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Started on Wednesday, 22 August 2018, 10:37 PM

State Finished

Completed on Wednesday, 22 August 2018, 10:46 PM

Time taken 8 mins 16 secs

**Grade 6.00** out of 10.00 (**60**%)

### Question 1

Correct

Mark 1.00 out of 1.00

Flag question

Usually recursion works slower than loops.

### Select one:

- a. Yes
- b. No

# **Explanation:**

When a recursive call is made, the function/process clones itself and then process that funtion. This leads to time and space constrains.

In a loop, there is no recursive call involved that saves a lot of time and space too.

The correct answer is: Yes

### Question 2

Correct

Mark 1.00 out of 1.00

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Flag question

In a function two return statements should never occur.

#### Select one:

- a. Yes
- b. No

## **Explanation:**

No, In a function two return statements can occur but not successively.

Example:

#include <stdio.h>

```
int mul(int, int); /* Function prototype */
int main()
{
int a = 0, b = 3, c;
c = mul(a, b);
printf("c = %d\n", c);
return 0;
}
/* Two return statements in the mul() function */
int mul(int a, int b)
if(a == 0 || b == 0)
return 0;
}
else
return (a * b);
}
}
Output:
c = 0
The correct answer is: No
```

### Question $\bf 3$

Correct

Mark 1.00 out of 1.00

Flag question

```
What will be the output of the program?
#include<stdio.h>
int main()
{
int i=1;
if(!i)
printf("IndiaBIX,");
else
i=0;
printf("C-Program");
main();
return 0;
}
Select one:
a. prints "C-Program" infinetly 
b. prints "IndiaBIX, C-Program" infinitely
o. prints "C-Program, IndiaBIX" infinitely
```

od. Error: main() should not inside else statement

Step 1: int i=1; The variable i is declared as an integer type and initialized to 1(one).

Step 2: if(!i) Here the !(NOT) operator reverts the i value 1 to 0. Hence

theif(0) condition fails. So it goes to else part.

Step 3: else { i=0; In the else part variable i is assigned to value 0(zero).

Step 4: printf("C-Program"); It prints the "C-program".

Step 5: main(); Here we are calling the main() function.

After calling the function, the program repeats from step 1 to step 5 infinitely.

Hence it prints "C-Program" infinitely.

The correct answer is: prints "C-Program" infinetly

#### Question 4

Correct

Mark 1.00 out of 1.00

Flag question

```
There is a error in the below program. Which statement will you add to remove it?
#include<stdio.h>
int main()
{
    int a;
    a = f(10, 3.14);
    printf("%d\n", a);
    return 0;
}
float f(int aa, float bb)
{
    return ((float)aa + bb);
}

Select one:
    a. Add prototype: float f(int, float) 
    b. Add prototype: float f(float, int)
```

## **Explanation:**

d. Add prototype: float f(aa, bb)

The correct form of function f prototype is float f(int, float);

The correct answer is: Add prototype: float f(int, float)

### Question 5

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:



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 6

Correct

Mark 1.00 out of 1.00

Flag question

A float occupies 4 bytes. If the hexadecimal equivalent of these 4 bytes are A, B, C and D, then when this float is stored in memory in which of the following order do these bytes gets stored?

Select one:

- a. ABCD
- b. 0xABCD
- c. DCBA
- d. Depends on big endian or little endian architecture

The correct answer is: Depends on big endian or little endian architecture

### Question 7

Incorrect

Mark 0.00 out of 1.00

```
What will be the output of the program?
#include<stdio.h>
int main()
float f=43.20;
```

```
Flag question
```

```
printf("%e, ", f);
printf("%f, ", f);
printf("%g", f);
return 0;
}

Select one:

a. 4.3e, 43.20f, 43.00

b. 4.320000e+01, 43.200001, 43.2

c. Error 

d. 4.3, 43.22, 43.21
```

printf("%e, ", f); Here '%e' specifies the "Scientific Notation" format. So, it prints the 43.20 as 4.320000e+01.

printf("%f, ", f); Here '%f' specifies the "Decimal Floating Point" format. So, it prints the 43.20 as 43.200001.

printf("%g, ", f); Here '%g' "Use the shorter of %e or %f". So, it prints the 43.20 as 43.2.

The correct answer is: 4.320000e+01, 43.200001, 43.2

### Question 8

Correct

Mark 1.00 out of 1.00

Flag question

```
Point out the error in the following program. #include<stdio.h>
#include<stdarg.h>
int main()
{
  void display(char *s, int num1, int num2, ...);
  display("Hello", 4, 2, 12.5, 13.5, 14.5, 44.0);
  return 0;
}
  void display(char *s, int num1, int num2, ...)
{
  double c;
  char s;
  va_list ptr;
  va_start(ptr, s);
  c = va_arg(ptr, double);
  printf("%f", c);
}
```

#### Select one:

- a. Error: invalid arguments in function display()
- b. Error: too many parameters

- c. No error
- o
   d. Error: in va\_start(ptr, s); 
   √

We should have use va\_start(ptr, num2);

The correct answer is: Error: in va\_start(ptr, s);

### Question 9

Incorrect

Mark 0.00 out of 1.00

Flag question

```
Point out the error in the following program.
#include<stdio.h>
#include<stdarg.h>
fun(...);
int main()
fun(3, 7, -11.2, 0.66);
return 0;
}
fun(...)
va_list ptr;
int num;
va_start(ptr, n);
num = va_arg(ptr, int);
printf("%d", num);
Select one:
a. Error: Invalid declaration of fun(...)
 b. Error: ptr Lvalue required
```

# **Explanation:**

d. No error

c. Error: fun() needs return type X

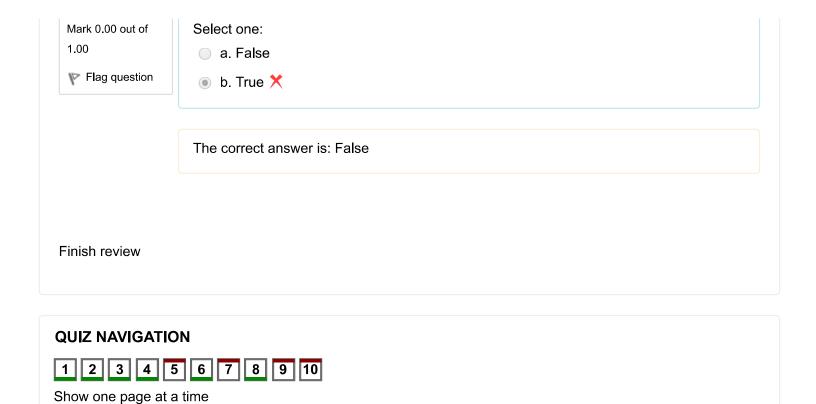
There is no fixed argument in the definition fun()

The correct answer is: Error: Invalid declaration of fun(...)

### Question 10

Incorrect

In a function that receives variable number of arguments the fixed arguments passed to the function can be at the end of argument list.



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