



INTERVIEW QUESTIONS

1. Can we perform math operations on a void pointer?

Ans. No, we cannot perform math operations on void pointers. This is because addition and subtraction of pointers is based on advancing the pointer by the number of elements. If we have a void pointer, we don't know what it is pointing to and so we don't know the size of the location it is pointing to.

Therefore, we cannot apply math operations on a void pointer.

We can use character pointers, if we want pointer arithmetic to work on raw addresses.

We can cast void to a char, do arithmetic and cast it back to a void.

2. Why i++ execute faster than i+1?

Ans. The expression `n++` requires single machine instruction to carry out increment operation whereas `n+1` requires multiple instructions to carry out increment operation. therefore, the expression `n++` gets executed faster than the expression `n+1`.

3. What is the use of bitwise operators?

Ans. Operating systems require the manipulation of data at addresses, and this requires manipulating individual bits or groups of bits. For this purpose bitwise operators are used. Bitwise operators allow us to read and manipulate bits in variables of certain types. Bit wise operators only work on a limited number of types. These are int and char.

4. What are the restrictions of modulus operators in c?

Ans. As C language has three numerical data types integer, float and double but modulus operator works only on integer but not on float or double. if we try to use it on float or double we will get an error message as **“Illegal use of Floating Point”**.

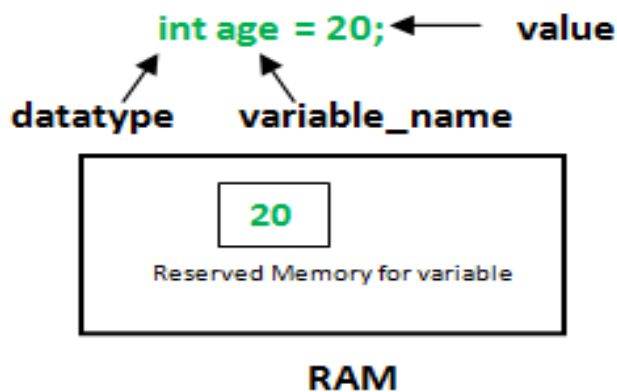
Example: `5 % 2.5 // Error`



5. What is the difference between SINGLE EQUAL “=” AND DOUBLE EQUAL “==” OPERATORS IN C?

Ans. Single equal “=” is an assignment operator used to assign the values to the variables.

Example:



double equal “==” is a relational operator used to compare two variable values whether they are equal or not.

Example:

```
int x = 10;
int y = 10;
if(x == y){
    printf("true");
}
```

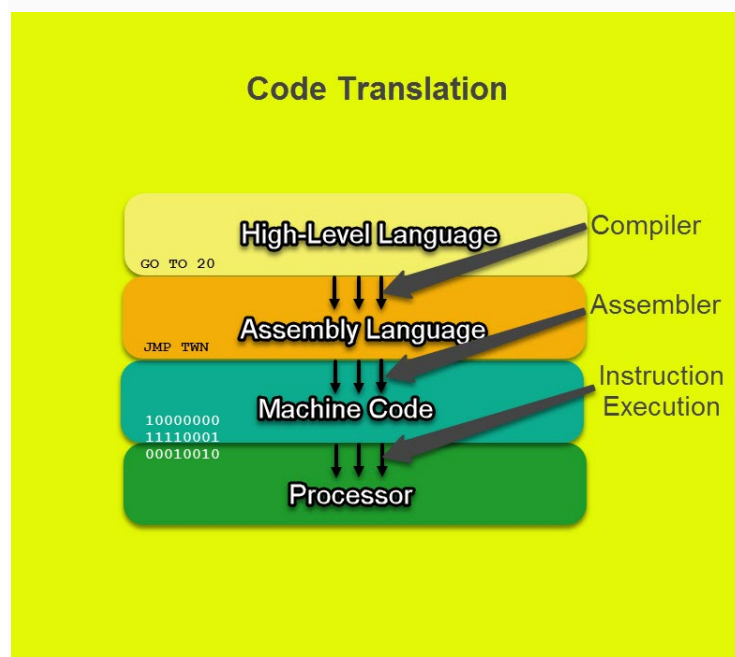


6. What is the difference between ASSEMBLER, COMPILER AND INTERPRETER?

Ans. Assembler is a program that converts assembly level language (low level language) into machine level language.

Compiler compiles entire C source code into machine code.

Interpreters convert source code into intermediate code and then this intermediate code is executed line by line.



7. What is the difference between pre-increment operator and post-increment operator in C ? Also pre-decrement operator and post-decrement operator in C ?

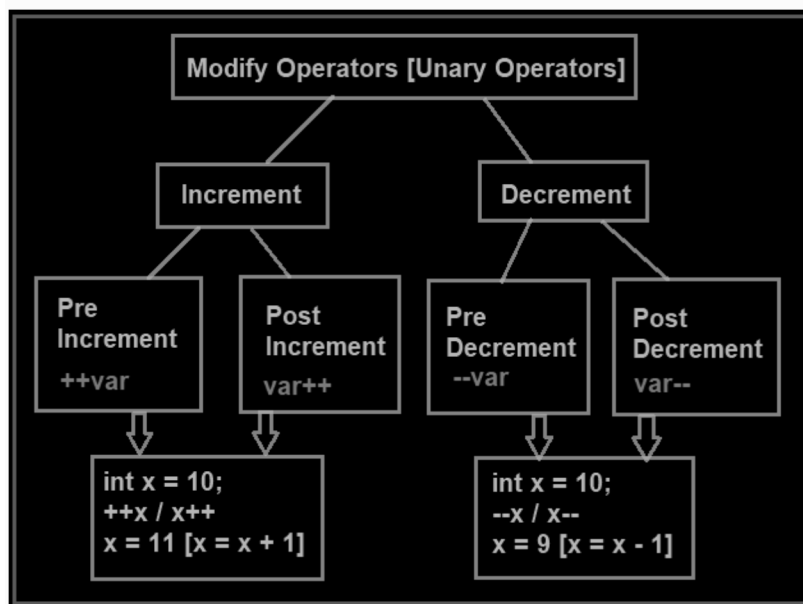
Ans. Pre increment operator is used to increment variable value by 1 before assigning the value to the variable.

Post increment operator is used to increment variable value by 1 after assigning the value to the variable.



Pre decrement operator is used to decrement variable value by 1 before assigning the value to the variable.

Post decrement operator is used to decrement variable value by 1 after assigning the value to the variable.



8. What is “&” and “*” operators in C?

Ans. “*” Operator is used as a pointer to a variable.

Example: *a where * is a pointer to the variable a.

“&” operator is used to get the address of the variable.

Example: &a will give the address of a.



9. What is the environment variable in C?

Ans - Environment variable is a variable that will be available for all C applications and C programs. Once environment variables are exported, we can access them from anywhere in a C program without declaring and initializing in an application or C program.

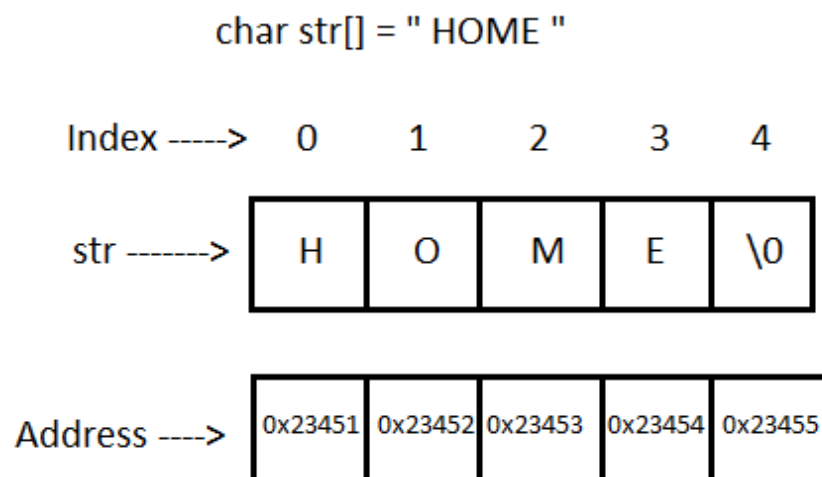
10. How do you declare a variable that will hold string values

Ans. The char keyword can only hold 1 character value at a time. By creating an array of characters, you can store string values in it.

Example:

```
char Name[30];
```

It declares a string variable named Name that can hold a maximum of 30 characters.





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