

Q1. Which of the following is used to distinguish different connector pairs in flowchart ?

- A. Arrows are used      B. Alphabets or other character are used
- C. Circles are used      D. Diamond are used

Q2. In which of the following, the data enters from one point but comes out from more than one point ?

- A. input/output      B. process
- C. connector      D. decision

Q3. When a flowchart becomes too large, to fit into a single page, in such case a \_\_\_\_\_ symbol can be used to join the two parts of a flowchart

- A. input/output      B. connector
- C. process      D. flow line

Q4. In which of the following symbol, the variable is assigned the value or the output is displaced ?

- A. Oval      B. Diamond
- C. Rectangle      D. Parallelogram

Q5. \_\_\_\_\_ symbol shows the value of variable.

- A. Process      B. Decision
- C. flow line      D. Terminal

Q6. Which of the following refers to the purpose of algorithm and flowchart ?

- A. Know the memory capacity      B. Identify the base of the number system
- C. Direct the output to the printer      D. Specify the problem completely and clearly

Q7. An algorithm is written in a natural language like \_\_\_\_\_ .

- A. Chinese      B. English
- C. Russia      D. Gujarati

Q8. Which symbol is used for performing mathematical calculation or to display message ?

- A. input/output      B. Start/End
- C. Decision      D. Process

Q9. The program that converts programming language into the machine language is called \_\_\_\_\_.

- A. Compiler      B. Loader
- C. Linker      D. All of the given

Q10. C language was derived from \_\_\_\_\_.

- A. BCPL      B. ICPL
- C. IPCL      D. SGML

Q11. By which other language C is known as ?

- A. general purpose programming language      B. ANSI C
- C. Both option A & option B      D. ASCII C

Q12. The extension of header file is \_\_\_\_\_.

- A. .head      B. .header
- C. .h      D. none of the given

Q13. The variable defined within \_\_\_\_\_ are known as local variable.

- A. ( )      B. [ ]

C. < >      D. { }

Q14. The C character set is made up of \_\_\_\_\_ language.

- A. Hindi      B. Chinese
- C. English      D. Japanese

Q15. The maximum length of variable name as per ANSI standards is \_\_\_\_\_ characters .

- A.      B.
- C.      D.

Q16. The octal constants use numeric digits from \_\_\_\_\_.

- A. 0 to 8      B. 1 to 7
- C. 1 to 8      D. 0 to 7

Q17. In C language, \_\_\_\_\_ of the following constant is displayed using 0 as prefix.

- A. decimal      B. octal
- C. hexadecimal      D. hexagone

Q18. The full form of IDE is \_\_\_\_\_.

- A. Integrated Development Environment      B. International Development Entity
- C. Informal Developed Environment      D. InformalDeveloped Entity

Q19. Decision structure statements in C are also known as \_\_\_\_\_ statements .

- A. selective structure      B. branching
- C. control      D. all of the given

Q20. C language provides \_\_\_\_\_ basic types of decision structure statements .

- A.      B.
- C.      D.

Q21. Each case statement of switch contains constant or constant expressions and it is known as \_\_\_\_\_ .

- A. label      B. constant label
- C. case label      D. all of the given

Q22. Simple one or more relational tests joined together by \_\_\_\_\_ are known as compound relational tests .

- A. logical AND operator      B. logical OR operator
- C. option A or option B      D. if...else

Q23. All programming language offers \_\_\_\_\_ structure allowing programmers to execute a statement or group of statements multiple times .

- A. loop control      B. switch
- C. decision making      D. option A or option C

Q24. The \_\_\_\_\_ loop is generally used when block of statements need to be executed for fixed number of times .

- A. while      B. break
- C. do...while      D. for

Q25. The header of for loop contains \_\_\_\_\_ expressions .

- A. B.
- C. D.

Q26. \_\_\_\_\_ in for loop is also known as control variable .

- A. Expression3 B. Expression1
- C. Statement block D. Expression2

Q27. Any loop in a program becomes \_\_\_\_\_ loop if it runs forever and program control never comes out of it .

- A. entry B. exit
- C. infinite D. incoming

Q28. \_\_\_\_\_ is an array name marks [i].

- A. marks B. i
- C. [ ] D. none of the given

Q29. It is \_\_\_\_\_ to specify the size of an array .

- A. compulsory B. optional
- C. programmer responsibility D. none of the given

Q30. Input means \_\_\_\_\_ .

- A. to read data from any input device like keyboard, disk, etc . B. to write data to output devices like monitor, printers, etc .
- C. Both option1 and option2 D. none of the given

Q31. Output means \_\_\_\_\_ .

- A. to read data from any input device like keyboard, disk, etc . B. to write data to output devices like monitor, printers, etc .
- C. Both option1 and option3 D. none of the given

Q32. In how many ways a variable can be given an input ?

- A. B.
- C. D.

Q33. A variable can be given input using \_\_\_\_\_ in a C program .

- A. assignment operator B. bitwise operator
- C. special operator D. ternary operator

Q34. Which of the following file contains various input and output operations related functions ?

- A. math.h B. stdio.h
- C. conio.h D. string.h

Q35. Which of the following statement informs the compiler to find stdio.h file and place its content in the beginning of C program ?

- A. #compare<stdio.h> B. #compile<stdio.h>
- C. #include<stdio.h> D. none of the given

Q36. When \_\_\_\_\_ function is encountered , the program will wait for the user to press enter key after giving the required character as input .

- A.getc( ) B. getchar( )
- C. gets( ) D. getch( )

Q37. The \_\_\_\_\_ function will read characters until a new line character is entered by the user .

- A. getchar( )      B. getc( )
- C. gets( )      D. getwords( )

Q38. Input in a program can be possible using which of the following device ?

- A. Keyboard      B. Speaker
- C. Printer      D. Monitor

Q39. Which of the following functions reads a character without using a standard input device ?

- A. getchar( )      B. getch( )
- C. getc( )      D. gets( )

Q40. In array , the index number contained within square bracket is known as \_\_\_\_\_.

- A. subscript      B. index number
- C. option A or option B      D. none of the given

Q41. In array syntax , data type arrayname[size];\_\_\_\_\_ indicates the type of element that an array stores .

- A. data type      B. arrayname
- C. [ ]      D. size

Q42. Which of the following is not provided as in-built data type by C language ?

- A. int      B. char
- C. float      D. string

Q43. What does following symbol represent ?

- A. The flow of the process is on part 5
- B. Part 5 of the flow starts from here
- C. Go to page number 5 to see the process
- D. None of the given

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Q45. What is the value of variable s after the execution of following switch statement ?

- A. A      B. B
- C. C      D. D

Q46. When some other user defined function is used in a program main( ) becomes \_\_\_\_\_ function .

- A. caller      B. called

C. monitor      D. follower

Q47. The function prototype is needed when function is defined after the \_\_\_\_\_ in the program .

- A. void      B. main( )  
C. return      D. none of the given

Q48. Which of the following arguments are not used in main C program ?

- A. actual      B. factua  
C. formal      D. all of the given

Q49. The formal and actual arguments should match in \_\_\_\_\_ .

- A. number      B. type  
C. ordre      D. all of the given

Q50. In \_\_\_\_\_ category of function, there is no communication between the called and caller function .

- A. function with no arguments and no return values      B. function with arguments and no return values  
C. function with arguments and return values      D. none of the given

Q51. The range of values of integer data type is based on the occupied \_\_\_\_\_ .

- A. bit      B. byte  
C. kilobyte      D. Megabyte

Q52. For the value 25.50, \_\_\_\_\_ data type is not useful .

- A. int      B. float  
C. both option A and option B      D. none of these

Q53. Float data type has the precision of \_\_\_\_\_ digits in the integer part .

- A. 4      B. 5  
C. 6      D. 7

Q54. \_\_\_\_\_ type of values can sometimes damage the number .

- A. Integer      B. Decimal/Float  
C. Character      D. All of these

Q55. \_\_\_\_\_ indicates the part of memory for float numbers.

- A. Sign      B. Exponent  
C. Mantissa      D. All of these

Q56. Sign part represents \_\_\_\_\_ series of numbers

- A. 0      B. 22  
C. 23      D. 31

Q57. To display values of character set, \_\_\_\_\_ data type can be used .

- A. int      B. float  
C. char      D. void

Q58. Unsigned char data type has \_\_\_\_\_ range .

- A. 0 to 127      B. 0 to 128  
C. 0 to 221      D. 0 to 255

Q59. If we want to say the function would not return any values then \_\_\_\_\_ is used.

- A. empty      B. void
- C. blank      D. null

Q60. \_\_\_\_\_ is the group of variables with same data type .

- A. Union      B. Pointer
- C. Structuer      D. Array