

<p>Q. No. 1. What is the output of the following C program?</p> <pre>#include<stdio.h> struct XYZ { int a; struct XYZ *next; }; int main() { struct XYZ temp; temp.a = 10; temp.next = NULL; printf("%d", temp.a); return 0; }</pre> <p>A: 10 B: Garbage value C: Compile time error D: Runtime error</p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No. 2. What is the problem with the following C program code?</p> <pre>#include<stdio.h> #include <stdlib.h> int main() { int *p = (int *)malloc(sizeof(int)); int *q=p; free(p); *q=10; return(0); }</pre> <p>A: Results in dangling pointer B: Compile time error C: Results in memory leak D: Runtime error</p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No. 3. What is the output of the following C program?</p> <pre>#include<stdio.h> void g(int *x, int *y) { *y=x; *x=3; } int a = 1, b = 2; int main() { g(&a, &b); printf("%d %d\n", a, b); return 0; }</pre> <p>A: 3 2 B: 3 1 C: 2 3 D: 2 2</p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No. 4. What is the output of the following program?</p> <pre>#include <stdio.h> int main() { int x; if(x=1) printf(" Good "); else printf(" Bad"); }</pre>	

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<p>Q. No. 4. What is the output of the following program?</p> <pre>#include <stdio.h> int main() { int x; if(x=1) printf(" Good "); else printf(" Bad"); return(0); }</pre>	
<p>A: Unpredictable result as x is not initiated B: Always prints Good C: Compile time error D: Always prints Bad</p>	
<p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No. 5. What is the output of the following C program?</p> <pre>#include <stdio.h> #define a 10 int main() { printf("%d",a+=2); }</pre>	
<p>A: 10 B: 12 C: Compile time error D: Runtime error</p>	
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<p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No. 5. What is the output of the following C program?</p> <pre>#include <stdio.h> #define a 10 int main() { printf("%d",a+=2); }</pre>	
<p>A: 10 B: 12 C: Compile time error D: Runtime error</p>	
<p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No. 6. What is the output of the following C program?</p> <pre>#include <stdio.h> #define x 2+3 #define y 1+2 int main() { printf("%d",x*y); }</pre>	
<p>A: 15 B: 7 C: 8</p>	
<p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No. 6. What is the output of the following C program?</p> <pre>#include <stdio.h> #define x 2+3 #define y 1+2 int main() { printf("%d",x*y); }</pre>	
<p>A: 15 B: 7 C: 8 D: Compile time error</p>	
<p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No. 7. Consider the following C program snippet:</p> <pre>float data; extern float edata; Which one of the following is correct?</pre>	
<p>A: Both the above statements declare variables B: Both the above statements define variables C: First statement declares data and second statement defines edata D: First statement defines data and second statement declares edata</p>	
<p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	

<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>
<p>Q. No. 7. Consider the following C program snippet:</p> <pre>float data; extern float edata; Which one of the following is correct?</pre> <p>A: Both the above statements declare variables B: Both the above statements define variables C: First statement declares data and second statement defines edata D: First statement defines data and second statement declares edata</p>	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>
<p>Q. No. 8. What is the output of the following C code snippet?</p> <pre>int x=1,y=12; if(x ++y) printf("%s",y);</pre> <p>A: 13 B: 1 C: 12 D: Compile time error</p>	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>
<p>Q. No. 9. Nested function call activation details are maintained through</p>	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>
<p>Q. No. 9. Nested function call activation details are maintained through</p> <p>A: Queue B: Stack C: Tree D: Graph</p>	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>
<p>Q. No. 10. What is the output of the following C code snippet?</p> <pre>char *ptr; char str[]="World"; ptr=str; ptr += 3; printf("%s",ptr);</pre> <p>A: rld B: ld C: Wor D: World</p>	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>
<p>Q. No. 11. What is the output of the following C code snippet?</p> <pre>int x[2][3]={{1},{2,1,0}}; printf("%d\n",x[1][0]);</pre>	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>
<p>Q. No. 11. What is the output of the following C code snippet?</p> <pre>int x[2][3]={{1},{2,1,0}}; printf("%d\n",x[1][0]);</pre> <p>A: 0 B: 2 C: 1 D: Garbage value</p>	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>
<p>Q. No. 12. What is the output of the following C code snippet?</p> <pre>int a; a="p^w"; printf("%d\n",a);</pre> <p>A: Compilation error B: 3 C: Garbage Value D: 4</p>	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>
<p>Q. No. 13. In C language, break statement cannot be used with</p> <p>A: for B: while C: if</p>	

<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No. 13. In C language, break statement cannot be used with	
A: for B: while C: if D: switch	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No. 14. What is the output of the following C program snippet? <pre>int i=0x10+010+20; printf("%d\n",j);</pre>	
A: 40 B: 22 C: 44 D: Compile time error	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No. 15. What is the output of the following C code snippet? <pre>#include <stdio.h> int main() { int x=0,y=1; x=x*y; y=y*x; printf("%d %d",x,y); return(0); }</pre>	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No. 15. What is the output of the following C code snippet? <pre>#include <stdio.h> int main() { int x=0,y=1; x=x*y; y=y*x; printf("%d %d",x,y); return(0); }</pre>	
A: 0 1 B: 1 0 C: 1 1 D: 0 0	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No. 16. Which of the following is not a function of stack?	
A: Function call B: Infix to postfix conversion C: Balancing symbols D: Searching	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No. 17. Inorder traversal of _____ leads to sorted list of elements as output	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No. 17. Inorder traversal of _____ leads to sorted list of elements as output	
A: Binary tree B: Binary search tree C: Heaps D: Full binary tree	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No. 18. Inserting and deleting an element into the queue is termed as _____ and _____ respectively	
A: Dequeue, Enqueue B: Enqueue, Dequeue C: Enqueue, Overflow D: Overflow, underflow	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No. 19. _____ is not a divide and conquer algorithm	
A: Merge sort B: Quick sort C: Heap sort D: Binary search	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	

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Q. No.20. What data structure is used for breadth first traversal of a graph?

A: queue
B: stack
C: list
D: none of the above

☐ A ☐ B ☐ C ☐ D Clear Answer Mark For Review

Q. No.21. Height balanced binary search tree is _____

A: AVL tree
B: Red-black tree
C: Lemma tree
D: Binary tree

☐ A ☐ B ☐ C ☐ D Clear Answer Mark For Review

Q. No.22. Binding of data members and member functions into a single unit is called as _____

A: Inheritance
B: Polymorphism
C: Encapsulation
D: Genericity

☐ A ☐ B ☐ C ☐ D Clear Answer Mark For Review

Q. No.23. Keywords are _____ of the programming language

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Q. No.22. Binding of data members and member functions into a single unit is called as _____

A: Inheritance
B: Polymorphism
C: Encapsulation
D: Genericity

☐ A ☐ B ☐ C ☐ D Clear Answer Mark For Review

Q. No.23. Keywords are _____ of the programming language

A: Constants
B: Identifiers
C: Reserved words
D: Literals

☐ A ☐ B ☐ C ☐ D Clear Answer Mark For Review

Q. No.24. Members of C++ class are by default

A: private
B: public
C: protected
D: shared

☐ A ☐ B ☐ C ☐ D Clear Answer UnMark

Q. No.25. If Triangle class is derived from Shape class, which one of the following is appropriate way of defining constructor in Triangle class

A: Triangle(int a,int b):Shape(a) { }
B: Shape(int a,int b):Triangle(a) { }
C: Triangle(int a), Shape(int b) { }
D: Shape(int a), Triangle(int b) { }

☐ A ☐ B ☐ C ☐ D Clear Answer Mark For Review

Q. No.26. Which one of the following operator cannot be overloaded in C++?

A: *
B: .*
C: >>
D: ->

<p>Q. No.26. Which one of the following operator cannot be overloaded in C++?</p> <p>A: * B: .* C: >> D: -></p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No.27. Create a class titled Triangle with private non-static data fields named base and height. The Triangle class contains a public non-static function named displayArea() whose header is void Triangle::displayArea(). This function calculates area of triangle and displays the same. Which one of the following correctly invokes this member function over Triangle object?</p> <p>A: Triangle *obj=displayArea(); B: Triangle tobj=displayArea(); C: Triangle tobj, *tptr=&tobj; tptr->displayArea(); D: Triangle *tptr; tptr.displayArea();</p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No.28. Which one of the following precisely defines an exception?</p> <p>A: Run time error B: Compile time error</p>	
<p>Q. No.28. Which one of the following precisely defines an exception?</p> <p>A: Run time error B: Compile time error C: Memory error D: I/O error</p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No.29. Inline functions are preferred when</p> <p>A: Function is small and want to avoid function call overhead B: Function is complex with many nested loops C: Function has many static variables D: Function is recursive</p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No.30. What is the output of the following C++ code?</p> <pre>#include<iostream> using namespace std; class PC { public: void print() { cout <<" Inside PC"; } }; class QC : public PC {</pre>	
<p>Q. No.30. What is the output of the following C++ code?</p> <pre>#include<iostream> using namespace std; class PC { public: void print() { cout <<" Inside PC"; } }; class QC : public PC { public: void print() { cout <<" Inside QC"; } }; class RC : public QC { }; int main(void) { RC robj; robj.print(); return 0; }</pre> <p>A: Inside PC B: Inside QC C: Compile time error D: Inside PC Inside QC</p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No.31. _____ is derived by using Insert_end() and Delete_first() functions in a single linked list</p>	

<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No.31. _____ is derived by using Insert_end() and Delete_first() functions in a single linked list	
A: Stack B: Queue C: Dqueue D: Tree	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No.32. _____ protocol finds the MAC address of a host from its known IP address.	
A: ARP B: RARP C: ICMP D: IGMP	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No.33. The multiple access method used in GSM cellular technology	
A: FDMA & CDMA B: CDMA & TDMA C: FDMA & TDMA D: IGMP	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No.33. The multiple access method used in GSM cellular technology	
A: FDMA & CDMA B: CDMA & TDMA C: FDMA & TDMA D: CDMA & CSMA	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No.34. In a data communications system, the information to be communicated is the _____.	
A: Medium B: Protocol C: Message D: Transmission	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No.35. If the least significant bit of the first byte is 1, the Ethernet address is _____.	
A: multicast	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No.34. In a data communications system, the information to be communicated is the _____.	
A: Medium B: Protocol C: Message D: Transmission	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No.35. If the least significant bit of the first byte is 1, the Ethernet address is _____.	
A: multicast B: broadcast C: unicast D: geocast	
<input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>	
Q. No.36. _____ is the combination of an IP address and a port number in networking.	
A: transport address B: network address	

Q. No.37. The error detection method which uses one's complement arithmetic is _____.	A: Checksum B: CRC C: Simple parity check D: Two-dimensional parity check
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D Clear Answer UnMark	
Q. No.38. The inter frame space, contention window, and acknowledgments are used in which access method to avoid collisions	A: CSMA/CD B: FDMA C: CSMA/CA D: TDMA
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review	
Q. No.39. How many bits is the physical address used by Ethernet?	A: 32-bit B: 48-bit C: 64-bit D: 128-bit
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review	
Q. No.40. The headers are _____, when the data packet is forwarded from the upper to the lower layers.	A: Rearranged B: Removed C: Added D: Modified
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review	
Q. No.41. A central controller or hub is required in which type of topology?	A: Mesh B: Bus C: Star D: Ring
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review	
Q. No.41. A central controller or hub is required in which type of topology?	A: Mesh B: Bus C: Star D: Ring
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review	
Q. No.42. Process is	A: program in High level language kept on disk B: contents of main memory C: a program in execution D: a job in secondary memory
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review	
Q. No.43. Which of the following describes the ability of an OS to support multiple, concurrent paths of execution within a single process?	A: Multithreading B: Multiprocessing
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review	

Q. No. 43. Which of the following describes the ability of an OS to support multiple, concurrent paths of execution within a single process?

A: Multithreading
B: Multiprocessing
C: Multitasking
D: Multiprogramming

Q. No. 44. What is not shared by threads?

A: Code
B: Data
C: Files
D: Registers

Q. No. 45. High page faults leads to --

A: Swapping
B: Compaction
C: Thrashing
D: External Fragmentation

Q. No. 46. What is compaction?

A: A technique for overcoming internal fragmentation
B: A paging technique
C: A technique for overcoming external fragmentation
D: A technique for overcoming fatal error

<p>B: Compaction C: Thrashing D: External Fragmentation</p> <p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No.46. What is compaction?</p> <p>A: A technique for overcoming internal fragmentation B: A paging technique C: A technique for overcoming external fragmentation D: A technique for overcoming fatal error</p> <p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No.47. short term scheduler is also known as _____</p> <p>A: cpu scheduler B: job scheduler C: middle term scheduler D: none of these</p> <p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No.48. Find the wrong statement about multilevel queue scheduling</p> <p>A: Ready queue is partitioned into separate queues B: Scheduling must be done between the queues</p> <p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No.49. Accessing speed is higher for _____</p> <p>A: Solid-state disks B: Main memory C: Cache D: Registers</p> <p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	
<p>Q. No.50. Virtual memory is</p> <p>A: extremely large main memory B: extremely large secondary memory C: illusion of extremely large memory D: a type of memory used in super computers</p> <p><input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D Clear Answer Mark For Review</p>	

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