

1. Function prototype is also called

- (a) Function declaration
- (b) Function definition
- (c) Function call
- (d) Return type

Ans. a

2. Memory is allocated during

- (a) Function declaration
- (b) Function definition
- (c) Function call
- (d) Return type

Ans. b

3. inline function should be used for

- (a) Small set of code
- (b) Large set of code
- (c) Friend function
- (d) For main () function

Ans. a

4. Static variable should be defined

- (a) Inside the function
- (b) Outside the function
- (c) In the function call
- (d) Anywhere

Ans. b

5. Function prototype is not required when

- (a) Function is defined before the main () function
- (b) Function is defined after the main () function
- (c) Function is defined in the main () function
- (d) It is not needed at all

Ans. a

6. Parameters associated with function call are called

- (a) actual parameter
- (b) formal parameter
- (c) global parameter
- (d) auto parameter

Ans. a

7. Parameters defined within the function are called

- (a) extern parameter
- (b) formal parameter
- (c) auto parameter
- (d) register parameter

Ans. b

8. If void is not written before main () then the main () function will return

- (a) int
- (b) float
- (c) void
- (d) long

Ans. a

9. Which storage specifier retains the value between the function call

- (a) auto
- (b) register
- (c) extern
- (d) static

Ans. d

10. Which storage specifier initializes the value zero to the variable?

- (a) auto
- (b) register
- (c) extern
- (d) static

Ans. a

11. Which method of parameter passing does not change the original variable?

- (a) Call by value
- (b) Call by reference
- (c) Call by pointers
- (d) Both (b) and (c)

Ans. a

12. If function does not return any value then its return type is

- (a) int
- (b) float
- (c) void
- (d) char

Ans. c

13. Maximum number of values that can be returned by any function is

- (a) 1
- (b) 2
- (c) 0
- (d) 4

Ans. a

14. Lifetime of extern variable is

- (a) Function
- (b) File
- (c) Block
- (d) None

Ans. b