Chapter – 6

* Multiple choice Questions:

6.1 (b) if else.

6.2 (b) x is assigned the value 5 and string "condition is true" is printed.

6.3 (b) Ture if $5 <= a <= 10$, false otherwise.

6.4 (a) Ture if the given positive integer x is a multiple of 3 and 7; false otherwise.

6.5 (a) String 'Hello World' is printed.

REVIEW QUESTIONS

6.1

(a) False. Only integer type.

(b) Ture.

(c) Ture.

(d) False. The default case is optional.

(e) Ture.

(f) false. One if can have one else clause

(g) Ture.

(h) False. switch case is used in case of where we have muliple option to select.

(i) Ture

(j) False.

(k) False. If is optimal.

(l) Ture.

6.2 (a) && (logical AND)

(x,y)
x

(b) switch ,

(c) break

(d) ~~x=y~~ x==y

(e) if --- else

(f) conditional operator

(g) goto ;

6.3 (b) 0.

6.4 (a)

```
if (grade <= 50)
{
    if (grade >= 50)
    {
        second = second + 1;
    }
```

(b)

```
if (number > 100)
{
    printf ("Out of range");
}
else if (number < 0)
{
    printf ("Out of range");
}
else
{
    sum = sum + i;
}
```

(c)

```
if (M1 < 60)
  { if (M2 > 60)
      { printf ("Admitted \n"); }
    else if (I > 200)
      { printf ("Admitted \n"); }
    else
      { printf ("Not Admitted"); }
```

6.5 (a) x == 10 && x > 10 && !x (False)

(b) x == 10 && x > 10 || !x (False)

(c) x == 10 || x > 10 && !x (Turce)

(d) x == 10 || x > 10 || !x (Turce)

6.6 (a) switch (y); (error) (y = 2) switch (x) (true)

(b) case 10; (error) → case 10 :

(c) switch (x+y) → No error

(d) switch (x)

{ case 2 : y = x+y ; break ; }

6.7 (a) x > 10

(b) x != 10 || y != 5 && z >= 0

(c) x+y != z || z > 5

(d) x > 5 || y != 50 || z >= 5

6.8 (a) y = 10 ;

(b) x = 5 ; y = 0, z = 1

(c) z = 0

(d)

6.9 (a) x = 0, y = 2, z = 0

(b)

6.10 ~~Printf~~ 8 11 9.

6.11 Delhi

6.12 1, 4, 3, 8

6.13 0, 0 2

6.14 (y + x) = 25

6.15 Number is positive.

6.16

6.17 10

6.18 10

DEBUGGING

1 (a) Answers Errror, It should be assaing

= = .

```
if (x+y == z && y > 0)
    printf (" ");
```

(b) Answer: ( ) is ~~mim~~ missing.

```
if ((p<0) || (q<0))
  print ("Sign is Negative");
```

(c) Answer: Error, ; (semicolon) is missing.

```
if (code > 1)
    a = a + b;
else
    a = 0;
```

(2) (a) Error; then word is wring.

(b) ( ) is missing.

```
if (x > 10)
```

(c) Error, = = not assing.

```
if (x == 10)
```

(d) ~~Not finding any error~~

Error. `if (x <= 10)`

~~not if (x~~

INTERVIEW :

① Up to 127. levels of nested blocks. like 640KB of RAM.

② The condition always evaluates to true.

③ The goto statement in C is used to jump from one block to another block during execution and transfer the flow of execution of the code.

④ a is positive.

⑤ useif (1)

⑥ The variable used in a switch statement can only be integers, convertable integers (byte, short, char), strings and enums.

CamScanner