Q1 What does the keyword "void" indicate in a function declaration in C?

A) The function returns a value

B) The function takes no arguments

**C) The function returns no value \*(Correct option)**

D) The function takes a value

Q2 What is the output of the following code in C?

int x = 5;

printf("%d", x++);

**A) 5 \*(Correct option)**

B) 6

C) 10

D) 11

Q3 What is the purpose of a function in C language?

A) To break a program into smaller modules

**B) To perform specific tasks \*(Correct option)**

C) To store data

D) All of the above

Q4 What is the syntax for declaring an array in C language?

**A) int array[10]; \*(Correct option)**

B) float array;

C) char array[];

D) None of the above

Q5 What is the value of an uninitialized variable in C language?

A) 0

**B) Garbage value \*(Correct option)**

C) NULL

D) None of the above

Q6 What is the difference between a #define and a constant in C language?

**A) #define is a preprocessor directive, constants are variables \*(Correct option)**

B) Constants are preprocessor directives, #define is a variable

C) Both #define and constants are preprocessor directives

D) None of the above

Q7 What is the difference between a normal variable and a pointer variable in C language?

**A) A normal variable holds a value, a pointer variable holds the address of a value \*(Correct option)**

B) A pointer variable holds a value, a normal variable holds the address of a value

C) Both normal variables and pointer variables hold a value

D) None of the above

Q8 What is the difference between passing a pointer as an argument and passing an array as an argument in C language?

**A) A pointer holds the address of a single variable, an array holds multiple variables \*(Correct option)**

B) An array holds the address of a single variable, a pointer holds multiple variables

C) Both pointers and arrays hold the address of a single variable

D) None of the above

Q9 What is the purpose of the subscript operator ( [ ] ) in an array in C language?

**A) To access elements of an array \*(Correct option)**

B) To store elements in an array

C) To compare elements of an array

D) None of the above

Q10 Can you change the size of an array once it has been declared in C language?

A) Yes

**B) No \*(Correct option)**

C) Can be changed while passing to other functions

D) Cannot be changed only when passing to other functions

Q18 **Problem Statement:**

The games development company "FunGames" has developed a balloon shooter game. The balloons are arranged in a linear sequence and each balloon has a number associated with it. The numbers on the balloons are in the Fibonacci series. In the game, the player shoots 'k' balloons. The player's score is the sum of numbers on the 'k' balloons. Write a program to generate the player's score.

Input

7

Output

20

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Test Case 1** | **Test Case 2** | **Test Case 3** |
| **Input** | 9 | 8 | 4 |
| **Output** | 54 | 33 | 4 |

**#Solution**

#include<stdio.h>

int fibo(int n)

{

int fibs[n];

fibs[0] = 0;

fibs[1] = 1;

int sum=0;

for(int i=2;i<n;i++)

{

fibs[i] = fibs[i-1]+fibs[i-2];

}

for(int i=0;i<n;i++)

{

sum += fibs[i];

}

return sum;

}

int main()

{

int numBalloons;

scanf("%d",&numBalloons);

if (numBalloons==0)

{

printf("0");

}

else

{

int result = fibo(numBalloons);

printf("%d",result);

}

}