1.

```c
#include<stdio.h>
int main(void)
{
    enum colours {RED,BLACK=5,WHITE=5,YELLOW,BLUE,GREY};

    printf("%d %d %d %d",RED,YELLOW,BLUE,GREY);

    return 0;
}
```

A. 1 2 3 4
B. 0 2 3 4
C. 1 6 7 8
D. 0 6 7 8
E. Compile time error

Answer: D

2.
```c
#include<stdio.h>
int main(void)
{
    enum choice {CH1, CH2, CH3};
    enum choice ch1, ch2, ch3;

    ch1 = CH1;
    ch2 = CH3;
    ch3 = CH2;

    printf("%d, %d, %d, ", ch1, ch2, ch3);
    printf("%d ,%d", sizeof(enum choice), ch2-ch1);
    return 0;
}
```

A. 0, 1, 2, 8, -2
B. 1, 2, 3, 4, 2
C. 0, 2, 1, 4, 2
D. 1, 3, 2, 8, -2
E. Compile time error

Answer: C

3.

```c
#include<stdio.h>
int main(void)
{
    typedef int double_new;
    typedef double_new double_old;

    double_old new=1111;
    double_new old=2222;

    printf("%d",old-new);
    return 0;
}
```

A. 1111
B. Compiler error
C. Linker error
D. Runtime error

Answer: A

4.

```c
#include<stdio.h>
enum days {MON=-1, TUE, WED=6, THU, FRI, SAT};
typedef enum days DAYS;
int main(void)
{
  DAYS d;
  printf("%d,%d,%d,%d,%d,%d,%d",MON,TUE,WED,THU,FRI,SAT,sizeof(DAYS));
  return 0;
}
```

A. -1, 0, 1, 2, 3, 4, 4
B. -1, 2, 6, 3, 4, 5, 4
C. -1, 0, 6, 2, 3, 4, 4
D. -1, 0, 6, 7, 8, 9, 4

Answer: D

5.

```c
#include<stdio.h>
int main(void)
{
	enum colors{RED=0,BLUE,GREEN,YELLOW};
	enum location{MARKETYARD=-1,HINJAWADI,KARAD,SATARA};

	enum colors clr=RED;
	enum location lct=HINJAWADI;

	if(clr==lct)
		printf("True");
	else
		printf("False");

	return 0;
}
```

A. False
B. True
C. Compile time error
D. No output

Answer: B