1. What will be the output of the following C code?

1. #include <stdio.h>
2. void main()
3. {
4. struct student
5. {
6. int no;
7. char name[20];
8. };
9. struct student s;
10. no = 8;
11. printf("%d", no);
12. }

a) Nothing  
b) Compile time error  
c) Junk  
d) 8

2. What will be the output of the following C code?

1. #include <stdio.h>
2. struct
3. {
4. int k;
5. char c;
6. } p;
7. int p = 10;
8. int main()
9. {
10. p.k = 10;
11. printf("%d %d**\n**", p.k, p);
12. }

a) Compile time error  
b) 10 10  
c) Depends on the standard  
d) Depends on the compiler

3. What will be the output of the following C code?

1. #include <stdio.h>
2. struct p
3. {
4. int k;
5. char c;
6. };
7. int p = 10;
8. int main()
9. {
10. struct p x;
11. x.k = 10;
12. printf("%d %d**\n**", x.k, p);
13. }

a) Compile time error  
b) 10 10  
c) Depends on the standard  
d) Depends on the compiler

4. What will be the output of the following C code?

1. #include <stdio.h>
2. struct p
3. {
4. int k;
5. char c;
6. float f;
7. };
8. int p = 10;
9. int main()
10. {
11. struct p x = {1, 97};
12. printf("%f %d**\n**", x.f, p);
13. }

a) Compile time error  
b) 0.000000 10  
c) Somegarbage value 10  
d) 0 10

5. What is the output of this C code?

1. #include <stdio.h>
2. struct student
3. {
4. char \*name;
5. };
6. void main()
7. {
8. struct student s, m;
9. s.name = "st";
10. m = s;
11. printf("%s%s", s.name, m.name);
12. }

a) Compile time error  
b) Nothing  
c) Junk values  
d) st st

6. What will be the output of the following C code?

1. #include <stdio.h>
2. struct point
3. {
4. int x;
5. int y;
6. };
7. int main()
8. {
9. struct point p = {1};
10. struct point p1 = {1};
11. if(p == p1)
12. printf("equal**\n**");
13. else
14. printf("not equal**\n**");
15. }

a) Compile time error  
b) equal  
c) depends on the standard  
d) not equal

7. What will be the output of the following C code?

1. #include <stdio.h>
2. struct point
3. {
4. int x;
5. int y;
6. };
7. struct notpoint
8. {
9. int x;
10. int y;
11. };
12. struct point foo();
13. int main()
14. {
15. struct point p = {1};
16. struct notpoint p1 = {2, 3};
17. p1 = foo();
18. printf("%d**\n**", p1.x);
19. }
20. struct point foo()
21. {
22. struct point temp = {1, 2};
23. return temp;
24. }

a) Compile time error  
b) 1  
c) 2  
d) Undefined behaviour

8. What will be the output of the following C code?

1. #include <stdio.h>
2. struct point
3. {
4. int x;
5. int y;
6. };
7. struct notpoint
8. {
9. int x;
10. int y;
11. };
12. int main()
13. {
14. struct point p = {1};
15. struct notpoint p1 = p;
16. printf("%d**\n**", p1.x);
17. }

a) Compile time error  
b) 1  
c) 0  
d) Undefined

9. What will be the output of the following C code?

1. #include <stdio.h>
2. struct point
3. {
4. int x;
5. int y;
6. };
7. struct notpoint
8. {
9. int x;
10. int y;
11. };
12. void foo(struct point);
13. int main()
14. {
15. struct notpoint p1 = {1, 2};
16. foo(p1);
17. }
18. void foo(struct point p)
19. {
20. printf("%d**\n**", p.x);
21. }

a) Compile time error  
b) 1  
c) 0  
d) Undefined

10. The correct syntax to access the member of the ith structure in the array of structures is?

Assuming: struct temp

{

int b;

}s[50];

a) s.b.[i];  
b) s.[i].b;  
c) s.b[i];  
d) s[i].b;

11. Comment on the output of the following C code.

1. #include <stdio.h>
2. struct temp
3. {
4. int a;
5. int b;
6. int c;
7. };
8. main()
9. {
10. struct temp p[] = {{1, 2, 3}, {4, 5, 6}, {7, 8, 9}};
11. }

a) No Compile time error, generates an array of structure of size 3  
b) No Compile time error, generates an array of structure of size 9  
c) Compile time error, illegal declaration of a multidimensional array  
d) Compile time error, illegal assignment to members of structure

12. What is the correct syntax to declare a function foo() which receives an array of structure in function?  
a) void foo(struct \*var);  
b) void foo(struct \*var[]);  
c) void foo(struct var);  
d) none of the mentioned

.

13. What will be the output of the following C code? (Assuming size of int be 4)

1. #include <stdio.h>
2. struct temp
3. {
4. int a;
5. int b;
6. int c;
7. } p[] = {0};
8. main()
9. {
10. printf("%d", sizeof(p));
11. }

a) 4  
b) 12  
c) 16  
d) Can’t be estimated due to ambiguous initialization of array

14. What will be the output of the following C code?

1. #include <stdio.h>
2. struct student
3. {
4. char \*name;
5. };
6. struct student s[2];
7. void main()
8. {
9. s[0].name = "alan";
10. s[1] = s[0];
11. printf("%s%s", s[0].name, s[1].name);
12. s[1].name = "turing";
13. printf("%s%s", s[0].name, s[1].name);
14. }

a) alan alan alan turing  
b) alan alan turing turing  
c) alan turing alan turing  
d) run time error

15. What will be the output of the following C code?

1. #include <stdio.h>
2. struct student
3. {
4. char \*name;
5. };
6. struct student s[2], r[2];
7. void main()
8. {
9. s[0].name = "alan";
10. s[1] = s[0];
11. r = s;
12. printf("%s%s", r[0].name, r[1].name);
13. }

a) alan alan  
b) Compile time error  
c) Varies  
d) Nothing

16. What will be the output of the following C code?

1. #include <stdio.h>
2. struct student
3. {
4. char \*name;
5. };
6. void main()
7. {
8. struct student s[2], r[2];
9. s[1] = s[0] = "alan";
10. printf("%s%s", s[0].name, s[1].name);
11. }

a) alan alan  
b) Nothing  
c) Compile time error  
d) Varies

17. What will be the output of the following C code?

1. #include <stdio.h>
2. struct student
3. {
4. };
5. void main()
6. {
7. struct student s[2];
8. printf("%d", sizeof(s));
9. }

a) 2  
b) 4  
c) 8  
d) 0