Talent Transformation (2019)

Started on	Tuesday, 28 August 2018, 7:10 PM
State	Finished
Completed on	Tuesday, 28 August 2018, 7:18 PM
Time taken	8 mins 31 secs
Grade	**9.00** out of 10.00 (**90**%)

Question 1

Incorrect

Mark 0.00 out of 1.00

Flag question

In the following program where is the variable a getting defined and where it is getting declared?

```
#include<stdio.h>
int main()
{
extern int a;
printf("%d\n", a);
return 0;
}
int a=20;
```

Select one:

- a. int a = 20 is declaration, extern int a is the definition
- b. int a = 20 is definition, a is not defined
- c. a is declared, a is not defined ✗
- d. extern int a is declaration, int a = 20 is the definition

Explanation:

- During declaration we tell the datatype of the Variable.
- During definition the value is initialize

The correct answer is: extern int a is declaration, int a = 20 is the definition

Question 2

Correct

Point out the error in the following program.

```
#include<stdio.h>
struct emp
{
```

Mark 1.00 out of 1.00

Flag question

```
char name[20];
int age;
};
int main()
{
emp int xx;
int a;
printf("%d\n", &a);
return 0;
}
```

Select one:

- a. No error.
- b. Error: in emp int xx; ✓
- c. Error: in printf
- d. None of these.

Explanation:

There is an error in the line emp int xx;
To overcome this error, remove the int and add the struct at the begining of emp int xx;

```
#include<stdio.h>
struct emp
{
char name[20];
int age;
};
int main()
{
struct emp xx;
int a;
printf("%d\n", &a);
return 0;
}
```

The correct answer is: Error: in emp int xx;

Question 3

Correct

Mark 1.00 out of 1.00

Flag question

Which of the following special symbol allowed in a variable name?

Select one:

- a. * (asterisk)
- b. | (pipeline)
- c. - (hyphen)

d. _ (underscore) ✓

Explanation:

Variable names in C are made up of letters (upper and lower case) and digits. The underscore character ("_") is also permitte Names must not begin with a digit.
Examples of valid (but not very descriptive) C variable names:
=> foo
=> Bar
=> BAZ
=> foo_bar
=> _foo42
=> _
=> QuUx

The correct answer is: _ (underscore)

Question 4

Correct

Mark 1.00 out of 1.00

Flag question

Assunming, integer is 2 byte, What will be the output of the program?

```
#include<stdio.h>
int main()
{
printf("%x\n", -2<<2);
return 0;
}
```

Select one:

a. ffff

b. 0

c. Error

d. fff8 ✓

Explanation:

The integer value 2 is represented as 00000000 00000010 in binary system.
Negative numbers are represented in 2's complement metho
1's complement of 00000000 00000010 is 11111111 11111101 (Change all 0s to 1 and 1s to 0).
2's complement of 00000000 00000010 is 11111111 11111110 (Add 1 to 1's complement to obtain the 2's complement value).
Therefore, in binary we represent -2 as: 11111111 11111110.
After left shifting it by 2 bits we obtain: 11111111 11111000, and it is equal to "fff8" in hexadecimal system.

The correct answer is: fff8

Question 5

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=3;
i = i++;
printf("%d\n", i);
return 0;
}
```

Select one:

- a. 5
- b. 3
- c. 6
- d. 4 ✓

The correct answer is: 4

Question 6

Correct

Mark 1.00 out of 1.00

Flag question

Which of the following are unary operators in C?

1.!
2.sizeof
3.~
4.&&

Select one:

- a. 2, 4
- b. 1, 3
- c. 1, 2
- d. 1, 2, 3 ✓

Explanation:

An operation with only one operand is called unary operation.
Unary operators:
! Logical NOT operator.
~ bitwise NOT operator.
sizeof Size-of operator.
&& Logical AND is a logical operator.
Therefore, 1, 2, 3 are unary operators.

The correct answer is: 1, 2, 3

Question 7

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

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

Question 8

Correct

Mark 1.00 out of 1.00

Flag question

We want to round off x, a float, to an int value, The correct way to do is

Select one:

- a. y = (int)(x + 0.5) ✓
- b. y = int(x + 0.5)
- c. y = (int)((int)x + 0.5)
- d. y = (int)x + 0.5

Explanation:

Rounding off a value means replacing it by a nearest value that is approximately equal or smaller or greater to the given number.
y = (int)(x + 0.5); here x is any float value. To roundoff, we have totypecast the value of x by using (int)
Example:

```
#include <stdio.h>
int main ()
{
float x = 3.6;
int y = (int)(x + 0.5);
printf ("Result = %d\n", y );
return 0;
}
```

Output:
Result = 4.

The correct answer is: y = (int)(x + 0.5)

Question 9

Correct

Mark 1.00 out of 1.00

Flag question

A function cannot be defined inside another function

Select one:

- a. False
- b. True ✓

Explanation:

A function cannot be defined inside the another function, but a function can be called inside a another function.

The correct answer is: True

Question 10

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(float, int)
- b. Add prototype: float f(aa, bb)
- c. Add prototype: float f(int, float) ✓
- d. Add prototype: float f(bb, aa)

Explanation:

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

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

Finish review

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