Talent Transformation (2019)

Started on	Tuesday, 28 August 2018, 11:12 PM
State	Finished
Completed on	Tuesday, 28 August 2018, 11:18 PM
Time taken	6 mins 40 secs
Grade	**6.00** out of 10.00 (**60**%)

Question 1

Incorrect

Mark 0.00 out of 1.00

Flag question

What will be the output of the program?

```
#include<stdio.h>
int addmult(int ii, int jj)
{
int kk, ll;
kk = ii + jj;
ll = ii * jj;
return (kk, ll);
}
int main()
{
int i=3, j=4, k, l;
k = addmult(i, j);
l = addmult(i, j);
printf("%d, %d\n", k, l);
return 0;
}
```

Select one:

- a. 12, 12
- b. 7, 7 ✗
- c. 7, 12
- d. 12, 7

Explanation:

Step 1: int i=3, j=4, k, l; The variables i, j, k, l are declared as an integer type and variable i, j are initialized to 3, 4 respectively.

The function addmult(i, j); accept 2 integer parameters.
Step 2: k = addmult(i, j); becomes k = addmult(3, 4)
In the function addmult(). The variable kk, ll are declared as an integer typeint kk, ll;
kk = ii + jj; becomes kk = 3 + 4 Now the kk value is '7'.
ll = ii * jj; becomes ll = 3 * 4 Now the ll value is '12'.
return (kk, ll); It returns the value of variable ll only.
The value 12 is stored in variable 'k'.
Step 3: l = addmult(i, j); becomes l = addmult(3, 4)
kk = ii + jj; becomes kk = 3 + 4 Now the kk value is '7'.
ll = ii * jj; becomes ll = 3 * 4 Now the ll value is '12'.
return (kk, ll); It returns the value of variable ll only.
The value 12 is stored in variable 'l'.
Step 4: printf("%d, %d\n", k, l); It prints the value of k and l
Hence the output is "12, 12".

The correct answer is: 12, 12

Question 2

Correct

Mark 1.00 out of 1.00

Flag question

Is it true that too many recursive calls may result into stack overflow?

Select one:

- a. Yes ✓
- b. No

Explanation:

Yes, too many recursive calls may result into stack overflow. because when a function is called its return address is stored in stack.
After sometime the stack memory will be filled completely. Hence stack overflowerror will occur.

The correct answer is: Yes

Question 3

Incorrect

Mark 0.00 out of 1.00

Flag question

If a function contains two return statements successively, the compiler will generate warnings. Yes/No ?

Select one:

- a. Yes
- b. No ✗

Explanation:

Yes. If a function contains two return statements successively, the compiler will generate "Unreachable code" warnings.

Example:

```
#include<stdio.h>
int mul(int, int); /* Function prototype */
int main()
{
int a = 4, b = 3, c;
c = mul(a, b);
printf("c = %d\n", c);
return 0;
}
int mul(int a, int b)
{
return (a * b);
return (a - b); /* Warning: Unreachable code */
}
```

Output:

```
c = 12
```

The correct answer is: Yes

Question 4

Correct

Mark 1.00 out of 1.00

Flag question

Point out the error in the program

```
#include<stdio.h>
int main()
{
int a=10;
void f();
a = f();
printf("%d\n", a);
return 0;
}
void f()
{
printf("Hi");
}
```

Select one:

- a. Error: Doesn't print anything
- b. No error
- c. None of above
- d. Error: Not allowed assignment ✓

Explanation:

The function void f() is not visible to the compiler while going through main() function. So we have to declare this prototype void f(); before to main() function. This kind of error will not occur in modern compilers.

The correct answer is: Error: Not allowed assignment

Question 5

Correct

Mark 1.00 out of 1.00

Flag question

Point out the correct statements about the program?

```
#include<stdio.h>
int main()
{
FILE *fptr;
char str[80];
fptr = fopen("f1.dat", "w");
if(fptr == NULL)
printf("Cannot open file");
else
{
while(strlen(gets(str))>0)
{
fputs(str, fptr);
fputs("\n", fptr);
}
fclose(fptr);
}
return 0;
}
```

Select one:

- a. The code reads a file
- b. The code writes strings that are read from the keyboard into a file. ✓
- c. None of above
- d. The code copies the content of one file to another

Explanation:

This program get the input string from the user through gets function and store it in the file f1.txt using fputs function.

The correct answer is: The code writes strings that are read from the keyboard into a file.

Question 6

Incorrect

Mark 0.00 out of 1.00

Flag question

Consider the following program and what will be content of t?

```
#include<stdio.h>
int main()
{
FILE *fp;
int t;
fp = fopen("DUMMY.C", "w");
```

```
t = fileno(fp);
printf("%d\n", t);
return 0;
}
```

Select one:

- a. The handle associated with "DUMMY.C" file
- b. size of "DUMMY.C" file
- c. Garbage value ✗
- d. Error in fileno()

Explanation:

fp = fopen("DUMMY.C", "w"); A file DUMMY.C is opened in write mode and returns the file pointer to fp
t = fileno(fp); returns the handle for the fp stream and it stored in the variable t
printf("%d\n", t); It prints the handle number.

The correct answer is: The handle associated with "DUMMY.C" file

Question 7

Incorrect

Mark 0.00 out of 1.00

Flag question

What will be the output of the program ?

```
#include<stdio.h>
int main()
{
printf("%c\n", ~('C'*-1));
return 0;
}
```

Select one:

- a. C ✗
- b. D
- c. B
- d. A

The correct answer is: B

Question 8

Correct

Mark 1.00 out of 1.00

Flag question

What will be the output of the program ?

```
#include<stdio.h>
int main()
{
float a=3.15529;
```

```
printf("%2.1f\n", a);
return 0;
}
```

Select one:

- a. 3.00
- b. 3
- c. 3.2 ✓
- d. 3.15

Explanation:

float a=3.15529; The variable a is declared as an float data type and initialized to value 3.15529;
printf("%2.1f\n", a); The precision specifier tells .1f tells the printf function to place only one number after the .(dot).
Hence the output is 3.2

The correct answer is: 3.2

Question 9

Correct

Mark 1.00 out of 1.00

Flag question

scanf() or atoi() function can be used to convert a string like "436" in to integer.

Select one:

- a. Yes ✓
- b. No

Explanation:

scanf is a function that reads data with specified format from a given string stream source.
scanf("%d",&number);
atoi() convert string to integer.
var number;
number = atoi("string");

The correct answer is: Yes

Question 10

Correct

Mark 1.00 out of 1.00

ftell() returns the current position of the pointer in a file stream.

Select one:

- a. False

Flag question

b. True ✓

Explanation:

The ftell() function shall obtain the current value of the file-position indicator for the stream pointed to by stream.
Example:

```
#include <stdio.h>
int main(void)
{
FILE *stream;
stream = fopen("MYFILE.TXT", "w+");
fprintf(stream, "This is a test");
printf("The file pointer is at byte %ld\n", ftell(stream));
fclose(stream);
return 0;
}
```

The correct answer is: True

Finish review

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1 2 3 4 5 6 7 8 9 10

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