

إجمالي النقاط 12/15

Struct

عنوان بريد إلكتروني *

hamed.mohamed26324@gmail.com



```
void fun(int*);  
int main() {  
    int counter;  
    int arr[3]={1,2,3};  
    fun(arr);  
    for(counter=0;counter<3;counter++)  
    {  
        printf(_Format: "%d",arr[counter]);  
    }  
    return 0;  
}  
void fun(int arr[])  
{  
    int counter;  
    for(counter=0;counter<3;counter++)  
        arr[counter]=0;  
}
```

123 ☐000 ☒compiler error ☐

```
#include<stdio.h>

int main()
{
    enum value{VAL1=0, VAL2, VAL3, VAL4, VAL5} var;
    printf("%d\n", sizeof(var));
    return 0;
}
```

1 ☐2 ☒4 ☐8 ☐

```
#include<stdio.h>

int main()
{
    union a
    {
        int i;
        char ch[2];
    };
    union a u1 = {512};
    union a u2 = {0, 2};
    return 0;
}
```

- 1: u2 CANNOT be initialized as shown.
- 2: u1 can be initialized as shown.
- 3: To initialize char ch[] of u2 '.' operator should be used.
- 4: The code causes an error 'Declaration syntax error'

1,2 ☐2,3 ☐1,2,3 ☐1,3,4 ☒

الإجابة الصحيحة

1,2,3 ☒

التعليقات

.u2 CANNOT be initialized as shown .1
,This line says that
;union a u2 = {0, 2}

This type of initialization cannot be done as we expected. Because, here the value 2, cannot be assigned to ch[] of u2 without '.' operator. It may cause syntax error in Turbo C



.but no error GCC and as you said in Dev C

.u1 can be initialized as shown .2

,This line says that

;union a u1 = {512}

;This can be done. This will assign the value 512 to u1.i

.To initialize char ch[] of u2 '.' operator should be used .3

We have to use ('.' operator) to assign value for 'ch[]' of the union 'u2'. Example: [u2.ch](#)[0] =
;"x

.The code causes an error 'Declaration syntax error .4

Since, we know that point-1 may cause error. But it was mentioned already. So, by fixing
.this (if it causes any error), the rest part of the program will not cause any error

1/1

* Q3) Union elements can be of different sizes ✓



True ☒

False ☐

1/1

* Q4) Structure can be passed to functions by value ✓



True ☒

False ☐



```
#include<stdio.h>

int main()
{
    struct emp
    {
        char n[20];
        int age;
    };
    struct emp e1 = {"Dravid", 23};
    struct emp e2 = e1;
    if(e1 == e2)
        printf("The structure are equal");
    return 0;
}
```

Prints: The structure are equal ☐

Error: Structure cannot be compared using '==' ☐

Option 3 ☐

No output ☒

None of above ☐

الإجابة الصحيحة

Error: Structure cannot be compared using '==' ☒

التعليقات

because the operator "==" is defined only to operate with the int, float and char, But not .with strings, structure, unions or enums in C



Assume that size of an integer is 32 bit. What is the output of following program?

```
#include<stdio.h>
struct st
{
    int x;
    static int y;
};

int main()
{
    printf("%d", sizeof(struct st));
    return 0;
}
```

4 ☐8 ☐compiler error ☒runtime error ☐

What is the similarity between a structure, union and enumeration?

- A. All of them let you define new values
- B. All of them let you define new data types
- C. All of them let you define new pointers
- D. All of them let you define new structures



A ☐

B ☒

C ☐

D ☐




```
#include<stdio.h>
#define MIN(x, y) (x<y)? x : y;
int main()
{
    int x=3, y=4, z;
    z = MIN(x+y/2, y-1);
    if(z > 0)
        printf("%d\n", z);
    return 0;
}
```

3 ☒4 ☐0 ☐No output ☐

What will be the output of the program?

```
#include<stdio.h>
#define MAX(a, b, c) (a>b ? a>c ? a : c: b>c ? b : c)

int main()
{
    int x;
    x = MAX(3+2, 2+7, 3+7);
    printf("%d\n", x);
    return 0;
}
```

5 ☐9 ☐10 ☒3+7 ☐

(Q10 ✓)

```
#include <stdio.h>
#define PRINT(i, limit) do \
    { \
        if (i++ < limit) \
        { \
            printf("GeeksQuiz\n"); \
            continue; \
        } \
    }while(1)

int main()
{
    PRINT(0, 3);
    return 0;
}
```

How many times **GeeksQuiz** is printed in the above program?

1 ☐

2 ☐

3 ☐

compiler error ☒



Output?

```
#include<stdio.h>
#define f(g,g2) g##g2
int main()
{
    int var12 = 100;
    printf("%d", f(var,12));
    return 0;
}
```

- 1) 100
- 2) CompilerError
- 3) 0

1 ☒2 ☐3 ☐

1/1

* ? What is the output ✓

```
#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;
}
```



10 ☐

20 ☒

30 ☐

0 ☐

1/1

* .one of elements of a structure can be a pointer to the same structure ✓



True ☒

False ☐



1/1

*



.A structure can be nested inside another structure



True ☒

False ☐

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