Talent Transformation (2019)

Started on	Wednesday, 22 August 2018, 11:43 PM
State	Finished
Completed on	Wednesday, 22 August 2018, 11:52 PM
Time taken	9 mins 8 secs
Grade	**5.00** out of 10.00 (**50**%)

Question 1

Correct

Mark 1.00 out of 1.00

Flag question

What will be the output of the program?

```
#include<stdio.h>
int main()
{
int a=0, b=1, c=3;
*((a) ? &b : &a) = a ? b : c;
printf("%d, %d, %d\n", a, b, c);
return 0;
}
```

Select one:

- a. 1, 3, 1
- b. 0, 1, 3
- c. 1, 2, 3
- d. 3, 1, 3 ✓

Explanation:

Step 1: int a=0, b=1, c=3; here variable a, b, and c are declared as integer type and initialized to 0, 1, 3 respectively.
Step 2: *((a) ? &b : &a) = a ? b : c; The right side of the expression(a? b:c) becomes (0?1:3). Hence it return the value '3'.
The left side of the expression *((a) ? &b : &a) becomes *((0) ? &b : &a). Hence this contains the address of the variable a *(&a).
Step 3: *((a) ? &b : &a) = a ? b : c; Finally this statement becomes *(&a)=3. Hence the variable a has the value '3'.
Step 4: printf("%d, %d, %d\n", a, b, c); It prints "3, 1, 3".

The correct answer is: 3, 1, 3

Question 2

Incorrect

Mark 0.00 out of 1.00

Flag question

If scanf() is used to store a value in a char variable then along with the value a carriage return(\r) also gets stored it.

Select one:

- a. True ✗
- b. False

Explanation:

No, the carriage return tells the compiler to read the input from the buffer after ENTER key is presse

The correct answer is: False

Question 3

Incorrect

Mark 0.00 out of 1.00

Flag question

The way the break is used to take control out of switch and continue to take control of the beginning of the switch?

Select one:

- a. No
- b. Yes ✗

Explanation:

continue can work only with loops and not with switch

The correct answer is: No

Question 4

Correct

Mark 1.00 out of 1.00

Flag question

Which of the following statements are correct about the below C-program?

```
#include<stdio.h>
int main()
{
int x = 10, y = 100%90, i;
for(i=1; i<10; i++)
if(x != y);
printf("x = %d y = %d\n", x, y);
return 0;
}
```

1 :The printf() function is called 10 times.
2 :The program will produce the output x = 10 y = 10
3 :The ; after the if(x!=y) will NOT produce an error.
4 :The program will not produce output.

Select one:

- a. 4
- b. 3, 4
- c. 1
- d. 2, 3 ✓

The correct answer is: 2, 3

Question 5

Correct

Mark 1.00 out of 1.00

Flag question

Point out the error in the program.

```
#include<stdio.h>
const char *fun();
int main()
{
char *ptr = fun();
return 0;
}
const char *fun()
{
return "Hello";
}
```

Select one:

- a. Error: cannot convert 'const char *' to 'char *'.
- b. None of above
- c. No error and No output ✓
- d. Error: Lvalue required

The correct answer is: No error and No output

Question 6

Incorrect

Mark 0.00 out of 1.00

Flag question

Point out the error in the program.

```
#include<stdio.h>
int main()
{
const int x;
x=128;
printf("%d\n", x);
return 0;
}
```

Select one:

- a. Error: unknown data type const int

b. Error: const variable have been initialised when declare

c. No error ✗

d. Error: stack overflow in x

Explanation:

A const variable has to be initialized when it is declare later assigning the value to the const variable will result in an error "Cannot modify the const object".
Hence Option B is correct

The correct answer is: Error: const variable have been initialised when declare

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()
{
const c = -11;
const int d = 34;
printf("%d, %d\n", c, d);
return 0;
}
```

Select one:

a. Error ✗

b. None of these

c. 11, 34

d. -11, 34

Explanation:

Step 1: const c = -11; The constant variable 'c' is declared and initialized to value "-11".
Step 2: const int d = 34; The constant variable 'd' is declared as an integer and initialized to value '34'.
Step 3: printf("%d, %d\n", c, d); The value of the variable 'c' and 'd' are printe
Hence the output of the program is -11, 34

The correct answer is: -11, 34

Question 8

Correct

Point out the error in the following program.

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

Mark 1.00 out of 1.00

Flag question

```
int main()
{
char str1[] = "Learn through IndiaBIX\0.com", str2[120];
char *p;
p = (char*) memccpy(str2, str1, 'i', strlen(str1));
*p = '\0';
printf("%s", str2);
return 0;
}
```

Select one:

- a. Error: in memccpy statement
- b. No error and prints "Learn through Indi" ✓
- c. Error: invalid variable declaration
- d. Error: invalid pointer conversion

Explanation:

Declaration:
void *memccpy(void *dest, const void *src, int c, size_t n); : Copies a block of n bytes from src to dest
With memccpy(), the copying stops as soon as either of the following occurs:
=> the character 'i' is first copied into str2
=> n bytes have been copied into str2

The correct answer is: No error and prints "Learn through Indi"

Question 9

Incorrect

Mark 0.00 out of 1.00

Flag question

What will be the output of the program?

```
#include<stdio.h>
#include<string.h>
int main()
{
char dest[] = {97, 97, 0};
char src[] = "aaa";
int i;
if((i = memcmp(dest, src, 2))==0)
printf("Got it");
else
printf("Missed");
return 0;
}
```

Select one:

- a. Missed ✗
- b. None of above

c. Got it

d. Error in memcmp statement

Explanation:

memcmp compares the first 2 bytes of the blocks dest and src as unsigned chars.
So, the ASCII value of 97 is 'a'.
if((i = memcmp(dest, src, 2))==0) When comparing the array dest and srcas unsigned chars, the first 2 bytes are same in both variables.so memcmp returns '0'.
Then, the if(0=0) condition is satisfie Hence the output is "Got it".

The correct answer is: Got it

Question 10

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;
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;
}
```

Select one:

a. b ✓

b. bbbbb

c. bbbb

d. Error in ungetc statement.

Explanation:

The ungetc() function pushes the character c back onto the named input stream, which must be open for reading.
This character will be returned on the next call to getc or fread for that stream.
One character can be pushed back in all situations.
A second call to ungetc without a call to getc will force the previous character to be forgotten.

The correct answer is: b

Finish review

QUIZ NAVIGATION

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Finish review

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