

SMART INSTITUTE OF PROFESSIONAL TRAINING

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| COURSE NAME: | PROFESSIONAL COURSE IN C LANGUAGE | | |
| COURSE CODE: | JYCSM-27 | TEST TYPE: | THEORY |
| FULL MARKS: | 50 (25 X 2) | TIME: | 1 HOUR |

1. Which of the following is not a basic data type in C language?

- (a) Float
- (b) Int
- (c) Real**
- (d) Char

2. A standardized language used for commercial application

- (a) C
- (b) Java
- (c) COBOL**
- (d) FORTRAN

3. _____ define how the locations can be used

- (a) Data types
- (b) Attributes**
- (c) Links
- (d) Data Objects

4. What is the size of an int data type?

- (a) 4 Bytes
- (b) 8 Bytes
- (c) Depends on the system/compiler**
- (d) Cannot be determined

5. What is the output of this C code?

```
int main()
{
char chr;
chr = 128;
printf("%d\n", chr);
return 0;
}
```

- (a) 128
- (b) -128
- (c) Depends on the compiler
- (d) None

6. What is short int in C programming

- (a) Basic data type of C
- (b) Qualifier
- (c) Short is the qualifier and int is the basic data type
- (d) All of the above.

7. Which is correct with respect to size of the data type?

- (a) Char>int>float
- (b) Int>char>float
- (c) Char>int>double
- (d) Double>char>int

8. Which of datatypes have size that is variable?

- (a) Int
- (b) Struct
- (c) Float
- (d) Double

9. Which data type is most suitable a number 65000 in a 32-bit system?

- (a) Signed short
- (b) Unsigned short
- (c) Long
- (d) Int

10. Which of the following is a User-defined data type?

- (a) Typedef int Boolean
- (b) Typedef enum {Mon, Tue, Wed, Thu, Fri} Workdays;
- (c) Struct {char name[10] int age}
- (d) All of the above**

11. What will be the output of the following C code?

```
#include <stdio.h>
void main()
{
    int x = 5;
    if (x < 1)
        printf("hello");
    if (x == 5)
        printf("hi");
    else
        printf("no");
}
```

- (a) Hi**
- (b) Hello
- (c) No
- (d) Error

12. Find the output of the given C program

```
#include<stdio.h>
int main()
{
    if((5 && 5) == 5) printf("true");
    else printf("false");
    return 0;
}
```

- (a) False**
- (b) Error
- (c) None
- (d) True

13. Find the output of the given C program

```
#include<stdio.h>
int main()
{
float a = 1.0;
if(1.0==a) printf("true");
else printf("false");
return 0;
}
```

- (a) None
- (b) False
- (c) True**
- (d) Error

14. Find the output of the given C program?

```
#include<stdio.h>
int main()
{
printf("%d Hello %d");
return 0;
}
```

- (a) None
- (b) Garbage_value Hello Garbage_value**
- (c) 1 Hello 1
- (d) 0 Hello 0

15. Find the output of the given C program?

```
#include<stdio.h>
int main()
{
printf("%f Hello %f");
return 0;
}
```

- (a) Garbage_value Hello Garbage_value**
- (b) None
- (c) 1.000000 Hello 1.000000
- (d) 0.000000 Hello 0.000000

16. Choose a right C statement

- (a) Loops or Repetition block executes a group of statements repeatedly
- (b) Loop is usually executed as long as a condition is met.
- (c) Loops usually take advantage of Loop Counter
- (d) All of the above.**

17. Loops in C language are implemented using?

- (a) While Block
- (b) For Block
- (c) Do While Block
- (d) All of the above**

18. Which loop is faster in C language, for, while or Do while?

- (a) For
- (b) While
- (c) Do While
- (d) All work at same speed**

19. Choose a correct statement.

- (a) $a++$ is $(a=a+1)$ POST INCREMENT Operator
- (b) $a--$ is $(a=a-1)$ POST DECREMENT Operator $--a$ is $(a=a-1)$ PRE DECREMENT Operator
- (c) $++a$ is $(a=a+1)$ PRE INCREMENT Operator
- (d) All the above.**

20. Choose correct syntax for C arithmetic compound assignment operators.

- (a) $a+=b$ is $(a= a+ b)$ $a-=b$ is $(a= a-b)$
- (b) $a*=b$ is $(a=a*b)$ $a/=b$ is $(a = a/b)$
- (c) $a\%=b$ is $(a=a\%b)$
- (d) All the above.**

21. What is the output of the C program

```
int main()
{
    int k, j;
    for(k=1, j=10; k <= 5; k++)
    {
        printf("%d ", (k+j));
    }
    return 0;
}
```

- (a) compiler error
- (b) 10 10 10 10 10
- (c) 11 12 13 14 15**
- (d) None of the above

22. What is the way to suddenly come out of or Quit any Loop in C language

- (a) Continue, statement
- (b) Break, statement**
- (c) Leave, statement
- (d) Quit, statement

23. Which of these best describes an array?

- a) A data structure that shows a hierarchical behavior
- b) Container of objects of similar types**
- c) Arrays are immutable once initialised
- d) Array is not a data structure

24. How do you initialize an array in C?

- a) `int arr[3] = (1,2,3);`
- b) `int arr(3) = {1,2,3};`
- c) `int arr[3] = {1,2,3};`**
- d) `int arr(3) = (1,2,3);`

25. What is Array?

- (a) Collection of different type of elements.
- (b) Collection of similar type of element**
- (c) None of above
- (d) Both A and C

26. What is right way to Initialize array?

- (a) `int num[6] = { 2, 4, 12, 5, 45, 5 };`**
- (b) `int n{} = { 2, 4, 12, 5, 45, 5 };`
- (c) `int n{6} = { 2, 4, 12 };`
- (d) `int n(6) = { 2, 4, 12, 5, 45, 5 };`

27. Which of these best describes an array?

- (a) A data structure that shows a hierarchical behavior
- (b) Container of objects of similar types**
- (c) Arrays are immutable once initialized
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28. What are the Types of Arrays?

- (a) int, float, char, double
- (b) struct, enum
- (c) long
- (d) All the above**

29. What is the maximum number of dimensions an array in C may have?

- (a) 2
- (b) 8
- (c) 6
- (d) Theoretically no limit. The only practical limits are memory size and compilers.**

30. What will happen if in a C program you assign a value to an array element whose subscript exceeds the size of array?

- (a) The element will be set to 0.
- (b) The compiler would report an error.
- (c) The program may crash if some important data gets overwritten.**
- (d) The array size would appropriately grow.

31. If x is an array of integer, then the value of &x[i] is same as

- (a) $\&x[i-1] + \text{sizeof}(\text{int})$
- (b) $x + \text{sizeof}(\text{int}) * i$
- (c) $x+i$
- (d) none of these

32. What will be the output of this following program?

```
main()
{printf("technictiming");
main();}
```

- (a) It will keep on Print technictiming once
- (b) It will Print technictiming once
- (c) Wrong statement
- (d) None of the these

33. An Array elements are always stored in _____ memory locations.

- (a) Sequential
- (b) Random
- (c) Sequential and Random
- (d) None

34. What does the following declaration mean `int (*ptr)[10];`

- (a) ptr is array of pointers to 10 integers
- (b) ptr is a pointer to an array of 10 integers
- (c) ptr is an array of 10 integers
- (d) ptr is an pointer to array

35. Array passed as an argument to a function is interpreted as

- (a) Address of the array.
- (b) Values of the first elements of the array.
- (c) Address of the first element of the array.
- (d) Number of element of the array.

36. If the two strings are identical, then `strcmp()` function returns.

- (a) 1
- (b) 0
- (c) -1
- (d) True

37. The library function used to find the last occurrence of a character in a string is

- (a) laststr()
- (b) strnstr()
- (c) strrchr()**
- (d) None of these

38. Which of the following is more appropriate for reading in a multi-word string

- (a) scanf()
- (b) gets()**
- (c) printf()
- (d) puts()

39. Which of the following correctly accesses the seventh element stored in arr, an array with 100 element?

- (a) arr[6]**
- (b) arr[7]
- (c) arr{6}
- (d) arr{7}

40. What is the return value of the following statement if it is placed in C program?

- (a) 33
- (b) -1
- (c) 1
- (d) 0**

41. Int a[5] = {1,2,3}

What is the value a[4]?

- (a) 3
- (b) 1
- (c) 2
- (d) 0**

42. The function sprintf() works like printf(), but operates on

- (a) Data file
- (b) Stderr
- (c) String**
- (d) Stdin

43. String concatenation means

- (a) **Combining two strings**
- (b) Extracting a substring out of a string.
- (c) Partitioning the string into two strings.
- (d) Merging two strings.

44. Longevity of a variable refers to

- (a) **The duration for which the variable retains a given value during the execution of a program.**
- (b) The portion of a program in which the variable may be visible.
- (c) Internal linkage of a variable.
- (d) External linkage of a variable.

45. Which is not a storage class?

- (a) Auto
- (b) **Struct**
- (c) Typedef
- (d) Static

46. What is the output of the following program?

```
#include< stdio.h>
int main()
{
static int a = 3;
printf(“%d”, a --);
return 0;
}
```

- (a) 0
- (b) 1
- (c) 2
- (d) **3**

47. In case of a conflict between the names of a local and global variable what happens?

- (a) The global variable is given a priority.
- (b) **The local variable is given a priority.**
- (c) Which one will get a priority depends upon which one is defined first.
- (d) The compiler reports an error.

48. What is a C Storage Class?

- (a) C Storage decides where to or which memory store the variable.
- (b) C Storage Class decides what is the default value of a variable.
- (c) C Storage Class decides what is the Scope and Life of a variable
- (d) All**

49. Every C Variable must have?

- (a) Type
- (b) Storage Class
- (c) Both Type and Storage Class**
- (d) Either Type or Storage Class

50. Find a C storage class below

- (a) Static
- (b) Auto
- (c) Register & Extern
- (d) All**

SUGGESTION PAPER