




DSA QUESTIONS - C code snippet




1.

main.c	   Share	Run	Output
<pre>1 #include <stdio.h> 2 char *f(); 3 char a='a'; 4 int main(int argc,char *argv[]) { 5 char *temp=f(); 6 printf("%s",temp); 7 return 0; 8 } 9 char *f(){ 10 return &a;</pre>			a === Code Execution Successful




2.

main.c	   Share	Run	Output
<pre>1 2 #include "stdio.h" 3 #include "stdlib.h" 4 int main(int argc,char *argv[]){ 5 char temp[20]; 6 gcvt(23.45,2,temp); 7 printf("%s",temp); 8 return 0; 9 } 10 11</pre>			23 === Code Execution Successful

3.

main.c	   Share	Run	Output
<pre>1 #include <stdio.h> 2 #include <stdlib.h> 3 4 int main(int argc, char* argv[]) { 5 int a = atoi("100"); 6 printf("%d", a); 7 return 0; 8 } 9</pre>			100 === Code Execution Successful

4.

main.c	   Share	Run	Output
<pre>1 #include <stdio.h> 2 #include<stdlib.h> 3 int main(){ 4 if(printf("cppbuzz.com")) 5 printf("cppbuzz.com"); 6 return 0; 7 }</pre>			cppbuzz.comcppbuzz.com === Code Execution Successful

5.

<pre>#include "stdio.h" int main(){ int x=10; { int x=0; printf("%d",x); } return 0; }</pre>	0 === Code Execut...
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6.

<pre>1 #include "stdio.h" 2 int main(){ 3 char *ptr1,*ptr2; 4 printf("%d %d",sizeof(ptr1),sizeof(ptr2)); 5 return 0; 6 } 7 </pre>	8 8 === Code Exec...
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7.

<div>main.c</div> <pre>1 7)#include<stdio.h> 2 int a=20; 3 int main(){ 4 int a=10; 5 printf("%d",::a); 6 return 0; 7 }</pre>	<div>Output</div> <pre>/tmp/2GjVrxS0eG.c:1:3: error: s 1 7)#include<stdio.h> ^ ERROR! /tmp/2GjVrxS0eG.c: In function /tmp/2GjVrxS0eG.c:5:5: warning: 'printf' [-Wimplicit-functi ...]</pre>
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8.

<div>main.c</div> <pre>1 #include <stdio.h> 2 int a = 20; 3 int main() { 4 int a = 10; 5 printf("%d", a); 6 return 0; 7 } 8</pre>	10 === Code Execut...
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9.

main.c	Output
<pre>1 #include <stdio.h> 2 3 int main(){ 4 if(printf("C proggimg is ")){ 5 printf("Easy"); 6 } 7 else{ 8 printf("Hard"); 9 } 10 return 0; 11 }</pre>	<p>C proggimg is Easy</p> <p>=== Code Execution S</p>

10.

main.c	Output
<pre>1 #include <stdio.h> 2 char *f(); 3 char a='a'; 4 int main(int argc,char *argv[]){ 5 char *temp=f(); 6 printf("% &",temp); 7 return 0; 8 } 9 char *f(){ 10 return &a; 11 }</pre>	<p>% &</p> <p>=== Code Exe</p>