

## One-dimensional Arrays

**Q1** What will be the output of the program?

```
#include <stdio.h>
int main()
{
    int i,a[10];
    for (i=9;i>=0;i--) a[i]=10-i;
    printf("%d %d %d",a[3],a[6],a[9]);
    return 0;
}
```

$$a[9] = 1$$
$$a[0] = 10$$

- A. 2 5 8
- B. 7 4 1
- C. 8 5 2
- D. 3 6 9

Answer: (B) ✓

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**Q2** What will be the output of the program?

```
#include <stdio.h>
int main()
{
    int i,n[4]={1};
    for (i=1;i<=3;i++)
    {
        n[i]=n[i-1]*2+1;
        printf("%d ",n[i]);
    }
    return 0;
}
```

$$n[1] = n[0] \times 2 + 1$$

$$n[3] = n[2] \times 2 + 1$$

$$n[0] = 1$$

- A. 3 7 10
- B. 3 6 12
- C. 2 7 14
- D. 3 7 15

Answer: (D) ✓

---

**Q3** What will be the output of the program?

```
#include <stdio.h>
int main()
{
    int a[] = {2,3,5,4},i;
    for (i=0;i<4;i++)
        switch (i%2)
```

Answer: (B) X C

$$s = 1 \times 1$$
$$s = 1 \times 2$$
$$s = 2 \times 3$$

Answer: ( C )

~~4~~ 4                      6  
\*p=&a[3], \*q=p+2;  
\_\_\_\_\_                      \_\_\_\_\_  
   a[5]

```

    return 0;
}
A. 16
B. 10
C. 8
D. 6

```

Answer: (B) ✓

**Q6** What will be the output of the program?

```

#include <stdio.h>
int main()
{
    int a[] = { 1,2,3,4,5,6 };
    int *p;
    p = a;
    printf("%d ", *p);
    printf("%d ", * (++p));
    printf("%d ", * ++p);
    printf("%d ", *(p--));
    p += 3;
    printf("%d %d\n", *p, *(a+3));
    return 0;
}

```

Handwritten annotations for Q6:

- Blue arrow pointing to '4' in the array initialization.
- Red annotations:  $1 \Rightarrow P = a[1]$ ,  $2 \Rightarrow P = a[2]$ ,  $3 \Rightarrow P = a[2]$ ,  $5 \Rightarrow a[3]$ .

Options:

```

A. 1 2 2 3 5 4
B. 1 2 3 3 5 4
C. 1 2 3 4 5 4
D. 1 2 3 4 6 4

```

Answer: (B) ✓

**Q7** What will be the output of the program?

```

#include <stdio.h>
int b=2;
int fun(int *k);
int main()
{
    int a[10] = {1,2,3,4,5,6,7,8}, i;
    for (i=2; i<4; i++)
    {
        b=fun(&a[i])+b;
        printf("%d ", b);
    }
    printf("\n");
    return 0;
}

```

Handwritten annotations for Q7:

- Blue arrows pointing to '3' and '4' in the array initialization.
- Red annotations:  $\underline{14}$  and  $\underline{14}$  under the loop iterations.

$$b = 14 + 14 = 28$$

```

}
int fun(int *k)
{
3
b=*k+b; return(b);
}
A. 10 12
B. 8 10
C. 10 28
D. 10 16

```

Answer: (A) ~~XC~~

$$b = 5 + 5 = 10$$

$$b = 3 + 2 = 5$$

$$b = 4 + 10 = 14$$

b is global variable

Q8 What will be the output of the program?

```

#include <stdio.h>
void fun(int b[]);
int main()
{
    int a[4], i;
    fun(a);
    for (i=0; i<4; i++)
        printf("%d ", a[i]);
    return 0;
}
void fun(int b[])
{
    int j;
    for (j=0; j<4; j++)
        b[j] = j;
}
A. 0 1 2 3
B. 1 2 3 4
C. 2 3 4 5
D. 3 4 5 6

```

Answer: (A) ✓

b[0] b[3]  
0 1 2 3 4

Q9 What will be the output of the program?

```

#include <stdio.h>
void change(int *b, int n);
int main()
{
    int i, a[] = {2, 4, 6, 8, 10};
    change(a, 5);
    for(i=0; i<=4; i++)
        printf("%d ", a[i]);
}

```

```

    return 0;
}
void change(int *b, int n)
{
    int i;
    for(i=0; i<n; i++)
        *(b+i) = *(b+i)+5;
}

```

A. 7 9 11 13 15  
 B. 2 15 6 8 10  
 C. 2 4 6 8 10  
 D. 3 1 -1 -3 -5

Handwritten notes:  
 $a[1] = 15$   
 $\therefore a[1] = 15$   
 Answer: (A) ~~X~~ B

**Q10** What will be the output of the program?

```

#include <stdio.h>
#define MAX 10
int a[MAX], i;
void sub1();
void sub2();
void sub3(int a[]);
int main()
{
    printf("\n"); sub1(); sub2(); sub3(a);
    return 0;
}
void sub1()
{
    for (i=0; i<MAX; i++) a[i]=i+1;
}
void sub2()
{
    int a[MAX], i, max;
    max=5;
    for (i=0; i<max; i++) a[i]=i;
}
void sub3(int a[])
{
    int i;
    for (i=0; i<MAX; i++) printf("%d ", a[i]);
    printf("\n");
}

```

Handwritten notes:  
 global variable  
 local variable  
 global variable  
 $a[0] = 1$   
 $a[9] = 10$   
 $a[0] = 0$   
 $a[4] = 4$   
 A. 0 2 4 6 8 10 12 14 16 18  
 B. 1 3 5 7 9 11 13 15 17 19  
 C. 0 1 2 3 4 5 6 7 8 9  
 D. 1 2 3 4 5 6 7 8 9 10

Answer: (D) ✓