

Roll:

W3P*

Sect:

P1

```
1 #include <stdio.h>
2 int main() {
3     /* This is coolest comment ever */
4     int return = 0;
5     int temp;
6     scanf("%d", temp);
7     int 0marks = 0;
8     printf("I'm getting %d", 4);
9     return 0;
10 }
```

Q1: Which are the incorrect lines in this code?

GOLD SOLUTION

4, 6, 7

MAX MARKS

5

```
1 #include <stdio.h>
2 int main(){
3     int a = 7;
4     int b = 2;
5     float c = a/b;
6     // Print the value rounded to two decimal places
7     // E.g. if c = 5.5988, this will print 5.60
8     // E.g. if c = 5.5910, this will print 5.59
9     printf("%.2f", c);
10     return 0;
11 }
```

Q2: What is the output of this code?

Note: whitespaces indicated using gray-colored characters as in Prutor

GOLD SOLUTION

3.00

MAX MARKS

5

P2

```
1 #include <stdio.h>
2 int main() {
3     /* I like "*/ in my comments */
4     int main = 0;
5     int &temp;
6     scanf("%d", tmp);
7     int _marks0 = 4;
8     printf("I'm getting %d marks in this quiz\n", _marks0);
9     return 0;
10 }
```

Q1: Which are the incorrect lines in this code?

GOLD SOLUTION

3, 5, 6

MAX MARKS

5

```
1 #include <stdio.h>
2 int main() {
3     int Variable_1 = 9;
4     int Variable_2 = 4;
5     float Variable_3 = Variable_1/Variable_2;
6     // Print the value rounded to two decimal places
7     // If the value is 2.5, this will print 2.50
8     printf("Result = %.2f", Variable_3 + 3.6);
9     return 0;
10 }
```

Q2: What is the output of this code?

Note: whitespaces indicated using gray-colored characters as in Prutor

GOLD SOLUTION

Result = 5.60

MAX MARKS

5

P3

```
1 #include <stdio.h>
2 int main() {
3     //Hello Mr.C
4     int float = 0;
5     int temp;
6     scanf("\n%d", &temp);
7     float newvar = 44.0;
8     Float a = 3.5;
9     newvar = (float)newvar;
10    return 0;
11 }
```

Q1: Which are the incorrect lines in this code?

GOLD SOLUTION

4, 8

MAX MARKS

5

```
1 #include <stdio.h>
2 int main() {
3     int a = 7;
4     int b = 2;
5     printf("Result = %f", a/b);
6     return 0;
7 }
```

Q2: What is the output of this code?

Note: whitespaces indicated using gray-colored characters as in Prutor

GOLD SOLUTION

Compilation Error

MAX MARKS

5

P4

```
1 #include <stdio.h>
2 int main() {
3     /*
4     return 0;
5     */
6     float printf = 0.0;
7     int d = 66
8     scanf(".....%d", &d);
9     d = int(printf);
10    return 0;
11 }
```

Q1: Which are the incorrect lines in this code?

GOLD SOLUTION

7, 9

MAX MARKS

5

```
1 #include <stdio.h>
2 int main() {
3     int a = 7;
4     int b = 2;
5     //There is one space between Result and =
6     //There is one space between = and the number
7     printf("Result = %d", (int)5.6);
8     return 0;
9 }
```

Q2: What is the output of this code?

Note: whitespaces indicated using gray-colored characters as in Prutor

GOLD SOLUTION

Result = 5

MAX MARKS

5