BÀI TẬP

SESSION 1:

1. C allows \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of code and data.
2. A \_\_\_\_\_\_\_\_\_\_\_ is a diagrammatic representation that illustrates the sequence of operations to be performed to arrive at a solution.
3. Flowcharts help us review and debug programs easily. (True / False)
4. A flowchart can have any number of start and stop points. (True / False)
5. A \_\_\_\_ is basically the execution of a sequence of statements until a particular condition is True or False. Example

SESSION 2:

1. C is case sensitive. (True / False)
2. The number 10 is a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
3. The first character of the identifier can be a number. (True / False)
4. Using the type \_\_\_\_\_\_\_\_\_ saves memory as it takes only half the space as a \_\_\_\_\_\_\_\_ would.
5. The \_\_\_\_\_\_\_ data type is used to indicate the C compiler that no value is being returned.
6. \_\_\_\_\_\_\_ and \_\_\_\_\_\_\_ are the two classes of arithmetic operators.

A. Bitwise & and | B. Unary and Binary

C. Logical AND D. None of the above

1. The unary arithmetic operators are \_\_\_and \_\_\_ .

A. ++ and – – B. % and ^

C. ^ and $ D. None of the above

SESSION 4:

1. \_\_\_\_\_\_\_\_\_\_ are the tools that manipulate data.

A. Operators B. Operands

C. Expressions D. None of the above

2. An \_\_\_\_\_\_\_\_\_ consists of a combination of operators and operands.

A. Expression B. Functions

C. Pointers D. None of the above

3. \_\_\_\_\_\_\_\_\_\_\_ establishes the hierarchy of one set of operators over another when an arithmetic expression has to be evaluated.

A. Operands B. Precedence

C. Operator D. None of the above

4. \_\_\_\_\_\_\_\_\_\_\_ is one in which the operands of an operator belong to different data types.

A. Single Mode Expression B. Mixed Mode Expression

C. Precedence D. None of the above

5. An expression can be forced to be of a certain type by using a \_\_\_\_\_\_\_\_\_\_.

A. Cast B. Precedence

C. Operator D. None of the above

6. \_\_\_\_\_\_\_\_\_ are used to combine or negate expressions containing relational operators.

A. Logical Operators B. Bitwise Operators

C. Complex Operators D. None of the above

7. Bitwise logical operators are \_\_, \_\_\_, \_\_ and \_\_ .

A. % , ^ , \* and @ B. &, |, ~ and ^

C. !, ], & and \* D. None of the above

8. The precedence of operators can be overridden by enclosing the required part of the expression in \_\_\_\_\_\_\_\_\_\_\_\_.

A. Curly Brackets B. Caret Symbol

C. Parentheses D. None of the above

SESSION 6:

1. The formatted I/O functions are \_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_.

A. printf() and scanf() B. getchar() and putchar()

C. puts() and gets() D. None of the above

2. scanf() uses \_\_\_\_\_\_\_\_\_ to variables rather than variable names.

A. functions B. pointers

C. arrays D. None of the above

3. \_\_\_\_\_\_\_\_\_\_\_ specify the form by which the values of the variables are to be input and printed.

A. Text B. format specifier

C. argument D. None of the above

4. \_\_\_ is used by the printf() function to identify conversion specifications.

A. % B. &

C. \* D. None of the above

5. getchar() is a function without any arguments [T/F]

6. \_\_\_\_\_\_\_\_\_\_\_ is a temporary storage area in memory.

A. ROM B. Register

C. Buffer D. None of the above

7. Escape sequence can be placed outside the control string in printf(). [T/F]

SESSION 7:

1. \_\_\_\_\_\_\_\_\_\_ statements enable us to change the flow of a program.

A. Conditional B. Loop

C. Sequence D. None of the above

2. The else statement is optional. (T/F)

3. A \_\_\_\_\_\_\_\_\_\_ is an if statement, which is placed within another if or else.

A. Multi if B. Nested if

C. switched if D. None of the above

4. The \_\_\_\_\_\_\_ statement is a multi-way decision maker that tests the value of an expression against a list of integer or character constants.

A. Sequence B. if

C. switch D. None of the above

5. if (expression)

statement 1

else

statement 2

Which statement will be executed when expression is false?

A. statement 1 B. statement 2

SESSION 9:

1. \_\_\_\_\_\_\_\_\_ allows a set of instructions to be performed until a certain condition is reached.

A. Loop B. Structure

C. Operator D. None of the above

2. \_\_\_\_\_\_\_\_\_ loops check the condition at the top of the loop which means the loop code is not executed, if the condition is false at the start.

A. while loop B. for loop

C. do..while loop D. None of the above

3. A \_\_\_\_\_\_\_\_\_\_\_ is used to separate the three parts of the expression in a for loop.

A. comma B. semicolon

C. hyphen D. None of the above

4. The \_\_\_\_\_\_\_\_\_ loop checks its condition at the end of the loop, that is after the loop has been executed.

A. while loop B. for loop

C. do..while loop D. None of the above

5. The \_\_\_\_\_\_\_ statement causes execution to return to the point at which the call to the function was made.

A. exit B. return

C. goto D. None of the above

6.The \_\_\_\_\_\_\_ statement violates the rules of a strictly structured programming language.

A. exit B. return

C. goto D. None of the above

7. The \_\_\_\_\_\_\_\_\_ function causes immediate termination of the program and control is transferred back to the operating system

A. exit B. return

C. goto D. None of the above

SESSION 11:

1. An \_\_\_\_\_\_\_\_ is a collection of data elements of the same type that are referred by a common name.

A. Loop B. Array

C. Structure D. None of the above

2. Each member of an array is identified by the unique \_\_\_\_\_\_\_ or \_\_\_\_\_\_\_ assigned to it.

A. Index, Subscript B. Bound, Index

C. None of the above

3. An array name and a variable name can be the same. (T/F)

4. Each element of an array cannot be used where a variable is allowed or required. (T/F)

5. Two arrays, even if they are of the same type and size, cannot be tested for \_\_\_\_\_\_\_\_\_\_.

A. Condition B. Negation

C. Equality D. None of the above

6. String can be defined as a character type array, which is terminated by a \_\_\_\_\_ character.

A. semicolon B. comma

C. NULL D. None of the above

7. Arrays can have more than one dimension. (T/F)

8. The comparison of two strings is done with the help of \_\_\_\_\_\_\_ whereas the interchanging is done by \_\_\_\_\_\_\_\_.

A. strcmp,strcpy B. strcat,strcpy

C. strlen,strcat D. None of the above

SESSION 13:

1. A \_\_\_\_\_\_\_\_\_ provides a way of accessing a variable without referring to the variable directly.

A. Array B. Pointer

C. Structure D. None of the above

2. Pointers cannot point to arrays. (T/F)

3. The \_\_\_\_\_\_\_\_\_\_ of the pointer defines what type of variables the pointer can point to.

A. Type B. Size

C. Content D. None of the above

4. The two special operators used with pointers are \_\_\_\_ and \_\_\_\_\_.

A. ^ and % B. ; and ?

C. \* and & D. None of the above

5. \_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_ are the only operations, which can be performed on pointers.

A. Addition, Subtraction B. Multiplication, Division

C. Division, Addition D. None of the above

6. Two pointers can be compared only if both these variables are pointing to variables of different types. (T/F)

7. The allocation of memory in this manner, that is, as and when required in a program is known as \_\_\_\_\_\_\_\_\_\_ .

A. Dynamic Memory Allocation B. Static Memory Allocation

C. Content Memory Allocation D. None of the above

SESSION 15:

1. A \_\_\_\_\_\_\_\_\_ is a self-contained program segment that carries out a specific, well defined task.
2. Arguments appearing in the parentheses are termed as \_\_\_\_\_\_\_.
3. If the return is ignored, control passes to the calling program when the closing braces of the code block are encountered. This is termed as \_\_\_\_\_\_\_\_\_\_\_\_.
4. The function, which calls another function, is known as the \_\_\_\_\_\_\_\_ and the function, which is being called, is known as the \_\_\_\_\_\_\_\_.
5. A \_\_\_\_\_\_\_ is a function declaration that specifies the data types of the arguments.
6. \_\_\_\_\_\_\_\_\_ can be referred to only by statements that are inside the code block, which declares them.
7. \_\_\_\_\_\_\_\_ are visible to the entire program, and can be used by any piece of code.
8. \_\_\_\_\_\_\_\_\_ govern whether one piece of code knows about or has access to another piece of code or data
9. Arguments are said to be passed \_\_\_\_\_\_\_\_ when the value of the variables are passed to the called function
10. In\_\_\_\_\_\_\_\_\_, the function is allowed access to the actual memory location of the argument.

SESSION 17:

1. Strings are terminated by the \_\_\_\_\_\_\_\_\_ character.
2. The number of characters that can be input into char arr[15] is \_\_\_\_\_\_\_\_\_.
3. Modification of the string pointer can lead to data loss. **(True / False)**
4. The character is used to print a new line in printf().
5. To use the strcat() function, the \_\_\_\_\_\_\_\_ header file must be included in the program.
6. Two pointers can be compared only if both these variables are pointing to variables of different types. **(True / False)**
7. strcmp() returns \_\_\_\_\_\_\_\_\_\_\_ if two strings are identical.
8. When an array is passed to a function, only its \_\_\_\_\_\_\_\_\_\_\_ is passed.

SESSION 19:

1. A \_\_\_\_\_\_\_\_\_ groups together a number of data items, which need not be of the same data type.
2. Individual structure elements are referenced through the use of the \_\_\_\_\_\_\_\_\_\_.
3. Values of one structure variable can be assigned to another variable of the same type using a simple assignment statement. (**True / False)**
4. It is impossible to have one structure within another structure. (**True / False)**
5. A new data type name can be defined by using the \_\_\_\_\_\_\_\_\_keyword.
6. In bubble sort, the \_\_\_\_\_\_\_\_\_elements are compared.
7. In insertion sort, if an unsorted element has to be put in a particular sorted location, values are swapped. (**True / False**)

SESSION 21:

1. The two types of streams are the \_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_ streams.
2. Open files are closed when a program crashes. (True/False)
3. The \_\_\_\_\_\_\_\_\_ function opens a stream for use and links a file with that stream.
4. The function used for writing characters to a file is \_\_\_\_\_\_\_\_\_.
5. The fgets() function considers a new line character as a part of the string. (True/False)
6. The \_\_\_\_\_\_\_\_\_ function resets the file position indicator to the beginning of the file.
7. Whenever a character is read from or written to the stream, the \_\_\_\_\_\_\_\_\_ is incremented.
8. Files on which fread() and fwrite() operate must be opened in \_\_\_\_\_\_\_\_\_ mode.
9. The current location of the current active pointer can be found with the help of the \_\_\_\_\_\_ function.