

ESC 101: Fundamentals of Computing				Major Quiz II (31 Oct 2018)			
Name	<b>ANSWER KEY</b>					50 marks	<b>A</b>
Roll No		Dept.		Section		Page 1 of 6	

### Instructions:

1. This question paper contains 3 pages (6 sides of paper). Please verify.
2. Write your name, roll number, department and section **on every sheet** of this booklet.
3. Write your final answers neatly **with a blue/black pen**. Pencil marks may get smudged.

### Q1. Write T or F for True/False (write **only in the box on the right hand side**) (10x1=10marks)

1	The size of a pointer to an integer variable is always 4 bytes.	<b>F</b>
2	After using <code>malloc</code> to dynamically create an array, I must free that memory using <code>free</code> before using <code>malloc</code> again otherwise it will always result in a segfault	<b>F</b>
3	Only those functions can return an integer which take an integer as input	<b>F</b>
4	The statement <code>int *a = (int*)malloc(4);</code> will allocate enough space for a single integer to be stored.	<b>T</b>
5	Let <code>int a[10];</code> be a static array. We know <code>a</code> points to the first element <code>a[0]</code> . This means if we write <code>a++;</code> now <code>a</code> will start pointing to second element of array	<b>F</b>
6	If a function in C has return type <code>void</code> , it means it can choose to return anything it wants, sometimes an integer, sometimes a float, sometimes nothing.	<b>F</b>
7	Let <code>char b[20];</code> be a character array such that the first NULL character in the array is located at index 3. Then <code>strlen(b)</code> will return the value 3.	<b>T</b>
8	Strings can be delimited using the <code>EOF</code> character as well. All we need to do is replace the ASCII value 0 with the ASCII value -1 in the character array	<b>F</b>
9	A function in C is allowed to have only one return type. (E.g. a function can't have two return statements, one returning an integer and another returning nothing)	<b>T</b>
10	If <code>int a = 42;</code> is an int variable and <code>int *ptr = &amp;a;</code> is a pointer to <code>a</code> . Then I can get the address where pointer <code>ptr</code> is stored using the expression <code>&amp;(&amp;a)</code> ;	<b>F</b>

### Q2. Fill the circle (don't tick) next to the correct option (only one choice correct).(5x2=10marks)

2.1 We have a static 2D matrix `int A[3][5];` and let `int *ptr = &A[0][0];` Two claims are being made about this array.

Claim 1: `*(ptr+i+j)` gives value of `A[i][j]`

Claim 2: `*(ptr+3*i+j)` gives value of `A[i][j]`

2.2 What will be the output of the following program?

<b>A</b>	Claim 1 is TRUE, claim 2 is FALSE	<input type="radio"/>
<b>B</b>	Claim 1 is FALSE, claim 2 is TRUE	<input type="radio"/>
<b>C</b>	Both claims are TRUE	<input type="radio"/>
<b>D</b>	Both claims are FALSE	<input checked="" type="radio"/>

```
#include <stdio.h>
float f(float a) { return a*a; }
int main() {
    int a = 1.5;
    printf("%0.2f", f((float)a));
    return 0;
}
```

<b>A</b>	1	<input type="radio"/>
<b>B</b>	1.00	<input checked="" type="radio"/>
<b>C</b>	2	<input type="radio"/>
<b>D</b>	2.25	<input type="radio"/>

2.3 What value will this function return? Assume `string.h` has been included.

```
int foo(){
    char A[] = "DO\nOR\tDO\nNOT\0\0AINT NO TRY\0";
    char *B = A;
    return strlen(B + 2);
}
```

A	12	<input type="radio"/>
B	0	<input type="radio"/>
C	10	<input checked="" type="radio"/>
D	20	<input type="radio"/>

2.4 What will be the output when we try to execute the program given on the right?

A	Compilation/runtime error	<input type="radio"/>
B	Main	<input checked="" type="radio"/>
C	FunctionMain	<input type="radio"/>
D	MainFunction	<input type="radio"/>

```
#include <stdio.h>
void foo(){ return;
    printf("Function"); }
int main(){
    foo();
    printf("Main");
    return 0;
}
```

2.5 What will be the output when we try to execute the program given on the right?

A	Compilation error	<input type="radio"/>
B	1 2	<input type="radio"/>
C	10 20	<input checked="" type="radio"/>
D	40 20	<input type="radio"/>

```
#include <stdio.h>
int main(){
    int a = 16;
    printf("%X %o", a, a);
    return 0;
}
```

Q3. Fill in the circles next to ALL CORRECT options (many may be correct). (3x3=9marks)

3.1 Suppose we have `int a = 2; int *b = &a;` Which all of the following statements will print the number 2 on the output?

Assume that these statements are executed inside `main()` in separate programs and that `stdio.h` has been included.

A	<code>printf("%d", (int)"3" - 1);</code>	<input type="radio"/>
B	<code>printf("%d", *(&amp;a));</code>	<input checked="" type="radio"/>
C	<code>printf("%ld", (b + 2) - b);</code>	<input checked="" type="radio"/>
D	<code>printf("%d", **b);</code>	<input type="radio"/>

3.2 Suppose `char A[] = "RIDDIKULUS"; char B[] = "WINGARDIUM\0LEVIOSA";`

Which of these statements generate the output given on the right? Assume that the statements are executed separately and that `stdio.h` has been included.

A	<code>printf("%s", A);</code>	RIDDIKULUS	<input checked="" type="radio"/>
B	<code>printf("%s", B+10);</code>	LEVIOSA	<input type="radio"/>
C	<code>printf("%c", (int)('W'+1.2));</code>	Compilation Error	<input type="radio"/>
D	<code>printf("%c", (char)('a'));</code>	a	<input checked="" type="radio"/>

3.3 Which of these statements generate the output given on the right? Assume that the statements are executed separately and that `stdio.h` has been included.

A	<code>printf("%d", *(&amp;(10)));</code>	10	<input type="radio"/>
B	<code>printf("%x", 30);</code>	1e	<input checked="" type="radio"/>
C	<code>printf("%0.3f", (1.2));</code>	1.2	<input type="radio"/>
D	<code>printf("%x", 'Z' - 'A');</code>	1a	<input type="radio"/>

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**Q4** In the space provided, write down the output of the program when given the input indicated. Getting every line of output correctly carries equal weightage. **(2+4=6marks)**

**4.1** Write down the output for the given input in the space provided. The output has two lines. Assume that `stdio.h` has been included.

OUTPUT
<b>2 2</b>
<b>1 2</b>

```
void process(int *p, int *q){
    p = q;
    q = p;
    printf("%d %d\n", *p, *q);
}
int main(){
    int a = 1, b = 2;
    process(&a, &b);
    printf("%d %d", a, b);

    return 0;
}
```

**4.2** Write down the output for the given input in the space provided. The output has four lines. Assume that `stdio.h` and `stdlib.h` have been included. Note that in the first three lines, there is a single space between the integers. In order to indicate a space in your answer, leave a small gap (**don't write a dot like Prutor**).

OUTPUT
<b>3 2 3</b>
<b>2 2 2</b>
<b>2 2 2</b>
<b>8</b>

```
int main(){
    int **a = (int**)malloc(8);
    *a = (int*)malloc(sizeof(int));
    **a = 1;

    int **b = (int**)malloc(8);
    *b = (int*)malloc(sizeof(int));
    **b = 2;

    int **c = (int**)malloc(8);
    *c = (int*)malloc(sizeof(int));
    **c = 3;

    a = c;
    printf("%d %d %d\n", **a, **b, **c);
    *c = *b;
    printf("%d %d %d\n", **a, **b, **c);
    *b = *c;
    printf("%d %d %d\n", **a, **b, **c);
    printf("%d", (**a)*(**b)*(**c));

    return 0;
}
```

**Q5** In the following questions, you will be given incomplete code. Fill in the blanks neatly with code so that the program ends up doing what is specified in the question. If you need to indicate a space, leave a small gap (**don't write a dot like Prutor**). **(1+5=6marks)**

**5.1** The following function is supposed to return the length of the string given as input. Assume that the character array given as input contains at least one NULL character.

```

int strlenth(char* A){
    int ans = 0, i = 0;

    while(A[i] != '\0'){
        ans++;
        i++;
    }
    return ans;
}

```

**5.2** The following program is supposed to create three  $n \times n$  matrices named A, B and C such that all entries of all three matrices are initialized to zero. Then, the entries of the first two matrices A and B are read from the input and the product of the two matrices is to be computed and stored in the matrix C. Assume that `stdio.h` and `stdlib.h` have been included.

```

int main(){
    int n, i, j, k;
    scanf("%d", &n);
    int** a = (int**)calloc(n, sizeof(int*));
    int** b = (int**)calloc(n, sizeof(int*));
    int** c = (int**)calloc(n, sizeof(int*));
    for(i = 0; i < n; i++){

        a[i] = (int*)calloc(n, sizeof(int));
        b[i] = (int*)calloc(n, sizeof(int));
        c[i] = (int*)calloc(n, sizeof(int));
    }

    for(i = 0; i < n; i++)
        for (j = 0; j < n; j++)
            scanf("%d %d", &(a[i][j]), &(b[i][j]));
    for(i = 0; i < n; i++){
        for(j = 0; j < n; j++){
            for(k = 0; k < n; k++){
                c[i][j] += a[i][k] * b[k][j];
            }
        }
    }
    return 0;
}

```

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**Q6** In the following questions, you are given incorrect code. Correct the code by pointing out the line numbers that require correction, as well as write down the corrected line. Point out and correct all types of errors (compilation, runtime, logical). Frivolous and unnecessary corrections may receive negative marks. **(4+5=9marks)**

**6.1** The following program was meant to compute the binomial coefficient recursively. Correct it so that it works for all positive numbers n and k (assume all inputs n and k will be small enough so that integer overflow will not be an issue i.e. assume that the final output and all intermediate computations will fit inside int variables). The recursive definition of the binomial coefficient is

$$\text{Binom}(n, k) = \text{Binom}(n - 1, k) + \text{Binom}(n-1, k-1);$$

```

1 #include <stdio.h>
2 #include <stdlib.h>
3 void binom(int n, int k){
4     if(n == 0)
5         return 1;
6     return binom(--n, k) + binom(--n, --k);
7 }
8 int main(){
9     int n, k;
10    scanf("%d %d", &n, &k); // Assume n >= k in the input
11    printf("%d", binom(int n, int k));
12    return 0;
13 }
```

Line No	Corrected Code
3	<b>int binom(int n, int k){</b>
4	<b>if(k == 0    n == k)</b>
6	<b>return binom(n - 1, k) + binom(n - 1, k - 1);</b>
11	<b>printf("%d", binom(n, k));</b>

DO NOT SUGGEST CORRECTIONS TO MORE THAN 6 LINES

6.2 The function minmax in following program was meant to take 4 inputs, the values of two integers, and two pointers to the original integers storing those values. Say the integers being passed to the function are a and b. Then the function minmax was supposed to check if a is strictly larger than b, and if so, swap the original variables.

```
1 #include <stdio.h>
2 void minmax(int a, int b, int* pa, int* pb){
3     if(a > b){
4         int temp = pa;
5         pa = pb;
6         pb = temp;
7     }
8     return 0;
9 }
10 int main(){
11     int a, b;
12     scanf("%d %d", &a, &b);
13     minmax(a, b, *a, *b);
14     return 0;
15 }
```

Line No	Corrected Code
4	int temp = *pa;
5	*pa = *pb;
6	*pb = temp;
8	return;
13	minmax(a, b, &a, &b);

DO NOT SUGGEST CORRECTIONS TO MORE THAN 7 LINES

----- END OF QUIZ -----

SPACE FOR ROUGH WORK