Talent Transformation (2019)

Started on	Tuesday, 28 August 2018, 2:01 PM
State	Finished
Completed on	Tuesday, 28 August 2018, 2:07 PM
Time taken	6 mins 27 secs
Grade	**7.00** out of 10.00 (**70**%)

Question 1

Correct

Mark 1.00 out of 1.00

Flag question

Bitwise | can be used to set multiple bits in number.

Select one:

- a. Yes ✓
- b. No

The correct answer is: Yes

Question 2

Incorrect

Mark 0.00 out of 1.00

Flag question

Left shifting a number by 1 is always equivalent to multiplying it by 2.

Select one:

- a. True
- b. False ✗

Explanation:

0001 => 1
0010 => 2
0100 => 4
1000 => 8

The correct answer is: True

Question 3

Incorrect

Bitwise | can be used to set a bit in number.

Mark 0.00 out of 1.00

Flag question

Select one:

a. Yes

b. No ✗

The correct answer is: Yes

Question 4

Incorrect

Mark 0.00 out of 1.00

Flag question

If an unsigned int is 2 bytes wide then, What will be the output of the program ?

```
#include<stdio.h>
int main()
{
unsigned int m = 32;
printf("%x\n", ~m);
return 0;
}
```

Select one:

a. ddfd ✗

b. 0000

c. ffdf

d. ffff

The correct answer is: ffdf

Question 5

Correct

Mark 1.00 out of 1.00

Flag question

What will be the output of the program?

```
#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;
}
```

Select one:

a. 0

b. 3 ✓

c. No output

d. 4

Explanation:

The macro MIN(x, y) (x<y)? x : y; returns the smallest value from the given two numbers.
Step 1: int x=3, y=4, z; The variable x, y, z are declared as an integer type and the variable x, y are initialized to value 3, 4 respectively.
Step 2: z = MIN(x+y/2, y-1); becomes,
=> z = (x+y/2 < y-1)? x+y/2 : y - 1;
=> z = (3+4/2 < 4-1)? 3+4/2 : 4 - 1;
=> z = (3+2 < 4-1)? 3+2 : 4 - 1;
=> z = (5 < 3)? 5 : 3;
The macro return the number 3 and it is stored in the variable z.
Step 3: if(z > 0) becomes if(3 > 0) here the if condition is satisfie It executes the if block statements.
Step 4: printf("%d\n", z);. It prints the value of variable z.
Hence the output of the program is 3

The correct answer is: 3

Question 6

Correct

Mark 1.00 out of 1.00

Flag question

What will be the output of the program?

```
#include<stdio.h>
#define str(x) #x
#define Xstr(x) str(x)
#define oper multiply
int main()
{
char *opername = Xstr(oper);
printf("%s\n", opername);
return 0;
}
```

Select one:

- a. No output
- b. print 'multiply' ✓
- c. Error: in macro substitution
- d. Error: invalid reference 'x' in macro

Explanation:

The macro #define str(x) #x replaces the symbol 'str(x)' with 'x'.
The macro #define Xstr(x) str(x) replaces the symbol 'Xstr(x)' with 'str(x)'.
The macro #define oper multiply replaces the symbol 'oper' with 'multiply'.
Step 1: char *opername = Xstr(oper); The varible *opername is declared as an pointer to a character type.

=> Xstr(oper); becomes,
=> Xstr(multiply);
=> str(multiply)
=> char *opername = multiply
Step 2: printf("%s\n", opername); It prints the value of variable opername.
Hence the output of the program is "multiply"

The correct answer is: print 'multiply'

Question 7

Correct

Mark 1.00 out of 1.00

Flag question

What will be the output of the program?

```
#include<stdio.h>
#define MAN(x, y) ((x)>(y)) ? (x):(y);
int main()
{
int i=10, j=5, k=0;
k = MAN(++i, j++);
printf("%d, %d, %d\n", i, j, k);
return 0;
}
```

Select one:

- a. 11, 5, 11
- b. 12, 6, 12 ✓
- c. 12, 6, Garbage
- d. 11, 5, Garbage

Explanation:

The macro MAN(x, y) ((x)>(y)) ? (x):(y); returns the biggest number of given two numbers.
Step 1: int i=10, j=5, k=0; The variable i, j, k are declared as an integer type and initialized to value 10, 5, 0 respectively.
Step 2: k = MAN(++i, j++); becomes,
=> k = ((++i)>(j++)) ? (++i):(j++);
=> k = ((11)>(5)) ? (12):(6);
=> k = 12
Step 3: printf("%d, %d, %d\n", i, j, k); It prints the variable i, j, k.
In the above macro step 2 the variable i value is increemented by 2 and variable jvalue is increemented by 1.
Hence the output of the program is 12, 6, 12

The correct answer is: 12, 6, 12

Question 8

Correct

What will be the output of the program (in Turbo C under DOS)?

```
#include<stdio.h>
```

Mark 1.00 out of 1.00

Flag question

```
int main()
{
char huge *near *far *ptr1;
char near *far *huge *ptr2;
char far *huge *near *ptr3;
printf("%d, %d, %d\n", sizeof(ptr1), sizeof(ptr2), sizeof(ptr3));
return 0;
}
```

Select one:

- a. 4, 4, 2 ✓
- b. 2, 4, 8
- c. 4, 4, 8
- d. 2, 4, 4

The correct answer is: 4, 4, 2

Question 9

Correct

Mark 1.00 out of 1.00

Flag question

What do the following declaration signify?
char *scr;

Select one:

- a. scr is a function pointer.
- b. scr is a pointer to pointer variable.
- c. scr is a pointer to char. ✓
- d. scr is a member of function pointer.

The correct answer is: scr is a pointer to char.

Question 10

Correct

Mark 1.00 out of 1.00

Flag question

What do the following declaration signify?
void (*cmp)();

Select one:

- a. cmp is a void type pointer function.
- b. cmp is a pointer to an void function type.
- c. cmp is a function that return a void pointer.
- d. cmp is a pointer to a function which returns void . ✓

The correct answer is: cmp is a pointer to a function which returns void .

Finish review

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Finish review

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