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🔥 UNIT-I (Basics of C) — 35 MCQs

1. C language was developed by

- A) Ken Thompson
- B) Dennis Ritchie ✓
- C) James Gosling
- D) Bjarne Stroustrup

2. C language was developed in the year

- A) 1967
- B) 1970
- C) 1972 ✓
- D) 1980

3. C language was developed at

- A) Microsoft
- B) IBM
- C) AT&T Bell Labs ✓
- D) Oracle

4. C is called a

- A) High level language
- B) Low level language
- C) Middle level language ✓
- D) Machine language

5. Which is NOT a low-level language?

- A) Machine language
- B) Assembly language
- C) C language ✓
- D) Binary language

6. Which language is machine dependent?

- A) C
- B) Java
- C) Assembly ✓

D) Python

7. Compiler translates

- A) Line by line
- B) Whole program at once ☒
- C) Binary to source
- D) None

8. Interpreter works

- A) Whole file
- B) Line by line ☒
- C) Creates exe
- D) Faster than compiler

9. File extension of C program is

- A) .cpp
- B) .exe
- C) .c ☒
- D) .java

10. Which is NOT a step in C execution?

- A) Editing
- B) Compiling
- C) Linking
- D) Debugging automatically ☒

11. Algorithm means

- A) Program
- B) Flowchart
- C) Step-by-step procedure ☒
- D) Source code

12. Flowchart represents

- A) Code
- B) Data
- C) Graphical solution ☒
- D) Variables

13. Which is NOT an advantage of flowchart?

- A) Easy communication
- B) Logic clarity
- C) Faster execution ☒
- D) Documentation

14. C program execution starts from

- A) printf()
- B) include
- C) main() ☒
- D) getch()

15. Which is a comment symbol?

- A) // only
- B) /\* \*/ ☒
- C) \*\*
- D) ##

16. Nested comments are

- A) Allowed
- B) Not allowed ☒
- C) Optional
- D) Mandatory

17. Header file for printf() is

- A) conio.h
- B) stdlib.h
- C) stdio.h ☒
- D) math.h

18. getch() belongs to

- A) stdio.h
- B) stdlib.h
- C) conio.h ☒
- D) math.h

19. Which function clears screen?

- A) clear()
- B) clrscr() ☒
- C) erase()
- D) flush()

20. scanf() is

- A) Output function
- B) Input function ☒
- C) Control function
- D) Loop

21. printf() is

- A) Input
- B) Output ☒
- C) Control
- D) Loop

22. Format specifier for integer

- A) %f
- B) %c
- C) %d ☒
- D) %s

23. Format specifier for float

- A) %d
- B) %f ☒
- C) %c
- D) %lf

24. Size of int (Turbo C)

- A) 4 bytes
- B) 1 byte
- C) 2 bytes ☒
- D) 8 bytes

25. Which is a keyword?

- A) sum
- B) data

- C) auto ☒
- D) value

26. Keywords are

- A) User defined
- B) Changeable
- C) Reserved words ☒
- D) Variables

27. Total keywords in C

- A) 30
- B) 31
- C) 32 ☒
- D) 33

28. Variable name can start with

- A) Digit
- B) Special symbol
- C) Alphabet ☒
- D) Space

29. Which is invalid variable?

- A) sum
- B) total\_1
- C) 1num ☒
- D) value

30. Which constant never changes?

- A) Variable
- B) Constant ☒
- C) Identifier
- D) Function

31. Character constant uses

- A) Double quotes
- B) Single quotes ☒
- C) No quotes
- D) Backticks

32. String constant uses

- A) Single quotes
- B) Double quotes ☒
- C) No quotes
- D) Brackets

33. Escape character starts with

- A) /
- B) \ ☒
- C) #
- D) \$

34. Symbolic constant is defined using

- A) const
- B) #define ☒
- C) typedef
- D) enum

35. #define ends with

- A) Semicolon
- B) Colon
- C) Nothing ☒
- D) Comma

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## UNIT-II (Decision & Loops) — 35 MCQs

36. if statement is a

- A) Loop
- B) Control statement ☒
- C) Function
- D) Operator

37. if condition returns

- A) Integer
- B) Character
- C) True/False ☒
- D) Float

38. else executes when if is

- A) True
- B) False ☒
- C) Both
- D) None

39. Nested if means

- A) if inside if ☒
- B) switch inside if
- C) loop inside if
- D) goto inside if

40. switch case uses

- A) Float
- B) String
- C) Integer/char ☒
- D) Double

41. Case labels must be

- A) Float
- B) Integer/char constant ☒
- C) Variable
- D) String

42. break is used to

- A) Continue loop
- B) Exit loop/switch ☒
- C) Pause program
- D) Restart

43. default case is

- A) Mandatory
- B) Optional ☒

- C) First case
- D) Last always

44. switch reduces

- A) Speed
- B) Memory
- C) Complexity ☒
- D) Output

45. Loop means

- A) Decision
- B) Repetition ☒
- C) Input
- D) Output

46. while loop is

- A) Exit controlled
- B) Entry controlled ☒
- C) Conditional
- D) Jump

47. for loop has

- A) 2 parts
- B) 3 parts ☒
- C) 4 parts
- D) 5 parts

48. do-while is

- A) Entry controlled
- B) Exit controlled ☒
- C) Infinite
- D) Conditional

49. do-while executes

- A) Zero times
- B) At least once ☒
- C) Twice
- D) Infinite



50. continue statement

- A) Stops loop
- B) Skips iteration ☒
- C) Ends program
- D) Jumps outside

51. break terminates

- A) Program
- B) Loop only
- C) Loop or switch ☒
- D) Function

52. goto is called

- A) Control
- B) Jump statement ☒
- C) Loop
- D) Operator

53. goto is mainly used to

- A) Improve logic
- B) Exit deep loops ☒
- C) Speed program
- D) Avoid loops

54. Infinite loop example

- A) for(i=0;i<5;i++)
- B) while(i<5)
- C) for(;;) ☒
- D) do while(i<5)

55. Logical AND operator

- A) ||
- B) && ☒
- C) !
- D) &

56. Logical OR operator

- A) &&
- B) || ☒
- C) !
- D) ^

57. NOT operator

- A) &&
- B) ||
- C) ! ☒
- D) ~

58. Relational operator

- A) +
- B) == ☒
- C) =
- D) %

59. Assignment operator

- A) ==
- B) = ☒
- C) <=
- D) !=

60. Ternary operator uses

- A) 1 operand
- B) 2 operands
- C) 3 operands ☒
- D) 4 operands

61. Syntax of ternary operator

- A) a:b?c
- B) a?b:c ☒
- C) a:b
- D) a??b

62. Pre-increment first

- A) Assigns

- B) Increments ☒
- C) Prints
- D) Skips

63. Post-increment first

- A) Increments
- B) Assigns ☒
- C) Skips
- D) Ends

64. Bitwise AND operator

- A) &&
- B) & ☒
- C) |
- D) ^

65. sizeof operator gives

- A) Value
- B) Address
- C) Size in bytes ☒
- D) Type

66. scanf requires

- A) Value
- B) Address operator (&) ☒
- C) Constant
- D) Header only

67. gets() reads

- A) Character
- B) Integer
- C) String ☒
- D) Float

68. puts() prints

- A) Character
- B) String ☒
- C) Integer

D) Float

69. `getchar()`

A) Hides input

B) Shows input ☒

C) Skips input

D) Clears input

70. `getch()`

A) Shows input

B) Hides input ☒

C) Prints output

D) Skips

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### UNIT-III (Arrays & Strings) — 30 MCQs

71. Array is collection of

A) Different data

B) Same data type ☒

C) Functions

D) Constants

72. Array index starts from

A) 1

B) 0 ☒

C) -1

D) Depends

73. One dimensional array stores data in

A) Table

B) Linear form ☒

C) Tree

D) Graph

74. Syntax of array

- A) int a;
- B) int a[];
- C) int a[5]; ✓
- D) array a;

75. Size of array =

- A) Elements only
- B) Datatype only
- C) Elements × datatype size ✓
- D) Fixed

76. Two dimensional array stores data in

- A) Linear
- B) Tabular form ✓
- C) Random
- D) Circular

77. int a[3][3] total elements

- A) 3
- B) 6
- C) 9 ✓
- D) 18

78. Multi-dimensional array has

- A) One index
- B) Two index
- C) More than two index ✓
- D) No index

79. We cannot delete element from

- A) Stack
- B) Queue
- C) Array ✓
- D) File

80. String is array of

- A) Integers

- B) Characters ☒
- C) Float
- D) Double

81. String ends with

- A) Space
- B) New line
- C) \0 ☒
- D) EOF

82. ASCII value of '\0'

- A) 1
- B) 10
- C) 0 ☒
- D) 48

83. strcat() does

- A) Compare
- B) Copy
- C) Concatenate ☒
- D) Length

84. strcmp() returns

- A) String
- B) Character
- C) Integer ☒
- D) Float

85. strcmp returns 0 when strings are

- A) Different
- B) Equal ☒
- C) First greater
- D) Second greater

86. strlen() returns

- A) String
- B) Integer length ☒
- C) Character

D) Boolean

87. strcpy() does

- A) Compare
- B) Copy string ☒
- C) Join
- D) Length

88. isalpha() checks

- A) Digit
- B) Alphabet ☒
- C) Space
- D) Symbol

89. isdigit() checks

- A) Alphabet
- B) Digit ☒
- C) Space
- D) Symbol

90. isalnum() checks

- A) Alphabet only
- B) Digit only
- C) Alphabet & digit ☒
- D) Symbol

91. isspace() checks

- A) Alphabet
- B) Digit
- C) White space ☒
- D) Symbol

92. isupper() checks

- A) Lowercase
- B) Uppercase ☒
- C) Digit
- D) Space

93. islower() checks

- A) Uppercase
- B) Lowercase ☒
- C) Digit
- D) Symbol

94. ispunct() checks

- A) Space
- B) Digit
- C) Punctuation ☒
- D) Alphabet

95. isprint() checks

- A) Control
- B) Printable char ☒
- C) Space only
- D) Digit

96. isgraph() excludes

- A) Alphabet
- B) Digit
- C) Space ☒
- D) Symbol

97. iscntrl() checks


- A) Control characters ☒
- B) Digits
- C) Letters
- D) Symbols

98. isxdigit() checks


- A) Binary
- B) Decimal
- C) Hexadecimal ☒
- D) Octal

99. String array always ends with



- A) Space
- B) New line
- C) Null character 
- D) Tab

100. Header file for string functions

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

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 FINAL ADVICE (IMPORTANT)

Read questions only (not answers repeatedly)

Focus on keywords

MCQ exam = recognition, not memory