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17	34	

Q. No. 1

Function definitions are present in the Standard header files.

A: Yes, they are the library files

B: No, only declarations are present

C: No, both declarations and definitions are present

D: No, only definitions are present in header files

Explanation:
Standard header files typically contain function declarations, not definitions.
Function definitions are usually implemented in source files (e.g., .c files)
and linked during compilation.

A B C D Clear Answer Mark For Review

Q. No. 2

What is the output of the following code snippet?

```
#include <stdio.h>
int main(){
        int x = -2;
        while (x++ || x == 0){
                printf("X");
        }
}
```

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15	32	49
16	33	50
17	34	

A B C D Clear Answer Mark For Review

Q. No. 2

What is the output of the following code snippet?

```
#include <stdio.h>
int main(){
    int x = -2;
    while (x++ || x == 0){
        printf("X");
    }
}
```

A: X is printed 2 times B: X is printed 1 times

C: No Output D: X is printed infinitely

A B C D Clear Answer Mark For Review

Q. No. 3

What is the output of the following recursive code?

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13	30	47
14	31	48
15	32	49
16	33	50
17	34	

A B C D Clear Answer Mark For Review

Q. No. 3

What is the output of the following recursive code?

```
#include <stdio.h>
void recur(int);
int main(){
        recur(1);
}
void recur(int num){
        if(num<=3){
                printf("%d", num);
                recur(num++);
        }
}
```

A: runtime error: stack overflow

C: 1 1 1

: 1 2 3

D: 3 2 1

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15	32	49
16	33	50
17	34	

A B C D Clear Answer Mark For Review

Q. No. 4

What is the output of the following C program?

```
#include<stdio.h>
int main()
{
    char  CDAC[6] = {'C', 'D', 'A', '\0', 'C'};
    printf("%s", CDAC);
    return 0;
}
```

Explanation:
The program successfully prints "CDA" as expected due to the presence of '\0' (null terminator) in the array CDAC, which marks the end of the string for the printf function.

A: CDAC B: CDA\0C C: CDA D: CDA0C

A B C D Clear Answer Mark For Review

Q. No. 5

What is the output for the given program?

```
#include <stdio.h>
```

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9	26	43
10	27	44
11	28	45
12	29	46
13	30	47
14	31	48
15	32	49
16	33	50
17	34	

A: CDAC B: CDA\0C C: CDA D: CDA0C

○ A ○ B ● C ○ D Clear Answer Mark For Review

Q. No. 5

What is the output for the given program?

```
#include <stdio.h>
int  main () {
        int  glob=20;
        {
                extern int glob;
                printf ("%d ", glob);
        }
        printf ("%d", glob);
}
```

Explanation:
the first printf potentially causing an error due to glob not being defined globally is valid.
In standard C, extern int glob; expects a global definition of glob elsewhere in the program.
Without such a definition, it may lead to issues at compile or link time.

A: 0 0 B: 0 20 C: 20 0 D: Linker Error

○ A ○ B ○ C ● D Clear Answer Mark For Review

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13	30	47
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17	34	

○ A ◉ B ○ C ○ D Clear Answer Mark For Review

Q. No. 6

What is the value of x in the given code snippet?

```
int x=0 || 5;
```

Explnanation:
The expression 0 || 5 evaluates to true (1),
because at least one of the operands (5) is non-zero.

The result of 0 || 5 is 1.
Therefore, int x = 1; initializes x with the value 1.

A: 1 B: 2 C: 0 D: 5

● A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 7

What is the output of the following C program?

```
#define GRADE(x, y) x##y
#include<stdio.h>
int main(){
    int a = 200, b = 300, ab = 400;
    printf("%d", ab + GRADE(a, b) );
    return 0;
}
```

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5 ✔	22	39
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8	25	42
9	26	43
10	27	44
11	28	45
12	29	46
13	30	47
14	31	48
15	32	49
16	33	50
17	34	

● A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 7

What is the output of the following C program?

```
#define GRADE(x, y) x##y
#include<stdio.h>
int main(){
    int a = 200, b = 300, ab = 400;
    printf("%d", ab + GRADE(a, b) );
    return 0;
}
```

A: 6400 B: 400 C: 800 D: 500

Explanation:
In the printf statement:
ab is 400.
GRADE(a, b) expands to ab because x##y concatenates a and b, forming ab.
So, GRADE(a, b) effectively becomes ab.
Therefore, ab + GRADE(a, b) is 400 + 400.

○ A ○ B ● C ○ D Clear Answer Mark For Review

Q. No. 8

Predict the output of the following Code?

```
#include<stdio.h>
```

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16	33	50
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A: 6400 B: 400 C: 800 D: 500

○ A ○ B ● C ○ D Clear Answer Mark For Review

Q. No. 8

Predict the output of the following Code?

```
#include <stdio.h>
int main() {
    int a[10]={10,20,30,40,50};
    int *ptr=a;
    printf("%d ",*ptr+=2);
    printf("%d",*ptr);
}
```

A: 30 30 B: 12 12 C: 12 30 D: 10 20

Explanation:
ptr is a pointer to the first element of array a. So, ptr points to a[0], which is 10.
*ptr dereferences the pointer ptr, giving us a[0], which is 10.
*ptr += 2 modifies a[0] to 10 + 2 = 12.
Therefore, *ptr += 2 evaluates to 12.
This statement prints 12 followed by a space.
Now, *ptr still points to a[0], which was modified to 12 in the previous step.
So, *ptr prints 12.
The program will output 12 12

○ A ● B ○ C ○ D Clear Answer Mark For Review

Q. No. 9

What is the output of the following C program?

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9	26	43
10	27	44
11	28	45
12	29	46
13	30	47
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○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 9

What is the output of the following C program?

```
#include<stdio.h>
int main()
{
    printf("%d", res(6));
    return 0;
}
int  res( int  n )
{
    return(n ? 1 + res( n & n-1 ) : 0);
}
```

A: 2 B: 1 C: 6 D: 0

Explanation:
Function res(int n):

This function uses a recursive approach to count the number of set bits (1s) in the binary representation of n.
n & n-1 clears the least significant set bit of n. This operation reduces the count of set bits by one in each recursive call until n becomes 0.
The recursion stops when n is 0, returning 0.
Therefore, res(n) computes the number of set bits in n.
Main Function:

In main(), res(6) is called.
6 in binary is 110, which has 2 set bits.
So, res(6) will return 2.
Printf Statement:

printf("%d", res(6)); prints the result returned by res(6).
Output Prediction:
The function res(6) calculates the number of set bits in the binary representation of 6, which is 2.

● A ○ B ○ C ○ D Clear Answer Mark For Review

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Q. No. 10

What is the output of the following Code?

```
#include <stdio.h>

char *fun(){
        static char str[20];
        return str;
}

int main(){
        strcpy(fun(),"Hello");
        printf("%s ",fun());
}
```

A: Hello
B: prints nothing
C: compiler error, function returning address
D: runtime error, because you cannot copy anything to a function

Explanation:
fun() returns a pointer to a static character array, which retains its value between function calls.
Function fun():

fun() is defined to return a pointer to a static char array str of size 20.
The static keyword ensures that str persists across function calls and retains its value between calls.
It returns the address of the static array str.
Main Function:

strcpy(fun(), "Hello");: Copies the string "Hello" into the memory pointed to by fun(),
which is the static char str[20].
This modifies str to contain "Hello".
Printf Statement:

printf("%s", fun());: Prints the contents of str, which now holds "Hello".
Output:
When printf("%s", fun()); is executed, it prints "Hello".

A B C D Clear Answer Mark For Review

Q. No. 11

What is the output of the following C program?

```
#include<stdio.h>

int main()
```

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A B C D Clear Answer Mark For Review

Q. No. 11

What is the output of the following C program?

```
#include<stdio.h>
int main()
{
    int x = 1, y = 1;
    x = ( y = 35 ) + 7;
    printf("%d %d", x, y);
    return 0;
}
```

A: 35 7 B: 7 35 C: 35 42 D: 42 35

A B C D Clear Answer Mark For Review

Q. No. 12

What is the output for the following code snippet?

```
#include <stdio.h>
```

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4	21	38
5 ✔	22	39
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9	26	43
10	27	44
11	28	45
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14	31	48
15	32	49
16	33	50
17	34	

A B C D Clear Answer Mark For Review

Q. No. 12

What is the output for the following code snippet?

```
#include <stdio.h>
struct emp {
        int age;
        struct emp *ptr;
};
int main(){
        struct emp var={24,NULL};
        struct emp *ptr = &var;
        ptr->ptr = ptr;
        printf("%d  %d", ptr->age,ptr->ptr->age);
}
```

A: 24 24 B: 0 0

C: NULL NULL D: Undefined behaviour (Runtime error)

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14	31	48
15	32	49
16	33	50
17	34	

A B C D Clear Answer Mark For Review

Q. No. 13

Consider the definition of the following UNION.

```
int  main () {
        union Test{
                unsigned short int si;
                unsigned char ch[2];
        };
        union Test var = {257};
        printf("%d %d %d", var.ch[0],var.ch[1], var.si);
}
```

What is the output?

A: Compilation Error B: Garbage Value

C: 1 1 257 D: 267 1 1

A B C D Clear Answer Mark For Review

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15	32	49
16	33	50
17	34	

A B C D Clear Answer Mark For Review

Q. No. 14

What is the output of the following code snippet?

```
#define SQR(x) x * x
int main() {
    printf("%d", SQR((4+2)));
}
```

A: 36 B: 18 C: 16 D: 12

A B C D Clear Answer Mark For Review

Q. No. 15

What is the output of the following C program?

```
#include<stdio.h>
int main()
{
  int x = 1;
```

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5 ✔	22	39
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9	26	43
10	27	44
11	28	45
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15	32	49
16	33	50
17	34	

A: 36 B: 18 C: 16 D: 12

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 15

What is the output of the following C program?

```
#include<stdio.h>
int main()
{
  int x = 1;
  printf("%d, %d", ~x-x>>1, ~x-x<<1);
  return 0;
}
```

A: -3, -4 B: -1, -6 C: -2, -6 D: -2, -4

○ A ○ B ○ C ○ D Clear Answer Mark For Review

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4	21	38
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6	23	40
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8	25	42
9	26	43
10	27	44
11	28	45
12	29	46
13	30	47
14	31	48
15	32	49
16	33	50
17	34	

A: -3, -4 B: -1, -6 C: -2, -6 D: -2, -4

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 16

What is the worst-case behavior (number of comparisons) for bubble sort?

A: O(1) B: O(n log n) C: O(n) D: O(n^2)

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 17

An array is a way to reference a series of memory locations using the

A: Same name B: different name

C: Multiple names D: Unique name

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10	27	44
11	28	45
12	29	46
13	30	47
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16	33	50
17 ✔	34	

◉ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 18

To retrieve a value stored in a hash table.

A: Do a linear search on the table

B: Do a binary search on the table.

C: Hash the key and then locate the associated record.

D: Construct a binary search tree from the table and search the tree.

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 19

An array-based heap is best used to represent

A: A general tree

B: A full binary tree.

C: A complete binary tree

D: A binary search tree

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9	26	43
10	27	44
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12	29	46
13	30	47
14	31	48
15	32	49
16	33	50
17 ✔	34	

A B C D Clear Answer Mark For Review

Q. No. 20

Convert the expression ((A + (B * C) – D) – ((E ^ F) + G)) to equivalent Postfix notations

A: A B C * D - + E F ^ G + -

B: A + B C * - D E F ^ G + -

C: A B C * + D - E F ^ G + -

D: A B C * + - D E F ^ G + -

A B C D Clear Answer Mark For Review

Q. No. 21

Given a complete binary tree has all possible leaves at level 8 (root at level 0), how many leaves are there?

A: 128 B: 256 C: 512 D: 1024

A B C D Clear Answer Mark For Review

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8	25	42
9	26	43
10	27	44
11	28	45
12	29	46
13	30	47
14	31	48
15	32	49
16	33	50
17 ✔	34	

Q. No. 22

In an AVL tree, at what condition the balancing is to be done

A: The Height factor is greater than 2 or less than –2

B: The Height factor is greater than 1 or less than –1

C: The Height factor is greater than 2 or less than –1

D: The Height factor is greater than 1 or less than –2

A B C D Clear Answer Mark For Review

Q. No. 23

Each Object is:

A: an instance of a class

B: an instance of a function

C: an instance of a constructor

D: an instance of a destructor

A B C D Clear Answer Mark For Review

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9	26	43
10	27	44
11	28	45
12	29	46
13	30	47
14	31	48
15	32	49
16	33	50
17 ✔	34	

◉ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 24

Data hiding is otherwise known as

A: Polymorphism B: Encapsulation C: Inheritance D: Abstraction

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 25

At any point of time, only _____ number of instances can exist for an abstract class.

A: 3 B: 2 C: 1 D: 0

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 26

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4	21 ✔	38
5 ✔	22	39
6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26	43
10	27	44
11	28	45
12	29	46
13	30	47
14	31	48
15	32	49
16	33	50
17 ✔	34	

Q. No. 26

A class X derives from class Y. How many constructors will be called while instantiating class X?

A: 1

B: 2

C: 3

D: 4

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 27

Static members of a class

A: belong to the instance of the class

B: belong to the class

C: belong to base class of the class

D: belong to the derived class of the class

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5 ✔	22	39
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7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28	45
12	29	46
13	30	47
14	31	48
15	32	49
16	33	50
17 ✔	34	

Q. No. 28

A function in a class, declared as static can access only the data members which are

A: Static

B: Private

C: Protected

D: Constant

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 29

When a class is not having a constructor implemented within it, then it uses

A: copy constructor

B: default constructor

C: static constructor

D: singleton constructor

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4	21 ✔	38
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6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28 ✔	45
12	29 ✔	46
13	30	47
14	31	48
15	32	49
16	33	50
17 ✔	34	

Q. No. 30

Which among the following statements is true with regard to this code:

```
class Base {
        int baseProperty;
        public : void  protectMe() {
                cout << baseProperty;
        }
}
class Derived: protected Base {
        int derivedProperty;
}
Base b;
Derived d;
b.protectMe();
d.protectMe();
```

A: Base class object can execute protectMe() method

B: Derived class object can execute protectMe() method

C: Both, Base class and Derived class can execute protectMe() method

D: Both, Base class and Derived class cannot execute protectMe() method

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4	21 ✔	38
5 ✔	22	39
6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28 ✔	45
12	29 ✔	46
13	30	47
14	31	48
15	32	49
16	33	50
17 ✔	34	

Q. No. 31

Which of the following statements does not hold true with regard to Inline member functions?

A: can be called without an instance

B: can be defined in a single line

C: are those, whose definition gets expanded at-the-place of its call itself

D: execute faster than normal functions

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 32

Collection of autonomous computers interconnected by a single technology is known as

A: Topology B: Network

C: LAN D: WAN

○ A ○ B ○ C ○ D Clear Answer Mark For Review

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4	21 ✔	38
5 ✔	22	39
6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28 ✔	45
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49
16	33	50
17 ✔	34	

Q. No. 33

Match the following

K. Network Layer	P. Dialog control
L. Transport Layer	Q. Source to Destination Delivery
M. Session Layer	R. Process to Process Delivery

A: K-Q, L-P, M-R

B: K-P, L-Q, M-R

C: K-R, L-P, M-Q

D: K-Q, L-R, M-P

A B C D Clear Answer Mark For Review

Q. No. 34

Topology in which a long cable is used as a back bone to connect all the device in the network is called

A: Mesh

B: Star

C: Bus

D: Hybrid

A B C D Clear Answer Mark For Review

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2 ✔	19 ✔	36
3	20	37
4	21 ✔	38
5 ✔	22	39
6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28 ✔	45
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49
16	33 ✔	50
17 ✔	34	

A B C D Clear Answer Mark For Review

Q. No. 35

The hamming distance between 10110011 and 10011101 is

A: 4 B: 3 C: 5 D: 6

A B C D Clear Answer Mark For Review

Q. No. 36

c0:83:be:91:ad:55 can be an example of

A: IPv4 address B: IPv6 Address

C: MAC Address D: Port Address

A B C D Clear Answer Mark For Review

Q. No. 37

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3	20	37
4	21 ✔	38
5 ✔	22	39
6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28 ✔	45
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49
16	33 ✔	50
17 ✔	34	

A B C D Clear Answer Mark For Review

Q. No. 37

The BIND primitive in TCP socket is used to

A: Sent data

B: Receive data

C: Release the connection

D: Attach local address

A B C D Clear Answer Mark For Review

Q. No. 38

The number of bits a channel can transmit in a second is called

A: Delay

B: Bandwidth

C: Latency

D: Jitter

A B C D Clear Answer Mark For Review

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3	20	37 ✔
4	21 ✔	38 ✔
5 ✔	22	39
6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28 ✔	45
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49
16	33 ✔	50
17 ✔	34	

○ A ○ B ◉ C ○ D Clear Answer Mark For Review

Q. No. 39

Match the following

K. HTTPS	P. 25
L. SMTP	Q. 53
M. DNS	R. 443

A: K-R, L-Q, M-P

B: K-R, L-P, M-Q

C: K-P, L-Q, M-R

D: K-Q, L-R, M-P

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 40

What will be the values of X and Y in the following sequence of steps involved in the connection establishment phase of TCP

Segment 1 :	Client to Server	SYN (Seq No : 1234)
Segment 2 :	Server to Client	SYN (Seq No : 5678) , ACK (X)
Segment 3 :	Client to Server	ACK (Y)

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6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28 ✔	45
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49
16	33 ✔	50
17 ✔	34	

Q. No. 41

Which of the following method is not available in HTTP

A: GET B: PUT

C: TRACE D: TAIL

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 42

A process waiting indefinitely for some resource, while other processes are using it is called:

A: Starvation B: Demand Paging

C: Segmentation D: Deadlock

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 43

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1 ✔	18 ✔	35
2 ✔	19 ✔	36 ✔
3	20	37 ✔
4	21 ✔	38 ✔
5 ✔	22	39
6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28 ✔	45
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49
16	33 ✔	50
17 ✔	34	

Q. No. 43

Pipes used for IPC behave like which data structure?

A: Stacks B: Queue C: Tree D: Linked List

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 44

Process Control Block of a process in an Operating System does not contain

A: Process number B: Process state

C: Program counter D: Program name

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 45

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1 ✔	18 ✔	35
2 ✔	19 ✔	36 ✔
3	20	37 ✔
4	21 ✔	38 ✔
5 ✔	22	39
6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28 ✔	45 ✔
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49
16	33 ✔	50
17 ✔	34	

Q. No. 45

Which of the following statements about thread is false?

A: Thread is a lightweight process

B. Every process has at least 1 thread

C. Each thread has its own Program Counter

D. All threads in a process share stack

○ A ○ B ○ C ◉ D Clear Answer Mark For Review

Q. No. 46

As per convention, which directory in Linux is meant for "installation of add-on software packages"?

A: /opt B: /root C: /tmp D: /var

○ A ○ B ○ C ○ D Clear Answer Mark For Review

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4	21 ✔	38 ✔
5 ✔	22	39
6	23 ✔	40
7	24 ✔	41
8	25 ✔	42
9	26 ✔	43
10	27	44
11	28 ✔	45 ✔
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49
16	33 ✔	50
17 ✔	34	

Q. No. 46

As per convention, which directory in Linux is meant for "installation of add-on software packages"?

A: /opt B: /root C: /tmp D: /var

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 47

Which of the following statements about "inode" is false?

A: An inode is a data structure that contains important information pertaining to files within a file system

B: Inode keeps track of how many links exists for a file

C: Soft links have different inode numbers

D: Hard links have different inode numbers

○ A ○ B ○ C ○ D Clear Answer Mark For Review

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10	27	44
11	28 ✔	45 ✔
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49
16	33 ✔	50
17 ✔	34	

A: An inode is a data structure that contains important information pertaining to files within a file system

B: Inode keeps track of how many links exists for a file

C: Soft links have different inode numbers

D: Hard links have different inode numbers

○ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 48

Which of the following statements is false?

A: Non blocking system call is an asynchronous system call

B: In blocking system call, the execution of the application is suspended temporarily

C: read() is a non blocking system call

D: Multithreading can overlap execution with I/O

○ A ○ B ○ C ○ D Clear Answer Mark For Review

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10	27	44
11	28 ✔	45 ✔
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49
16	33 ✔	50
17 ✔	34	

A B C D Clear Answer Mark For Review

Q. No. 49

How many times will "Bye" be displayed if the following program is executed?

```
#include<stdio.h>
int main()
{
    printf("Hello\n");
    fork();
    printf("World\n");
    fork();
    printf("Bye\n");
    fork();
}
```

A: 2 B: 4 C: 6 D: 8

A B C D Clear Answer Mark For Review

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9	26 ✔	43
10	27	44
11	28 ✔	45 ✔
12	29 ✔	46
13	30	47
14	31 ✔	48
15	32 ✔	49 ✔
16	33 ✔	50
17 ✔	34	

◉ A ○ B ○ C ○ D Clear Answer Mark For Review

Q. No. 50

Determine the average turnaround time of the following processes, following SJF Scheduling with non-preemption.

Process. No.	Arrival Time	Burst Time
1	1	7
2	2	5
3	3	1
4	4	2
5	5	8

A: 9.6 B: 12.4 C: 7.5 D: 10.6

○ A ○ B ○ C ○ D Clear Answer Mark For Review

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