















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

AV Summary	Live Video	Slides	Notes	Forums	Assignments	QB	QA	M
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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

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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

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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
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[< Back to Units](#)

[Class2\\_Overview of static Memory Allocatio](#)

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