

- Home
- My Courses
- Time Table
- My Attendance
- Results
- Seating Info
- Video Archives
- Calender
- Announcements
- My Profile
- Backlog Registration
- Assignments
- Placement info

AV Summary	Live Video	Slides	Notes	Forums	Assignments	QB	QA	MC
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★ Appli

```
1) #include<stdlib.h>
    struct Test
    {
        int a;
        struct Test *p;
    };
    int main()
    {
        struct Test *pt1=malloc(sizeof(struct Test));
        pt1->a=10;
        pt1->p=pt1;
        printf("%d %d %d %d\n",pt1->a, pt1->p->a,pt1->p->p->a,pt1->p->p->p->a);
        free(pt1);
    }
```

- ☐ Error in line: free(pt1)
- ☐ Error in line: struct Test *pt1=malloc(sizeof(struct Test));
- ☐ Error in line: pt1->p=pt1;
- ☒ No Error. Displays: 10 10 10 10

2) 1. Consider the following 3 C functions

```
//P1
int * g (void)
{
    int x = 10;
    return (&x);
}

//P2
int * g (void)
{
    int * px;
    *px = 10;
    return px;
}

//P3
int *g (void)
{
    int *px;
    px = (int *) malloc (sizeof(int));
    *px = 10;
    return px;
}
```

Which of the above three functions are likely to cause problems with pointers?

- ☐ Only P3
- ☐ Only P1 and P3
- ☒ Only P1 and P2
- ☐ P1, P2 and P3

3) 1. Predict the output of the below code

```
#include <stdio.h>
int main () {
    int a[4][5] = {{1, 2, 3, 4, 5},
    {6, 7, 8, 9, 10},
    {11, 12, 13, 14, 15},
    {16, 17, 18, 19, 20}};
    printf("%dn", *(a+**a+2)+3));
    return(0);
}
```

- ☐ 14
- ☐ 20
- ☐ 18
- ☒ 19

4) **Return type of free function is**

- ☒ void
- ☐ void*
- ☐ int
- ☐ starting address of the memory

5) **1. What does the following function print for n = 24?**

```
void fun(int n)
{
    if (n == 0)
        return;
    printf("%d", n%2);
    fun(n/2);
}
```

- ☐ 00000
- ☒ 00011
- ☐ 11000
- ☐ 11111

Your score is 5 /5

[← Back to Units](#)

[Class2_Overview of static Memory Allocation and Dyn.](#)

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