1.

```
#include <stdio.h>
void fun();
int main( void )
{
    fun();
    return 0;
}
void fun()
{
    #ifndef value
        #define value 100
        #undef value
    #else
        #undef value
        #define value 200
    #endif
    #define Value 300 printf("Value : %d",Value);
    return ;
}
```

A. Value : 100
B. Value : 200
C. no output
D. Compile time error
E. Value : 300
Answer: C

2.

```
#include<stdio.h>
#line 100
int main( void )
{
    printf("\n line = %d ",__LINE__ );
    #line 0
    printf(" line = %d ",__LINE__ );
    #line 100
    printf(" line = %d ",__LINE__ );
    return 0;
}
```

```
A.  run time error
B.  compile time error
C.  line = 102  line = 0  line = 100
D.  line = 103  line = 0  line = 102
```

Answer: C

3.

```
#include<stdio.h>
#include<string.h>
int main( void )
{
    #define SUNBEAM "SUNBEAM IT PARK \n"
    #define Sunbeam "SUNBEAM MARKETYARD\n"
    #ifdef SUNBEAM
        printf(SUNBEAM);
    #endif
    #ifdef SUNBEAM
        printf(Sunbeam);
    #endif
    printf("\'Sunbeam\'\n");
    printf("\"SUNBEAM\" \n");
    return 0;
}
```

```
A. SUNBEAM IT PARK
B. SUNBEAM IT PARK
   SUNBEAM MARKETYARD
   Sunbeam
   SUNBEAM
C. SUNBEAM IT PARK
   SUNBEAM MARKETYARD
   'Sunbeam'
   "SUNBEAM"
D. SUNBEAM MARKETYARD
```

Answer: C

3.

```
#include<stdio.h>
#define A(x)((x)*(x))
int main( void )
{
    int a, b=3;
    a = 75 / (b* A((b+2)));
    printf("%d\n", a);
    return 0;
}
```

A. 1
B. 625
C. 75
D. 225

Answer: A

4.

```
#include <stdio.h>
#define MACRO(n, i, a, m) m##a##i##n
#define MAIN MACRO(n, i, a, m)

#define SUNMEAM sunbeam
int MAIN(void )
{

    printf("\"SUNBEAM\"");
    return 0;
}
```

A. "SUNBEAM"
B. SUNBEAM
C. sunbeam
D. compile time error

Answer: A

5.

```
#include<stdio.h>
#define SWAP(a, b) {b ^= b; a ^= a; b ^= b ;}
int main( void )
{
    int x = 10;
    int y = 20;
    x=x*y; y=x/y; x=x/y;
    SWAP(x, y);
    x=x+y; y=x-y; x=x-y;
    printf("X=%d,Y=%d",x,y);
    return 0;
}
```

A. X=0,Y=0
B. X=10,Y=20
C. X=20,Y=10
D. Compile time error

Answer: A

6.

```
#include<stdio.h>
#define exp(a) a+a * 5 / a*a
int main( void )
{
    int x = exp(3+2) * 5;
    printf("Value of X=%d",x);
    return 0;
}
```

A. Value of X=27
B. Value of X=32
C. Value of X=20
D. compile time error

Answer: A

7.

```
#include<stdio.h>
#define int char
int main( void )
{
  int* i = 65, j=56;
  printf("sizeof(i)=%d sizeof(j)=%d",sizeof(i),sizeof(j));
  return 0;
}
```

A. sizeof(i)=8 sizeof(j)=1
B. sizeof(i)=4 sizeof(j)=1
C. sizeof(i)=8 sizeof(j)=8
D. sizeof(i)=4 sizeof(j)=4

Answer: B

8.

```
#include <stdio.h>
#define INCREMENT(x) --x
#define DECREMENT(x) ++x
int main( void )
{
    char *ptr = "SunbeamKarad";
    int x = 10;
    printf("%s",   DECREMENT(ptr));
    printf("%3d\t",DECREMENT(x));
    printf("%s",   INCREMENT(ptr));
    printf("%3d",  INCREMENT(x));
    return 0;
}
```

A. unbeamKarad 11   SunbeamKarad 10
B. SunbeamKarad 11   unbeamKarad 10
C. garbage value SunbeamKarad 11   SunbeamKarad 10
D. garbagevalue SunbeamKarad 9   SunbeamKarad 10

Answer: A

9.

```
#include<stdio.h>
#define f1(para1,para2) para1##para2
#define f2(para2,para1) para1##para2
int main(void)
{
    char var_='A';
    printf("%c ",++f1(var,_));
    printf(" %d",--f2(_,var));
    return 0;
}
```

A. B 65

B. A 65

C. B 66

D. B 65

Answer: A

10.

```
#include<stdio.h>
#include<string.h>
int main(void)
{
    char joining1[10]="",joining2[10]="",joining3[10]="";
    strcat(joining1,"TIME");
    strcat( joining1,"_"); strcat( joining1,"_");
    strcat( joining3,joining1);
    strcat( joining2,"_"); strcat( joining2,"_");
    strcpy( joining1,joining2);
    strcat( joining1,joining3);
    printf("\n time= %s", joining1);
    return 0;
}
```

A. time= __TIME__

b. time= current time will print

c. compile time error

D. run time error

Answer: A

11.

```
#include<stdio.h>
#include<stdlib.h>
int main ( void )
{
   char *title=NULL;
   title = (char *) malloc(15);
   strcpy(title, "C Programming");
   printf("String = %c", *title);
   free(title); title=0;
   strcpy(title, "C++");
   printf(" %s", title);
   return 0;
}
```

A. String = C Programming
B. Complile time error
C. String = C C++
D. exit value -1

Answer: D

12.

```
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
    char *ptr=NULL;
    ptr = (char *)calloc(20,sizeof(char));
    printf("%d bytes\n", sizeof(ptr));
    free(ptr); ptr=NULL;
    return 0;
}
```

A. 4 bytes
B. 1 bytes
C. 8 bytes
D. 20 bytes

Answer: A

13.

```
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
    char *ptr=NULL;
    ptr = (char *)calloc(1,10);
    strcpy(ptr, "Sunbeam");
    ptr = (char *)realloc(ptr,20);
    strcat(ptr," IT PARK");
    printf("%c",
    (ptr[0]>=65 && ptr[0]<=90)? ptr[14]+32 : ptr[0]-32);
    free(ptr);
    ptr=NULL;
    return 0;
}
```

A. K
B. k
C. s
D. S

Answer: B

14.

```
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
    char *ptr=NULL;
    strcpy(ptr , "Demo1");
    strcpy(ptr , "Demo2");
    free(ptr);
    printf("%s\n",ptr);
    return 0;
}
```

A. Demo1
B. Demo2
C. Demo1Demo2
D. exit value -1

Answer: D

15.
what type of data u can store in this block of memory?

```
#include<stdio.h>
#include<stdlib.h>
int main(void)
{
    void *ptr=NULL;
    ptr = malloc(10);
    return 0;
}
```

A. int
B. char
C. float
D. all of above data types

Answer: D

16.
Which of the above three functions are likely to cause problems with pointers?

```
int * fun1 (void)
{
  int x= 10;
  return (&x);
}
int * fun2 (void)
{
  int * px;
  *px= 10;
  return px;
}
```

```
int *fun3 (void)
{
  int *px;
  px = (int *) malloc (sizeof(int));
  *px= 10;
  return px;
}
```

A. function fun1 and fun2
B. function fun2 and fun3
C. function fun1 , fun2 and fun3
D. function fun3

Answer: A