the command line (Turbo C in DOS)?  
cmd> sample 1 2 3

/\* sample.c \*/

#include<stdio.h>

int main(int argc, char \*argv[])

{

int j;

j = argv[1] + argv[2] + argv[3];

printf("%d", j);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | 6 | [B.](javascript:%20void%200;) | sample 6 |
| [C.](javascript:%20void%200;) | Error | [D.](javascript:%20void%200;) | Garbage value |

22. In which header file is the NULL macro defined?

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | stdio.h | [B.](javascript:%20void%200;) | stddef.h |
| [C.](javascript:%20void%200;) | stdio.h and stddef.h | [D.](javascript:%20void%200;) | math.h |

23. How many bytes are occupied by near, far and huge pointers (DOS)?

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | near=2 far=4 huge=4 | [B.](javascript:%20void%200;) | near=4 far=8 huge=8 |
| [C.](javascript:%20void%200;) | near=2 far=4 huge=8 | [D.](javascript:%20void%200;) | near=4 far=4 huge=8 |

24.What would be the equivalent pointer expression for referring the array element a[i][j][k][l]

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | ((((a+i)+j)+k)+l) | [B.](javascript:%20void%200;) | \*(\*(\*(\*(a+i)+j)+k)+l) |
| [C.](javascript:%20void%200;) | (((a+i)+j)+k+l) | [D.](javascript:%20void%200;) | ((a+i)+j+k+l) |

25.In the following program add a statement in the function fun() such that address of a gets stored in j?

#include<stdio.h>

int main()

{

int \*j;

void fun(int\*\*);

fun(&j);

return 0;

}

void fun(int \*\*k)

{

int a=10;

/\* Add a statement here \*/

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | \*\*k=a; | [B.](javascript:%20void%200;) | k=&a; |
| [C.](javascript:%20void%200;) | \*k=&a | [D.](javascript:%20void%200;) | &k=\*a |

26. Which statement will you add to the following program to ensure that the program outputs "IndiaBIX" on execution?

#include<stdio.h>

int main()

{

char s[] = "IndiaBIX";

char t[25];

char \*ps, \*pt;

ps = s;

pt = t;

while(\*ps)

\*pt++ = \*ps++;

/\* Add a statement here \*/

printf("%s\n", t);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | \*pt=''; | [B.](javascript:%20void%200;) | pt='\0'; |
| [C.](javascript:%20void%200;) | pt='\n'; | [D.](javascript:%20void%200;) | \*pt='\0'; |

27.The following program reports an error on compilation.

#include<stdio.h>

int main()

{

float i=10, \*j;

void \*k;

k=&i;

j=k;

printf("%f\n", \*j);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | True | [B.](javascript:%20void%200;) | False |

28. Are the three declarations char \*\*apple, char \*apple[], and char apple[][] same?

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | True | [B.](javascript:%20void%200;) | False |

29. Point out the compile time error in the program given below.

#include<stdio.h>

int main()

{

int \*x;

\*x=100;

return 0;

}

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | Error: invalid assignment for x |
| [B.](javascript:%20void%200;) | Error: suspicious pointer conversion |
| [C.](javascript:%20void%200;) | No error |
| [D.](javascript:%20void%200;) | None of above |

30. Point out the error in the program

#include<stdio.h>

int main()

{

int a[] = {10, 20, 30, 40, 50};

int j;

for(j=0; j<5; j++)

{

printf("%d\n", a);

a++;

}

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | Error: Declaration syntax | [B.](javascript:%20void%200;) | Error: Expression syntax |
| [C.](javascript:%20void%200;) | Error: LValue required | [D.](javascript:%20void%200;) | Error: Rvalue required |

31.  How will you free the allocated memory ?

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | remove(var-name); | [B.](javascript:%20void%200;) | free(var-name); |
| [C.](javascript:%20void%200;) | delete(var-name); | [D.](javascript:%20void%200;) | dalloc(var-name); |

32. One of elements of a structure can be a pointer to the same structure.

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | True | [B.](javascript:%20void%200;) | False |

33. Which of the following statement is True?

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | User has to explicitly define the numeric value of enumerations |
| [B.](javascript:%20void%200;) | User has a control over the size of enumeration variables. |
| [C.](javascript:%20void%200;) | Enumeration can have an effect local to the block, if desired |
| [D.](javascript:%20void%200;) | Enumerations have a global effect throughout the file. |

34. What will be the output of the program ?

#include<stdio.h>

int main()

{

union a

{

int i;

char ch[2];

};

union a u;

u.ch[0]=3;

u.ch[1]=2;

printf("%d, %d, %d\n", u.ch[0], u.ch[1], u.i);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | 3, 2, 515 | [B.](javascript:%20void%200;) | 515, 2, 3 |
| [C.](javascript:%20void%200;) | 3, 2, 5 | [D.](javascript:%20void%200;) | 515, 515, 4 |

35. What will be the output of the program ?

#include<stdio.h>

int main()

{

union var

{

int a, b;

};

union var v;

v.a=10;

v.b=20;

printf("%d\n", v.a);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | 10 | [B.](javascript:%20void%200;) | 20 |
| [C.](javascript:%20void%200;) | 30 | [D.](javascript:%20void%200;) | 0 |

36. What will be the output of the program ?

#include<stdio.h>

int main()

{

enum days {MON=-1, TUE, WED=6, THU, FRI, SAT};

printf("%d, %d, %d, %d, %d, %d\n", MON, TUE, WED, THU, FRI, SAT);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | -1, 0, 1, 2, 3, 4 | [B.](javascript:%20void%200;) | -1, 2, 6, 3, 4, 5 |
| [C.](javascript:%20void%200;) | -1, 0, 6, 2, 3, 4 | [D.](javascript:%20void%200;) | -1, 0, 6, 7, 8, 9 |

37. Which header file should be included to use functions like malloc() and calloc()?

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | memory.h | [B.](javascript:%20void%200;) | stdlib.h |
| [C.](javascript:%20void%200;) | string.h | [D.](javascript:%20void%200;) | dos.h |

38. Point out the correct statement will let you access the elements of the array using 'p' in the following program?

#include<stdio.h>

#include<stdlib.h>

int main()

{

int i, j;

int(\*p)[3];

p = (int(\*)[3])malloc(3\*sizeof(\*p));

return 0;

}

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | for(i=0; i<3; i++)  {  for(j=0; j<3; j++)  printf("%d", p[i+j]);  } |
| [B.](javascript:%20void%200;) | for(i=0; i<3; i++)  printf("%d", p[i]); |
| [C.](javascript:%20void%200;) | for(i=0; i<3; i++)  {  for(j=0; j<3; j++)  printf("%d", p[i][j]);  } |
| [D.](javascript:%20void%200;) | for(j=0; j<3; j++)  printf("%d", p[i][j]); |

39. malloc() allocates memory from the heap and not from the stack.

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | True | [B.](javascript:%20void%200;) | False |

40. Point out the error in the program

#include<stdio.h>

int f(int a)

{

a > 20? return(10): return(20);

}

int main()

{

int f(int);

int b;

b = f(20);

printf("%d\n", b);

return 0;

}

|  |  |
| --- | --- |
| [A.](javascript:%20void%200;) | Error: Prototype declaration |
| [B.](javascript:%20void%200;) | No error |
| [C.](javascript:%20void%200;) | Error: return statement cannot be used with conditional operators |
| [D.](javascript:%20void%200;) | None of above |

41. What will be the output of the program?

#include<stdio.h>

void fun(int\*, int\*);

int main()

{

int i=5, j=2;

fun(&i, &j);

printf("%d, %d", i, j);

return 0;

}

void fun(int \*i, int \*j)

{

\*i = \*i\*\*i;

\*j = \*j\*\*j;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | 5, 2 | [B.](javascript:%20void%200;) | 10, 4 |
| [C.](javascript:%20void%200;) | 2, 5 | [D.](javascript:%20void%200;) | 25, 4 |

42 .Functions cannot return a floating point number

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | Yes | [B.](javascript:%20void%200;) | No |

43. Maximum number of arguments that a function can take is 12

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | Yes | [B.](javascript:%20void%200;) | No |

44. In a function two return statements should never occur.

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | Yes | [B.](javascript:%20void%200;) | No |

45. Which standard library function will you use to find the last occurance of a character in a string in C?

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | strnchar() | [B.](javascript:%20void%200;) | strchar() |
| [C.](javascript:%20void%200;) | strrchar() | [D.](javascript:%20void%200;) | strrchr() |

46. What will be the output of the program?

#include<stdio.h>

int main()

{

int i;

i = printf("How r u\n");

i = printf("%d\n", i);

printf("%d\n", i);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | How r u 7 2 | [B.](javascript:%20void%200;) | How r u 8 2 |
| [C.](javascript:%20void%200;) | How r u 1 1 | [D.](javascript:%20void%200;) | Error: cannot assign printf to variable |

47.What will be the output of the program?

#include<stdio.h>

int main()

{

int i;

char c;

for(i=1; i<=5; i++)

{

scanf("%c", &c); /\* given input is 'b' \*/

ungetc(c, stdout);

printf("%c", c);

ungetc(c, stdin);

}

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | bbbb | [B.](javascript:%20void%200;) | bbbbb |
| [C.](javascript:%20void%200;) | b | [D.](javascript:%20void%200;) | Error in ungetc statement. |

48.What will be the output of the program?

#include<stdio.h>

int main()

{

static int a[20];

int i = 0;

a[i] = i ;

printf("%d, %d, %d\n", a[0], a[1], i);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | 1, 0, 1 | [B.](javascript:%20void%200;) | 1, 1, 1 |
| [C.](javascript:%20void%200;) | 0, 0, 0 | [D.](javascript:%20void%200;) | 0, 1, 0 |

49. What will be the output of the program?

#include<stdio.h>

int main()

{

int i=-3, j=2, k=0, m;

m = ++i && ++j && ++k;

printf("%d, %d, %d, %d\n", i, j, k, m);

return 0;

}

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | -2, 3, 1, 1 | [B.](javascript:%20void%200;) | 2, 3, 1, 2 |
| [C.](javascript:%20void%200;) | 1, 2, 3, 1 | [D.](javascript:%20void%200;) | 3, 3, 1, 2 |

50. In which stage the following code

#include<stdio.h>   
gets replaced by the contents of the file stdio.h

|  |  |  |  |
| --- | --- | --- | --- |
| [A.](javascript:%20void%200;) | During editing | [B.](javascript:%20void%200;) | During linking |
| [C.](javascript:%20void%200;) | During execution | [D.](javascript:%20void%200;) | During preprocessing |

**Answer key:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Que. No. | Ans. | Que. No. | Ans. | Que. No. | Ans. |
| 1 | b | 21 | c | 41 | d |
| 2 | a | 22 | c | 42 | b |
| 3 | b | 23 | a | 43 | b |
| 4 | c | 24 | b | 44 | b |
| 5 | a | 25 | c | 45 | d |
| 6 | a | 26 | d | 46 | b |
| 7 | d | 27 | b | 47 | c |
| 8 | b | 28 | b | 48 | c |
| 9 | b | 29 | c | 49 | a |
| 10 | c | 30 | c | 50 | d |
| 11 | b | 31 | b |  |  |
| 12 | a | 32 | a |  |  |
| 13 | a | 33 | c |  |  |
| 14 | c | 34 | a |  |  |
| 15 | b | 35 | b |  |  |
| 16 | b | 36 | d |  |  |
| 17 | a | 37 | b |  |  |
| 18 | c | 38 | c |  |  |
| 19 | a | 39 | a |  |  |
| 20 | b | 40 | c |  |  |
|  |  |  |  |  |  |