Q1.Convert 0.9375 to binary

a) 0.0111
b) 0.1011
c) 0.1111
d) none

Ans. (c)

Q2.(1a00 * 10b)/ 1010 = 100

a) a=0, b=0
b)a=0, b=1
c) none

Ans. (b)

Q3. In 32 bit memory machine 24 bits for mantissa and 8 bits for exponent. To increase the range of floating point.
a) more than 32 bit is to be there.
b) increase 1 bit for mantissa and decrease 1 bit for exponent
c) increase 1 bit for exponent and decrease one bit for mantissa

Q4.In C, "X ? Y : Z " is equal to
a) if (X==0) Y ;else Z
b) if (X!=0) Y ;else Z
c) if (X==0) Y ; Z

Ans. (b)

Q5. From the following program

```
foo()
int foo(int a, int b)
 {
  if (a&b) return 1;
  return 0;
 }
```

a) if either a or b are zero returns always 0
b) if both a & b are non zero returns always 1
c) if both a and b are negative returns 0

Q6. The following function gives some error. What changes have to be made

```
void ( int a,int b)
   {
      int t; t=a; a=b; b=t;
   }
```

a) define void as int and write return t
b) change everywhere a to *a and b to *b

Q7. Which of the following is incorrect

a) if a and b are defined as int arrays then (a==b) can never be true
b) parameters are passed to functions only by values
c) defining functions in nested loops

Q8.

```
include<stdio.h>
void swap(int*,int*);
main()
   {
      int arr[8]={36,8,97,0,161,164,3,9}
      for (int i=0; i<7; i++)
         {
      for (int j=i+1; j<8;j++)
      if(arr[i]<arr[j]) swap(&arr[i],&arr[j]);
         }
   }
void swap(int*x,int*y)
   {
      int temp; static int cnt=0;
      temp= *x;
      *x=*y;
      *y=temp;
      cnt++;
   }
```

What is cnt equal to

a) 7
b) 15
c) 1
d) none of these

Q9.

```
int main()
   {
      FILE *fp;
      fp=fopen("test.dat","w");
      fprintf(fp,'hello\n");
      fclose(fp);
      fp=fopen ("test.dat","w");
```

```
        fprintf (fp, "world");
        fclose(fp);
        return 0;
    }
```

If text.dat file is already present after compiling and execution how many bytes does the file occupy ?

a) 0 bytes
b) 5 bytes
c) 11 bytes
d) data is insufficient

Q10.
```
f1(int*x,intflag)
int *y;
*y=*x+3;
switch(flag)
   {
      case 0:
      *x=*y+1;
      break;
      case 1:
      *x=*y;
      break;
      case 2:
       *x=*y-1;
      break;
   }
return(*y)

main()
{
   *x=5;
   i=f1(x,0); j=f1(x,1);
   printf("%d %d %d ",i,j,*x);
}
```

What is the output?

a) 8 8 8
b) 5 8 8
c) 8 5 8
d) none of these

Q12. A function is like this

```
swap( int a,int b)
   {
      int temp;
```

temp=a;
a=b;<b