|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | The expression x = 4 + 2 % 8 evaluated to | | | |
|  | a) | +6 | b) | -6 |
|  | c) | 4 | d) | 0 |
| 2 | Precedence (Hierarchy) decides which operator | | | |
|  | a) | Is important | b) | Is fastest |
|  | c) | Is to be used first | d) | Operates on largest number |
| 3 | Which of the following is incorrect? | | | |
|  | a) | m = 125.56; | b) | ch = ‘T’ \* ‘A’; |
|  | c) | t = ‘T’ \* 20; | d) | 5 + t = b; |
| 4 | Which of the following statement is wrong? | | | |
|  | a) | Value 1=123.45; | b) | Value 2= ‘T’ \* ‘A’ |
|  | c) | Value 3= ‘X’ \* 20; | d) | 5 + x = y; |
| 5 | Which of the following shows the correct hierarchy of arithmetic operations in C? | | | |
|  | a) | ( ), \*\*, \*, /, +, - | b) | ( ), \*\*, /, \*, +,- |
|  | c) | ( ), \*\*, \* or /, + or - | d) | ( ), / or \*, - or +, \*\* |
| 6 | Which of the following is allowed in C arithmetic statement? | | | |
|  | a) | [ ] | b) | { } |
|  | c) | ( ) | d) | None of the above |
| 7 | In b = 6.6 / a + (2 \* a + (3 \* c)/ a \* d)/(2/n); which operation will be performed first ? | | | |
|  | a) | 6.6 /a | b) | 2 \* a |
|  | c) | 3 \* c | d) | 2 / n |
| 8 | If a is an integer variable, a = 5 / 2; will return a value | | | |
|  | a) | 2.5 | b) | 3 |
|  | c) | 2 | d) | 0 |
| 9 | The expression, a = 7 / 22 \* (3.14 +2) \* 3 / 5; evaluates to | | | |
|  | a) | 8.28 | b) | 6.28 |
|  | c) | 3.14 | d) | 0 |
| 10 | The expression, a = 30 \* 1000 + 2763; evaluates to | | | |
|  | a) | 32768 | b) | -32768 |
|  | c) | 113040 | d) | 0 |
| 11 | The expression, x = 4 + 2% -8; evaluates | | | |
|  | a) | -6 | b) | 6 |
|  | c) | 4 | d) | Non of the above |
| 12 | Hierarchy decides which operator | | | |
|  | a) | Is most important | b) | Is used first |
|  | c) | Is fastest | d) | Operates on largest number |
| 13 | double d;  int m, n =2;  m = (n = 3/2) \* 2; | | | |
|  | a) | 3 | b) | 2 |

.What will be the output of following program ?

1. #include <stdio.h>
3. int main()
4. {
5. int x=2.3;
6. const char c1=(float)x;
7. const char c2=(int)x;
9. printf("%d,%d\n",c1,c2);
11. return 0;
12. }
13. [Error](javascript:void(0);)
14. [2.3,2](javascript:void(0);)
15. [2.300000,2](javascript:void(0);)
16. [2,2](javascript:void(0);)

Answer: 4 2,2

2. What is the output of the below code considering size of short int is 2, char is 1 and int is 4 bytes?

* #include <stdio.h>
* int main()
* {
* short int i = 20;
* char c = 97;
* printf("%d, %d, %d\n", sizeof(i), sizeof(c), sizeof(c + i));
* return 0;
* }

a) 2, 1, 2  
b) 2, 1, 1  
**c) 2, 1, 4**  
d) 2, 2, 8

Answer: c

3. #include<stdio.h>

int main()

{

double x = 1.2;

int sum = (int)x + 1;

printf("sum = %d", sum);

return 0;

}

A. sum = 2.2

**B. sum = 2**

C. runtime error

D. none of the above

Answer : B

4. What will be the data type of the result of the following operation?  
 (float)a \* (int)b / (long)c \* (double)d  
a) int  
b) long  
c) float  
**d) double**

Answer: d

5. Which of the following type-casting have chances for wrap around?  
 a) From int to float  
 **b) From int to char**  
 c) From char to short  
 d) From char to int

Answer: b

6. Which of the following typecasting is accepted by C?  
 a) Widening conversions  
 b) Narrowing conversions  
 **c) Widening & Narrowing conversions**  
 d) None of the mentioned  
Answer: c

7 . When do you need to use type-conversions?  
 a) The value to be stored is beyond the max limit  
 b) The value to be stored is in a form not supported by that data type  
 c) To reduce the memory in use, relevant to the value  
 **d) All of the mentioned**Answer: d

8. Which type conversion is NOT accepted?  
a) From char to int  
**b) From float to char pointer**  
c) From negative int to char  
d) From double to char  
Answer: b

9. What will be the output of following program?

#include <stdio.h>

int main()

{

     int x=65;

     const unsigned char c=(int)x;

      printf("%c\n",c);

      return 0;

}

1. [Error](javascript:void(0);)
2. [65](javascript:void(0);)
3. [**A**](javascript:void(0);)
4. [Null](javascript:void(0);)

**Answer: C** Since variable **c** is character type and statement **const unsigned char c=(int)x;** will assign value **65** in **c**, so output will be **A** (which is the character value of **65**).

**10.** What will be the output of following program ?

#include <stdio.h>

int main()

{

    char \*text="Hi Babs.";

    char x=(char)(text+3);

    printf("%c\n",x);

    return 0;

}

1. [**Garbage**](javascript:void(0);)
2. [B](javascript:void(0);)
3. [Error](javascript:void(0);)
4. [Null](javascript:void(0);)

Answer: A

Garbage Value - Unprintable Character (Address of the Memory Block)