Fundamentals of Computer Programming-I

Multiple Choice Questions

Question Bank

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PART A

UNIT –I Introduction to Computers

Q.1 ALU stands for

(a) Arithmetic Logic Unit (b) Array Logic Unit
(c) Application Logic Unit (d) None of above

Q.2 The brain of any computer system is

(a) ALU (b) Memory
(c) CPU (d) Control Unit
(d) None of above

Q.3 What difference does the 5th generation computer have from other generation computers?

(a) Technological advancement (b) Scientific code
(c) Object Oriented Programming (d) All of the above
(e) None of the above

Q.4 Which of the following computer generation uses concept of artificial intelligence?

(a) First Generation (b) Second Generation (c) Third Generation (d) Forth Generation

Q.5 When a key is pressed on keyboard, which standard is used for converting the keystroke into the corresponding bits

(a)ANSI (b) ASCII (c) EBCDIC (d) ISO

Q.6 Which device is used as the standard pointing device in a Graphical User Environment

(a) Keyboard (b) Mouse (c) Joystick (d) trackball

Q.7 Which of the following is valid storage type?

(a) CPU (b) Keyboard (c) Pen Drive (d) Track Ball (e) None of the above

Q.8 The section of the CPU that is responsible for performing mathematical operations

(a)Memory (b) Register Unit (c)Control Unit (d)ALU (e) None of the above

Q.9 Any storage device added to computer beyond the immediately usable main storage is known as:

(a)Floppy disk (b)Hard Disk (c)Backing store (d) Punched Card (e) None of the above

Q.10 The list of coded instructions is called

(a)Computer Program (b)Algorithm (c) Flowchart (d)Utility Program (e) None of the above

Q.11 Source code is available to view, modify and redistribute in

(a)Open Source (b) Closed (c)Proprietary (d) Licensed (e) None of the above Source

Q.12 Which of the following is not input device

(a) Touch Pad (b) Mouse (c)Printer (d) Joystick

Q.13 MS Word is example of Closed Source Software

(a) True (b) False

Q.14 Software required to run the hardware is known as

(a)Task Manager (b) Task Bar (c) Program Manager (d) Device Driver

Q.15 Which the following is application software?

(a)Compiler (b)Power Point (c)Debugger (d) None of the above

Q.16 Which of the following is system software?

(a)Linux (b)Word (c)Excel (d)Tally

Q.17 The Programs which are as permanent as hardware and stored in ROM is known as

(a)Hardware (b)Software (c)Firmware (d)ROMware

Q.18 Which of the following is invalid type of memory

(a)RAM (Random Access Memory) (b)ROM (Read Only Memory)
(c)PRAM (Programmable Read Access Only Memory) (d)EPROM (Erasable Programmable Read Only

Q 19 =C's were used in_____of computers

(a)A First Generation (b) Second Generation (c)Third Generation (d) Fifth Generation

Q.20 which of the following is not component of computer system?
(a)Input Device (b) Stepper Motor (c)Memory (d)None of the above
Q.21 Which of the following is not output device?
(a)Printer (b)VDU (c)Scanner (d)All
Q.22 Joystick is used for_____
(a)Gaming (b)Weather forecast (c)Word Processing (d)All
Q.23 Trackball is output device
(a)True (b)False

Q.24 ALU is part of Memory
(a)True (b)False
Q.25 CPU consist of
(a)ALU+CU (b)ROM+ALU (c)RAM+ROM (d)None
Q.26 _____is Volatile Memory
(a)ROM (b)EPROME (c)RAM (d)None
Q.27_____ is non volatile memory
(a)RAM (b)EERAM (c)ROM (d)PROME
Q.28 Which of the following is the Valid Measurement unit of memory
(a)GB (b)MB (c)KB (d)All
Q.29 Hardware can work without device driver
(a)True (b)False
Q.30 Which of the following if not OS
(a)Android (b) MAC (c)Samsung (d)LINUX
Q.31 DVD is having more storage capacity than CD
(a)True (b)False
Q.32 Tally is _____
(a) Open S/W (b) Closed S/W (c)Application s/w (d)System s/w
Q.33 VLSI is used in _____ Generation of computer
(a)First (b)Second (c)Third (d)Fourth
Q.34 _____ Interprets and executes set of instruction
(a)CPU (b)VDU (c)Printer (d)Scanner
Q.35 _____consists of set of instruction
(a)Software (b)Hardware (c)Program (d)None of this
Q.36_____consists of set of program s
(a)Scanner (b)VDU (c)Software (d)None of this
Q.37 Paint brush is text editor
(a)True (b)False
Q.38 Notepad is text editor
(a)True (b)False
Q.39 Keyboard Converts typed in character to _____code
(a)EBCIDIC (b)ASCII (c)Decimal (d)Binary
Q.40 _____Unit control the operation of CPU
(a)ALU (b)RAM (c)CU (d)BU
Q.41 Which one of the following is not a feature of third generation languages?
(a) They need to get translated (b) They are faster than MLLs
(c) They are easy to use than MMLs (d) They use compilers and interpreters
Q.42 Which is the type of memory for information that does not change on your computer?
(a)RAM (b)RAM (c)ERAM (d)RW/RAM
Q.43 LSI,VLSI & ULSI chips were used in which generation?

(a)Firth (b)Second (c)Third (d)Fourth

Q.44 Which characteristics of computer distinguishes it from electronic calculation?

(a)Accuracy (b)Storage (c)Versatility (d)Automatic

Q.45 Which of the following is not the classification of computers based on application?

(a) Electronic Computers (b)Analog Computers

(c)Digital Computers (d)Hybrid Computers

Answer Keys

QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS
1	A	2	C	3	D	4	D	5	B
6	B	7	C	8	D	9	A	10	A
11	A	12	C	13	C	14	D	15	B
16	A	17	C	18	C	19	B	20	B
21	C	22	A	23	B	24	B	25	A
26	C	27	C	28	D	29	B	30	C
31	A	32	C	33	D	34	A	35	C
36	C	37	B	38	A	39	B	40	C
41	B	42	D	43	C	44	B	45	B

UNIT –II Introduction to Open Source Operating Systems

Q.1 Source code is not available for user in

(a)Open Source (b)Bharat OS (c)Linux OS (d)None

Q.2 Linux is closed source

(a)True (b)False

Q.3 Bash is the _____

(a)Shell (b)Compiler (c)None

Q.4 BOSS is developed by

(a) NASA (b)IUCCA (c)C-DAC (d)NASDAQ

Q.5 BOSS is developed over

(a)Mandrake (b)SUSE (c)Fedora (d)Debian

Q.6 Android is desktop OS

(a)True (b)False

Q.7 3DBlender is close source

(a)True (b)False

Q.8 Mozilla Firefox is _____

(a)Browser (b)Editor (c)Compiler (d)None of Above

Q.9 Google chrome is _____

(a)Compiler (b)OS (c)Editor (d) None of Above

Q.10 Windows OS is a closed source

(a)True (b)False

Q.11 Microsoft .NET is _____

(a)Open Source (b)Closed Source (c)Browser (d)All of above

Q.12 Is the windows command
(a)True (b)False
Q.13 Which of the following command gives the list of the users in the systems
(a)whoami (b)ps (c)ds (d)who
Q.14 _____is the linux flavor which runs from CD
(a)Knopix (b)SUSE (c)Fedora (d)Ubuntu
Q.15 OSF stands for
_____ (b)Open software foundation
(a) O.S. Factory (d)None
(c)Open system foundation
Q.16 Open source software are very costly
(a)True (b)False
Q.17 Internet Explorer comes along with _____
(a)Linux (b)Windows (c)MAC (d)Android
Q.18 which browser comes with linux by default
(a)Mozilla Firebox (b)IE (d)None
(c)Opera
Q.19 BOSS is developed in _____
(a)USA (b)UK (c)India (d)China
Q.20 Which of the following is the closed source
(a)3D Max (b)Blender (c)Linux (d)Android
Q.21 PHP is the Open Source
(a)True (b)False
Q.22 _____ Determines which piece of large program need to be recompiled
(a)rpm (b)make (c)yum (d)None of above
Q.23 _____Execute a command as another user
(a)who (b)tty (c)chmod (d)sudo
Q.24 _____ is used to install and remove packages and control downloading them from a repository
(a)rpm (b)who (c)yum (d)ls
Q.25 Which of the following is not flavor of linux?
(c)Redhat (d)Fedora
(a)Mandrake (b)SUSAN
Q.26 7-zip is _____
(a)File achiever (b)Web browser (c)Editor (d)None of above
Q.27 Ubuntu is windows based
(a)True (b)False
Q.28 _____ is HTTP web server
(a)Lucene (b)Fedora (c)Perl (d)Apache
Q.29 Symbian is valid Linux Based Shell
(a)True (b)False
Q.30 Following is valid Linux based Shell
(a)C-shell (b)D-shell (c)K-shell (d)None of above
Q.31 Shell is the exclusive feature of
(a)UNIX (b)DOS (c)System software (d)Application software
Q.32 Operating system is
(a)Hardware (b)Software which manage resources of the system
(c)Software which performs computation (d)None
Q.33 A system call is a method by which a program makes a request to the
(a) Input Management (b) Output Management
(c) Interrupt processing (d)Operating system

Answer Key

QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS
1	B	7	B	13	D	19	C	25	B	31	A
2	B	8	A	14	A	20	A	26	A	32	B
3	A	9	D	15	B	21	A	27	B	33	D
4	C	10	A	16	B	22	B	28	D		
5	D	11	B	17	B	23	D	29	A		
6	B	12	B	18	C	24	A	30	A		

UNIT –I Part –III Eclipse

Q.1Eclipse is an IDE developed in_____.
(a)C (b)c++ (c) java (d) python
Q.2. IDE consists of:
(a)sources code editor (b) automation tool builder
(c)Interpreter or dedugger or both (d)all of this
Q.3.CDT in Eclipse is environment for java developers.
(a)true (b)false
Q.4. Eclipse is an_____.
(a)compiler (b)Debugger (c)IDE (d)Interpreter
Q.5.Source code for python is freely available.
(a)true (b)false
Q.6.Eclipse is closed source.
(a)true (b)false
Q.7.CDT does not provide content assistant provider.
(a)true (b)false
Q.8.Eclipse supports programming in PHP.
(a)true (b)false
Q.9.Eclipse supports programming in Ruby.
(a)true (b)false
Q.10.Eclipse supports programming in Perl.
(a)true (b)false

Answer Key

QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS
1	C	3	B	5	A	7	B	9	A
2	B	4	C	6	B	8	A	10	A

Unit –I Part IV Programming Languages

Q.1 What is the older high-level(non-assembler) programming language?
(a)C (b)Lisp (c)Fortan (d)Basic
Q.2 The primary progenitor of COBOL was the programming language known as:
(a)Pseudocode (b)short Code (C) speedcode (d)flow-matic.

Q.3 The C++ programming language is very popular because it is:
(a)backward compatible with C. (b)object-oriented.
(C)widely available. (d)all of the above.

Q.4 Java and perl are examples of_____languages.
(a)compiled (b)Interpreted (c)Hybird (d)script

Q.5 What innovation introduced in ALGOL68 is ofter credited to pascal?
(a)user-defined data types (b)block statement
(c)select statement (d)bit-string

Q.6 The most common programming languages ,dating back to the 1940s are called:
(a)functional (b)object-oriented
(c)rule-based. (d)imperative.

Q.7 When did the first ANSI programming language stander d come out?
(a)1949 (b)1975 (c)1958 (d)1966

Q.8 List in chronological order, when these languages become officially recognized as a standard
(i)ANSI C (ii)ANSI COMMON LISP (iii)ANSI Cobol (iv)ANSI ADA
(a)i,ii,iii,iv (b)i ,iii,ii,iv (c)iv,iii,I,ii (d)I,iv,iii,ii

Q.9 Who uses languages which are standards?
(i)Processors (ii)Technicians (iii) Students (iv)Managers
(a)i,ii & iii only (b)ii & iv only (c)iii & iv only (d)all of the above

Q.10 What features make C++ so powerful?
(a)Easy Implementations (b)Reusing the old code
(c)Easy Memory Management (d)All of the above

Q. 11 What makes OOP so *popular?*
(i) Data abstraction (ii) Easily reusable
(iii) Easily modifiable (iv) None of the above
(a) i only (b) ii & iii only
(c) i, ii & iii *only* (d) iv only

Q. 12 What is/are the main differences between the 3rd and 4th generation languages?
(i) Both *follow* procedural code.
(ii) Third generation *languages* are mostly compiled languages.
(iii) Fourth generation languages are *in-line* with the minimum work and skill concept.
(iv) Third generation languages are user friendly and have intelligent default options.
(a) i & iv only (b) b. ii & iii only
(c) c. i & iii only (d) d. none of the above

Q. 13 Which of the features below would make the next generation of PL popular?
(i) They are highly portable and are offered on a wide range of systems .
(ii) They are suitable for development of programs of arbitrary size and complexity.
(iii) They are reasonably stable during changes in hardware and system software.
(iv) They both have procedural and non-procedural features.
(a) i & ii only. (b) i, iii & iv
(c) iii & iv only (d) All of the above

Q. 14 Which of the following languages has the potential to become the next programming language standard?
(i) Java (ii) Html
(iii) Cobol 97 (iv) ADA 95
(a) i & iv only (b) ii & iii only
(c) i & iii only (d) none of the above

Q. 15 Which of the following languages is the newest?
(a) C (b) Fortran (c) Lisp (d) Simula
Q. 16 Which of the following languages is the oldest?
(a)Perl (b)PHP (c)Python (d)Ruby
Q. 17 Which of the following languages introduced the notion of inheritance?
(a) Simula (b) Smalltalk (c) Algol 68 (d) C++
Q. 18 Which of the following are language processors?
(a) Assembler (b) Compiler (c) Interpreter (d) All of the above
Q. 19 A program in execution is called
(a) process (b) function (c) CPU (d) Memory
Q. 20 An assembly language is a
(a) low level programming language (b) Middle level programming language
(c) High level programming language (d) Internet based programming language
Q. 21 An assembler is
(a) Programming language dependent. (b) Syntax dependant.
(c) Machine dependant. (d) Data dependant
Q. 22 Translator for low level programming language were termed as
(a) Assembler (b) Compiler (c) Linker (d) Loader
Q. 23 What is the name of the category of programming languages whose structure is dictated by the von Neuman computer architecture?
(a) Imperative (b) Denotational
(c) Functional (d) Non-procedural
(e) Constraint (f) Object-oriented
Q. 24 A paradigm that allows specification of what has to be computed rather than just how a computation is to be carried out.
(a) Imperative (b) Denotational
(c) Functional (d) Non-procedural
(e) Constraint (f) Object-oriented
Q. 25 A paradigm incorporating encapsulation. Inheritance and dynamic type binding.
(a) Imperative (b) Denotational
(c) Functional (d) Non-procedural
(e) Constraint (f) Object-oriented
Q. 26 Which language is considered to be the first fully object-oriented language?
(a) FORTRAN (b) COBOL
(c) LISP (d) C
(e) JAVA (f) SMALLTALK
Q.27 In what language is UNIX written?
(a) FORTRAN (b) COBOL
(c) LISP (d) C
(e) JAVA (f) SMALLTALK
Q. 28 What programming language has dominated scientific computing over the past 35 years?
(a) FORTRAN (b) COBOL
(c) LISP (d) C
(e) JAVA (f) SMALL TALK
Q. 29 What programming language has dominated artificial intelligence programming over the past 35years?
(a) FORTRAN (b) COBOL
(c) LISP (d) C
(e) JAVA (f) SMALL TALK

Q.30 What programming language has dominated business applications over the past 35 years?

(a) FORTRAN (b) COBOL (c) LISP (d) C
(e) JAVA (f) SMALL TALK

Q.31 What language has slogan 'write once run anywhere'?

(a) FORTRAN (b) COBOL
(c) LISP (d) C
(e) JAVA (f) SMALLTALK

Q. 32 How is Scheme opposite to Common Lisp?

(a) Scheme is large and complex; Common Lisp is small.
(b) Common Lisp is not an ANSI standard; Scheme is.
(c) Scheme is exclusively statically scoped; Common Lisp supports dynamic scoping.
(d) Common Lisp is interpreted; Scheme is compiled.

Q. 33 Why must local variables in Lisp generally be allocated in the heap, rather than on the Stack

(a) Because we don't know their sizes at compile time.
(b) Because local variables in Lisp have unlimited extent.
(c) Because Lisp subroutines don't follow strict LIFO calling conventions.
(d) Because the Lisp garbage collector is unable to manipulate addresses in the stack.

Q 34 through Q 38 refer to the following program in Scheme:

```
(define add-n (lambda (n) (lambda (m) (+ m n))))
(let ((n 4)
(f (add-n 3))) (+ n (f 2)))
```

Q.34 What does this program print?

(a) 8 (b) 9 (c) 10 (d) none of the above

Q.35 What would the program print if Scheme used dynamic scope and shallow binding?

(a) 8 (b) 9 (c) 10 (d) none of the above

Q.36 What would be the program print if scheme used dynamic scope and deep binding?

(a) 8 (b) 9 (c) 10 (d) none of the above

Q.37 The fact that the program contains two variables named n is an example of

(a)Overloading (b)Aliasing (c)Both (d)neither

Q.38 What would happen (in real scheme) if we reversed the order of the two definitions in the let block?

(a)Nothing: the program would behave the same
(b)The output would change,because f would capture a different n
(c)The interpreter would complain that n is being used before it is declared
(d) The interpreter would complain that the meaning of n is ambiguous

Q.39 Which of the following is not an example of a high-level programming language?

(a)Machine language (b) High level language
(c)Assembly language (d)Natural language

Q.40 Which of the following is not an example of a high-level programming language?

(a)C++ (b)PASCAL (c)Babbage (d)BASIC

Q.41 First high level language to be implemented on personal computers

(a)FORTRAN (b)BASIC (c)PASCAL (d)B and C

Q. 42 Hungarian Notation is used to

(a) Design system manual
(b) Design user manual
(c) Define name of the variable depending on its use and data type
(d) All

Q. 43 Java is a

(a) Machine level language (b)Middle level language
(c) High level language (d)None

Q. 44 SNOBOL is mainly used for

(a) List operations (b)Text Operation

(c) Numerical operations (d)None

Q. 45 Which of the following is not case sensitive language?

(a) C (b) Java (c) C++ (d) None

Q.46 FORTRAN is a

(a) General purpose and procedural language

(b) Imperative programming language

(c) Both A and B

(d) None

Q. 47 An assembly language consists of following which type of instructions.

(a) Mnemonics (b) Opcodes (c) Operands (d) Fields

Q.48 'C' is a

(a) Assembly language (b)Middle level language

(c) High level language (d)None

Q. 49 Structured programming languages are also known as

(a) Modular (b) Case sensitive (c) Pseudocode (d) Object oriented language

Q. 50 Which of the following is a case sensitive language?

(a) C++ (b)Pascal (c) BASIC (d)All

Q.51 Which of the following factors should be considered while selecting a programming language for application development?

(a) Nature of the application (b) Ease of learning the language

(b)Familiarity with the language (d) All

Q.52Which of the following is best suited for system-level programming

(a) BASIC (b) C (c) FORTRAN (d) none

Q. 53 Java compiler produces

(a) Byte code (b) Object code (c) Executable code (d) None

Q.54 Which of the following languages are difficult to modify

(a) Machine level language (b) High level language

(c) Assembly level language (d) None

Q. 55 Variables created in MATLAB can be seen in _____ _

(a) Command Window (b) Command History (c) Workspace (d) Current Directory

Q 56 ll variables created can be saved using command

(a) Save (b) Load (c) log (d) None

Q. 57 What is right way to create a 3x3 matrix A?

(a) Matrix(A,3,3) (b) A(3,3)

(c) A[123,123,123] (d) A[123; 123; 123]

Q. 58 Transpose of matrix A can be calculated by:

(a) A' (b) inv(A) (c) A" (d) Trans(A)

Q. 59 A trigonometric operation 'sin(A)' on matrix A will affect

(a) First row elements of A (b) First column elements of A

(c) All elements of A. (d) First and Last element of A

Q. 60 "log2' function is used for

(a) Calculating logarithm of two numbers

(b) Calculate log to the base 2

(c) Calculate log of 2 with given no as base

(d) None

Q.61 The tool used by a programmer to convert a source program to a machine language object module is a
(a) Compiler (b)Language translator
(c) Linker (d)Preprocessor

ANSWER KEY

QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS
1	C	11	D	21	C	31	E	41	A	51	D
2	D	12	B	22	A	32	A	42	A	52	B
3	B	13	D	23	A	33	B	43	C	53	A
4	C	14	C	24	D	34	B	44	D	54	A
5	B	15	A	25	F	35	C	45	B	55	C
6	D	16	A	26	E	36	B	46	C	56	A
7	C	17	A	27	D	37	D	47	A	57	D
8	C	18	D	28	A	38	A	48	C	58	A
9	D	19	A	29	C	39	D	49	A	59	C
10	C	20	A	30	B	40	C	50	D	60	B
										61	A

Unit –I Part –IV Documentations

Q.1 _____ is part of agreement between customer and company which describes needs of the customer
(a)cost Estimate (b)Requirement document
(c)patent (d)Need document

Q.2Product brief is for
(a)Users (b)Coders (c)Mangers (d)Marketing & sales people

Q.3Technical documentation is prepared by
(a)Users (b)Coders (c)Mangers (d)Marketing & sales people

Q.4 Cost estimate is part of agreement between customer and company which describes_____
(a)Needs of customer (b)Money paid by customer
(c)Rough expected expenditure (d)Resources required

Q.5 User manual of software can be found in the menu option
(a)Internet (b)Online (c)Find (d)Help

Q.6 Quality of software is documented in _____ phase of software development
(a)Testing (b)Delivery (c)Idea (d)Development

Q.7 Inventor is given special rights using document_____
(a)Patent (b)Copyright (c)Intellectual Property Rights (d)ITU-T

Q.8Blue print of software is given in_____
(a)Idea (b)Requirement document
(c)Architecture Document (d)Technical Document

Q. 9 LATEX is software for___
(a)Documentation (b)Typing
(c)Letter Typing (d)Technical Documentation

Q.10 Latex automatically generates_____
(a)Indexes (b)Bibliography (c)Both a and b (d)Title

Q.11 First command in LATEX for any document is_____
(a)\begin (b)\documentclass (c)\begin{article} (d)\end

Q.12 Output of LATEX is generated in format_____
(a)PDF (b)dvi (c)ps (d)Any of the above
Q.13 Comments can be added using _____
(a)\comments (b)/* */ (c)// (d)%
Q.14 To create title in the document two important commands are
(a)title and maketitle (b)maketitle & createtitle
(c)createtitle & title (d)title only
Q.15 Quotes can be written using _____command
(a)lq (b)rq (c)' (d)both a & b
Q.16 +-sign created using _____
(a)plusminus (b)pm (c)plm (d)+/-
Q.17 \tableofcontents command_____
(a)Display table (b)Displays all contents sequencially
(c)Displays contents in tabular form (d)Displays index
Q.18 Before using \alpha command should be present
(a)begin (b)begin{trigonometry} (c)begin{alpha} (d)begin{math}
Q.19 Left indentation of document should end with _____command
(a)end{left} (b)end{center} (c)end{flushleft} (d)end
Q.20 to create effect of pressing Enter key in the document use _____
(a)\newline (b)newline (c)\new (d)\enter
Q.21 To make the document two document_____ command is used.
(a)\column2 (b)\2column (c)\twocolumn (d)\enter
Q.22 What will be output for following code in LATEX?

```
\beginclass{article}
\begin{document}
This is example for creating new paragraph in latex. It simply requires to add an extra newline. Because of this simple way the writer does have to worry about indentation.
    This is now bit complex. I have left an extra line, you can see the effect in output for the same.try to read the section properly in the chapter, you will get the clue.
\end{document}
This will again make you think.
```

(a)

This is example for creating new paragraph in latex. It simply requires to add an extra newline. Because of this simple way the writer does have to worry about indentation.
This is now bit complex. I have left an extra line, you can see the effect in output for the same.try to read the section properly in the chapter, you will get the clue..

(b)

This is example for creating new paragraph in latex. It simply requires to add an extra newline. Because of this simple way the writer does have to worry about indentation.
This is now bit complex. I have left an extra line, you can see the effect in output for the same.try to read the section properly in the chapter, you will get the clue.
This will again make you think.

(c)

This is example for creating new paragraph in latex. It simply requires to add an extra newline. Because of this simple way the writer does have to worry about indentation.
This is now bit complex. I have left an extra line, you can see the effect in output for the same.try to read the section properly in the chapter, you will get the clue.

(d)

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ANSWER KEY

QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS
1	B	6	A	11	B	16	B
2	D	7	A	12	D	17	C
3	B	8	C	13	D	18	D
4	C	9	A	14	A	19	C
5	D	10	C	15	D	20	A
21	C	22	C				

Unit II- Algorithm & Programming Concepts

Q.1 Macro flowchart is also called as

(a)Simple detailed flowchart (b)Less Detail flowchart

(c)More detail flowchart (b)None

Q.2 GUI stands for

(a)Graphical User Interface (b) Graph Under Instruction

(c)Graphical input Unit (d)None

Q.3 Terminal symbol in a flowchart indicates

(a)End (b)processing

(c)Input and Output (d)Decision

Q.4Continue Statement

(a)Without Executing remaining statements takes control back to starting loop

(b)Take control outside the loop

(c)Continues to program end

(d)None

Q.5 Structured Programming is

(a)Dividing the program into different program modules (b)Using Structures in the program

(c)Using classes in the program (d)None

Q.6Pseodocode is used for

(a)Denoting the program Flow (b) To make structure chart

(c) For coding the program (d)To write program steps

Q.7 Macro flowchart shows the

(a)Outline of the program (b)Program code

(c)Program Detail (d)Both (a) & (c)

Q.8 Indentation in a program

(a) Improves its readability and understanding (b) Is compulsory

(c)Both (d)None

Q.9 Which of the following is used to avoid infinite loops?

(a)Sentinel (b)For (c)While (d)Do while

Q.10 Which of the following is not necessarily a characteristic of a program module?

(a)It performs a single task (b)It contains Several sub modules

(c)It is self-contained (d)It is relatively small in size

Q.11Which of the following is not a benefit of modular programming?

(a)It increases program readability (b)It increases programmer productivity

(c)It allows for the creation of a library of common programming task

(d)It allows one programmer to do the job of many in the same amount of time

Q.12 The main module of a program contains the following sequences of statements

Call Module A

Call Module B

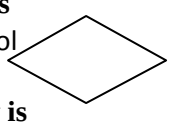
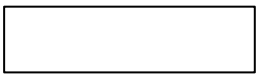
Call Module C

Which of the following statements is executed after Call Module B?

(a)Call Module A (b)Call Module C

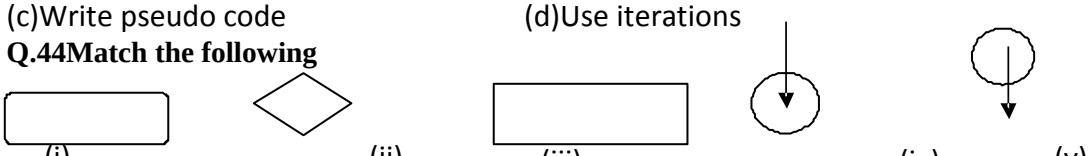
(c)The first Statement in Module B (d)None

Q.13 Which of the following statements is executed after all statements in ModuleB have been carried out in above Q 12?
(a)Call Module A (b)Call Module C
(c)The first statement in Module C (d)None
Q.14 Which of the following is not a principle of structured programming?
(a)Design the program in top-down manner
(b)Write each program module as a series of control structures
(c)Code the program so that it runs correctly without testing
(d)Use good programming
Q.15 The flowchart symbol bellow

(a)Process symbol (b)Input/output symbol
(c)Decision symbol (d)Terminator symbol
Q.16 The flowchart symbol shown below is

(a)Process symbol (b)Input/output symbol
(c)Decision symbol (d)Terminator symbol
Q.17 The flowchart symbol shown below is

(a)Process symbol (b)Input/output symbol
(c)Decision symbol (d)Terminator symbol
Q.18 The flowchart symbol shown below is

(a)Process symbol (b)Input/output symbol
(c)Decision symbol (d)Terminator symbol
Q.19Which of the following is not a basic control structure?
(a)The process (b)The Loop
(c)The decision (d)The sequential
Q.20 Which of the following is not a principle of good programming style?
(a)Use descriptive variable names (b)Provide a welcome message
(c)Identify using text the numbers that are output (d)Test the program
Q.21Method which uses a list of well defined instructions to complete a task starting from a given initial state from a given initial state to end state is calls as
(a)Program (b)Flowchart (c)Algorithm (d)A & B
Q.22The chart that contains only function flow and no code is called as
(a)flowchart (b)Structure chart (c)Both A and B (d)None
Q.23 Which of the following is a program planning tool?
(a)Sequential (b)decision (c)Pseudo code (d)Both B and C
Q.24Which of the following structures are used in computer programs?
(a)sequential (b)decision (c)Timesharing (d)None
Q.25Execution of two or more programs by a single CPU is known as
(a)Multiprogramming (b)Multiprocessing (c)Timesharing (d)None
Q.26 A structured chart is
(a)A statement of information processing requirements
(b)A document of what has to be accomplished
(c)A hierarchical Partitioning of the program
(d)Beginners all purpose
(e)All
Q.27 In structure charts modules are described as
(a)Circle (b) Triangles (c)Rectangle (d)Ellipse
Q.28 The sequence logic will not be used while
(a)Accepting input from user (b)Comparing two sets of data
(c)Giving output to the user (d)Adding two numbers

Q.29 Flowcharts and Algorithms are used for
(a)Better Programming (b)Efficient Coding
(c)Easy testing and Debugging (d)All
Q30 An Algorithm represented in the form of programming languages is _____
(a)Flowchart (b)Pseudo code (c)Program (d)None
Q31Which of the following is a pictorial representation of an algorithm?
(a)Pseudo code (b)Program (c)Flowchart (d)Algorithm
Q.32Which of the following symbol in a flowchart are used to indicate all arithmetic processes of adding, subtracting, multiplying and dividing ?
(a)Input/output (b)terminal (c)Processing (d)Decision
Q.33 A flowchart that outlines the main segments of program is called as
(a)Micro flowchart (b)Macro flowchart (c)Flowchart (d)Algorithm
Q.34 A flowchart that outlines with all detail is called as
(a)Micro flowchart (b)Macro flowchart (c)Flowchart (d)Algorithm
Q.35Pseudo code is also known as
(a)Program Design Language (b)Software Language
(c)Hardware Language (d)Algorithm
Q.36 Pseudo code emphasizes on
(a)Development (b)Coding (c)Design (d)Debugging
Q.37 In which of the following pseudo code instructions are written in the order or sequence in which they are to be performed?
(a)Selection Logic (b)Sequence Logic (c)Iteration Logic (d)Looping Logic
Q.38 Which of the following logic is used to produce loops in program logic when one or more instruction may be executed several times depending on some conditions?
(a) Iteration Logic (b) Selection Logic (c) Sequence Logic (d)Decision Logic
Q.39 Selection logic also called as
(a) Decision Logic (b) Iteration Logic (c) Sequence Logic (d)Looping Logic
Q.40 Which of the following program planning tool allows the programmers to plan program logic by writing program instruction in an ordinary language?
(a)Flowchart (b)Pseudo code (c)Program (d)Looping
Q.41Which logic is used to select the proper path out of two or more alternative paths in program logic
(a)Looping Logic (b)Sequence Logic (c)Iteration Logic (d)Selection Logic
Q.42 Which of the following control structures are used in iteration logic
(a)if then if then else (b)do which
(c)do which repeat until (d)do while if else
Q.43 To write the correct and effective program we much first
(a)Draw a flowchart (b)Plan its logic
(c)Write pseudo code (d)Use iterations
Q.44Match the following



(i) (ii) (iii) (iv) (v)

(a)Connecting (b)Input/Output
(c)Processing (d)Terminal
(e)Decision
ANS=i-(d),ii-(e),iii-(c),iv-(a);
Q.45 which of the following file conations the programmer's original program code?
(a)Application file (b)Executing (c)Object file (d)Source file

Q.46 Algorithm is
(a)step by step execution of program (b)Executable file
(c)Object file (d)Source file
Q.47 Kite box in flow chart is used for
(a)Connecter (b)Decision (c)Statement (d) All of the above
Q.48 Which of the following is not a characteristic of good algorithm?
(a)Precise (b)Finite number of steps
(c)Ambiguous (d)Logical flow of control
Q.49 Diagrammatic representation of an algorithm is
(a)Flowchart (b)Data flow Diagram (c)Algorithm design (d) Pseudo code
Q.50 Goto statement is ?
(a)Used to jump the control of program (b)Same as switch case statement
(c)Used for user defined iteration (d)None of above
Q.51 After a programmer plans the logic of a program ,she /he will next____
(a)Understand the problem (b)Test the program
(c)Translate the program (d)Code the program
Q.52 What symbol is used to represent output in a flowchart?
(a)Square (b)Circle (c)Parallelogram (d)Triangle
Q.53 What is the standard terminal symbol for flowchart?
(a)Circle (b)Parallelogram (c)Diamond (d)Square
Q.54 The following pseudo code is an example of _____ structure:
Get number
While number is positive
Add to sum
(a)Sequence (b)Decision (c)Loop (d)Nested
Q.55 The following pseudo code is an example of _____structure:
Get number
Get another number
If first number is greater than second then
Print first number
Else
print second number
(a)Sequence (b)Decision (c)Loop (d)Nested
Q.56The following pseudo code is an example of _____structure:
Get number
Get another number
Multiply numbers
Print result
(a)Sequence (b)Decision (c)Loop (d)Nested
Q.57structured program can be easily broken down into routines or _____that can be assigned to any number of programmers
(a)Segments (b)Modules (c)Units (d)Sequences
Q.58 In a case structure of the loop, the loop body continues to execute as long as the answer to the controlling question is yes, or true.
(a)Else (b)Then (c)Default (d)Loop
Q.59 In which of the following loop ,the loop body continues to executes as long as the answer to the controlling question is yes, or true.
(a)do-then (b)do-when (c)do-until (d)do-while

Q.60 Which of the following statement cause program control to end up almost anywhere in the program?
(a)go to (b)for (c)while (d)do while
Q.61 Which of the following statement allows us to make a decision from the number of choices?
(a)break (b)Switch (c)for (d)go to
Q.62 Which of the following keyword is followed by an integer or character constant?
(a)switch (b)case (c)for (d)void
Q.63 Which of the following enhances the versatility of the computer to perform a set of instructions repeatedly?
(a)Function (b)Loop (c)header files (d)statement
Q 64 Which of the following contains parenthesis after the 'while' loop?
(a)Condition (b)statement (c)count (d)value
Q 65 The condition being tested within the loop may be relational or relational or logical operations
(a)while (b)switch (c)break (d)continue
Q.66 Which of the following loop uses three things initialization, condition to terminate loop and increasing the value of loop counter?
(a)for (b)while (c)goto (d)switch
Q.67 The three things inside the for loop are separated by
(a)colon (b)comma (c)semicolon (d)hyphen
Q 68 Which of the following statement associated with an 'if'?
(a)switch (b)goto (c)break (d)do while
Q 69 'do while' loop is useful when we want that statement within the loop must be executed
(a)Only Once (b)At least Once (c)More than once (d)None of above
Q.70 Which of the following statement allows the programmer to make the control to the beginning of the loop ,without executing the statement inside the loop?
(a)while (b)continue (c)go to (d)if
Q.71 Which of the following can be replaced by if
(a)switch (b)while (c)continue (d)for
Q.72 Which of the following statement is useful while writing menu driven programs
(a)while (b)break (c)switch (d)if
Q.73 Which of the following is self contained block of statements that perform a coherent task of some kind?
(a)function (b)loop (c)statement (d)body of program
Q 74 The function gets called when the function name is followed by
(a)colon (b)semicolon (c)statement (c)braket
Q.75 The mechanism used to convey information to the function is the
(a)Argument (b)commands (c)loops (d)statements

ANSWER KEY :

QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS	QUE NO	ANS
1	B	16	C	31	C	46	D	61	B
2	A	17	A	32	C	47	B	62	B
3	A	18	B	33	B	48	C	63	B
4	A	19	A	34	A	49	A	64	A
5	A	20	B	35	A	50	A	65	A
6	D	21	C	36	C	51	D	66	A
7	A	22	B	37	B	52	C	67	C
8	A	23	D	38	A	53	A	68	C
9	A	24	D	39	A	54	C	69	B

10	**D**	**25**	**B**	**40**	**B**	**55**	**B**	**70**	**B**
11	**D**	**26**	**C**	**41**	**D**	**56**	**A**	**71**	**A**
12	**C**	**27**	**B**	**42**	**C**	**57**	**B**	**72**	**A**
13	**B**	**28**	**B**	**43**	**B**	**58**	**A**	**73**	**A**
14	**A**	**29**	**D**	**44**		**59**	**D**	**74**	**B**
15	**D**	**30**	**C**	**45**	**D**	**60**	**A**	**75**	**A**

UNIT –III Introduction to C

For Programs Students are Instructed to follow the following :

Consider every program has a main()

Consider Void→ void, Main→main, Printf→printf,Scanf→ scanf, Int→ int , Float→float

Q.1 Which of the following is not a type of computer programming language?
(a) Natural language (b)Machine Language (c)High-level language (d)Binary languages

Q.2 The programming language that closely resembles the machine language is
(a)High-level languages (b)C language (c)FORTRAN (d)Assembly language

Q 3 The tool used to convert a 'C' program to machine language is called as
(a)Linker (b)Language translator (c)Compiler (d)Preprocessor

Q.4 The programmer original program code is called as
(a)Object file (b)Source file (c)Executable file (d)Application file

Q.5 The diagrammatic flow of the program is represented by
(a)flowchart (b)Program map (c)Pseudo code (d)Water fall mode

Q.6 C- language is
(a)Assembly level Language (b)Low level Language
(c)High level Language (d)All of above

Q.7 What is a program
(a)A set of instruction (b)A set of algorithm (c)A set of pseudo code (d)All of above

Q.8 Who developed the C language
(a)Dennis Ritchie (b)Ken Thompson (c)Matrin Richards (d)Patric Naughton

Q.9 Which year was C developed in?
(a)1975 (b)1980 (c)1972 (d)1971

Q.10 The C language has been developed at
(a)AT & T Bell Labs (b)IBM (c)Borland International (d)Sun Microsystems

Q.11 The C programs are stored with _____ extension
(a).obj (b).bak (c).c (d).cpp

Q.12 Every statement in C program is to be terminated by a_____
(a)dot(.) (b)semi-colon(;) (c)colon(:) (d)Question mark(?)

Q 13 The escape sequence '\b' is a
(a)back space (b)next line (c)tab (d)none of the above

Q.14 Which OS (Operating System) supports C?
(a)DOS only (b)Linux only (c)window only (d)All of the above

Q.15 The real numbers (numbers with decimal fractional value) in C can be expressed which of the following forms?
(a)Fractional from only (b)ASCII
(c)Exponent form only (d)Both fractional and Exponetial

Q.16 A character variable can store how many characters at a time?
(a) 1 character (b)8 characters (c)255 character (d)None

Q.17 What will be stored in the variable 'ch' if we write the statement char ch='z'?
(a)ASCII value of Z (b)Z along with the single inverted commas
(c)The character Z (d)None of above

Q.18 What is the maximum value that an signed integer constant can have?
(a)32768 (b)32767 (c)1.7014e+38 (d)256

Q.19 An identifier in C cannot start with?
(a)A number (b)An Alphabet

(c)A special symbol other than underscore (d)An capital character

Q.20 Which of the following statements is wrong?

(a)int=123; (b)value=' '+5 (c)lime=20*'T' (d)count+5=result

Q.21 Which of the following statement is incorrect?

(a)rem=3%2; (b)rem=3.14%2.1; (c)rem='a' % 'c' (d)None of above

Q.22 Which of the following special symbol allowed in an identifier?

(a)* (asteric) (b)_ (underscore) (c)-(hyphen) (d) |(pipeline)

Q.23Which will be the output of following program?

```
#include<stdio.h>
void main()
{
int i=20;
printf("%d\n" sizeof(i))
}
```

(a)2 (b)4 (c)20 (d)None of above

Q.24Which will be the output of following program?

```
#include<stdio.h>
void main()
{
int a;
printf("%d\n" a)
}
```

(a) Error (b)0 (c)-1 (d)Garbage value

Q.25Which will be the output of following program?

```
#include<stdio.h>
void main()
{
int x=10,y=20,z=5,i;
i=x<y<z;
printf("%d\n" i)
}
```

(a)0 (b)1 (c)Error (d)None of above

Q.26Which of the following variable declaration is correct?

(a)int length (b)char int (c)int long (d)All

Q.27If the following pair of statements are written consecutively, which of them is incorrect?

(a)short int j=255; j=j; (b)long int k=365L; k=k;

(c)float a=3.14; a=a%3; (d)int i=35;i=i%5;

Q.28 Which statement is correct for the comment used in C programming?

(a)Comments are used to have some explanations in the programmers source code

(b)only if a line begin with double slash, it is a comment

(c)Comment decide the sequence of operations in the program

(d)Comments must be outside the curly braces

Q 29 The preprocessor directive in ' C' programming language begins with

(a)Hash sign(#) (b)Backslash and asterisk(/*)

(c)Less than symbol (d)Two back shash(//)

Q.30 Every C program should compulsorily have a function called as:

(a)start() (b)Start() (c)main() (d)Main()

Q.31 A block comments begins and ends with?

(a)Start with / and end with // (b)Start with /* and end with */

(c) Start with // and end with // (d) Start with < and end with >

Q.32 Which of the following cannot be used in identifiers?

(a)Letters (b)Spaces (c)Underscore (d)Digits

Q.33Which of the following is invalid identifier?

(a)printname (b)writename (c)typename (d)papername

Q.34 The difference between a and 'a' is

(a)The first one refers to a variable whose identifier is a and the second one refers to the character constant a

(b)The first one is a character constant a and second one is the string literal a

(c)Both are same

(d)None of above

Q.35 Which of the following is not a valid escape code?

(a)\f (b)\w (c)\\ (d)\?

Q.36 const int width=100;

Regarding the above statement which of the statements is true?

(a)Declares a variable width initialized as 100

(b)Declares a construction with initialized as 100

(c)Declares a integer type constant width with a fixed value of 100

(d)Constructs an integer type variable with width a value 100

Q.37 For an assignment statement

(a)The left side value of the assignment operator must always be a variable

(b)The right side value of the assignment operator might be a constant, a variable, an expression or any combination of these

(c)The assignment always takes place from right to left and never the other way

(d)All of above

Q.38 For the assignment statement :a=b; Which of the following statement is true?

(a)A check is done to compare the values of a and b

(b)The value of b is assigned to variable a and any further changes in the program on variable b will also change the value of variable a

(c) The value of b is assigned to variable a and any further changes in the program on variable b will not change the value of variable a

(d) The value of b is assigned to variable b and any further changes in the program on variable a will not change the value of variable b

Q.39 which of the following will not valid expressions in C?

(a) a=2+(b=5); (b)a=b=c=5;

(c)a=11%3 (d)b+5=2

Q.40 Which of the following will not increase the value of variable c by 1?

(a) c++; (b)c=c+1; (c)c+1>=c; (d)c+=1;

Q.41 When following code is executed ,what will be the values of a and b?

B=3;

A=b++;

(a)a contains 3 and b contains 4 (b)a contains 4 and b contains 4

(c)a contains 4 and b contains 3 (d)a contains 3 and b contains 3

Q.42The result of relational operator operator is always

(a)either true or false (b)either less than or more than

(c)either equal,less or more (d)None of above

Q.43 which of the following is not a valid relational operator?

(a)== (b)=> (c)>= (d)<=

Q.44 The default standard output device for C programs is

(a)Modem (b)Monitor (c)Disk (d)Printer

Q.45The default standard input device for C++ program is
(a)Mouse (b)Scanner (c)Keyboard (d)None of above

Q.46When requesting multiple inputs from the user,they must be separated by
(a)a space (b)a tab character
(c)a new line character (d)any of the above

Q 47 The "return 0 "statement in main function indicates
(a)The program did nothing i.e. completed zero tasks
(b)The program will be executed without any error
(c)The program has not yet completed the execution
(d)None of the above

Q.48 What value must be returned to the operating system on the successful completion of a program?
(a)0 (b)-1 (c)1 (d)Programs should not return a value
Q.49 What is the only function all programs must contain ?
(a)start() (b)system() (c)main() (d)program
Q.50 What is the function from where C programs begins their execution?
(a)start() (b)begin() (c)main() (d)program()
Q.51What punctuation is used to indicate the start and end of code blocks?
(a) {and} (b)<and > (c)[and] (d)(and)
Q.52 Which of the following is the correct way of writing comments?
(a)*/comments/* (b)/*comment*/
(c)**comment** (d){comment}
Q.53 Which of the following is not a name of data type in C?
(a)double (b)floa
(c)int t (d)real
Q.54Which relational operator is used for comparison?
(a):= (b)== (c)equal (d)=
Q.55 Which is the Boolean operator logical AND ?
(a)& (b)| (c)&& (d)||
Q.56Evaluate !(1 && !(0||1))
(a)True (b)False (c)Error (d)Cannot be evaluated
Q.57What is the result of 16>>2?
(a)1 (b)8 (c)2 (d)4
Q.58 Find the output of the following program?

```
#include<stdio.h>
Void main()
{
char letter=' '
printf("\n%c" letter)
}
```

(a)A (b)65 (c)Error (d)Garbage value

Q.59 Find the output of the following program

```
#include<stdio.h>
void main()
```

```
{
Int a;
Printf(“%d” a^a)
}
```
(a)1 (b)0 (c)infinite (d)Error

Q.60 find the output of the following program?

```
#include<stdio.h>
void main()
{
int x=0,y=0;
x=(y=75)+9;
printf(“\n%d %d” x y)
}
```
(a)75,9 (b)75,84 (c)84,75 (d)None of above

Q.61Find the output following C program?

```
#include<stdio.h>
#define a 5+2
int main()
{
int ans;
ans=a*a*a;
printf(“%d” ans)
return 0;
}
```
(a)133 (b)343 (c)27 (d)None of above

Q.62 Find the output the following C program?

```
#include<stdio.h>
int main()
{
char x=65;
x=x+10;
printf(“%d” x)
return 0;
}
```
(a)21 (b)18 (c)15 (d)None of above

Q.63 Find the output of the following c program?

```
#include<stdio.h>
{
Int i=4,ans;
ans=++i+    ++i + ++i;
printf(“%d” ans)
return 0;
}
```
(a)21 (b)18 (c)15 (d)None of the above

Q.64 Find the output of the following c program?

```
#include<stdio.h>
{
Int xa=10;
  printf("%d%d%d" x x++ ++x)
return 0;
}
```

(a)11 11 11 (b)12 10 10 (c)12 11 10 (d)12 11 11

Q.65 Find the output of the following C program?

```
#include<stdio.h>
int main()
{
Printf("%d" sizeof(3 3))
Return 0;
}
```

(a)2 (b)4 (c)8 (d)compiler error

Q.66 Find the output of the following C program?

```
#include<stdio.h>
int main()
{
int i=32,j=32,k,l,m;
k=i|j;
I= i &j;
m=k^I;
printf("%d %d %d %d %d\n" = j k = m)
return 0;
}
```

(a)0,0,0,0,0 (b)0,32,32,32,32
(c)32,32,32,32,0 (d)32,32,32,32,32

Q.67 What are the different type of real data type in C?

(a)float,double,char (b)short int,double,long int
(c)float,double,long double (d)double,long int,float

Q.68 Which of the following is not logical operator ?

(a)& (b)&& (c)|| (d)!

Q.69 What is the output following C program?

```
#include<stdio.h>
int main()
{
int k,num=30;
k=(num < 10) ? 100:200;
printf("%d%d" num k)
return 0;
}
```

(a)200 30 (b)30 200 (c)100 200 (d)500 500

Q.70 Find the output of the following C program?

```
#include<stdio.h>
int void()
{
int x,y,z;
x=y==z=1;
z=++x||++y &&++z;
printf("x=%d" y=%d z=%d\n" x y z)
return 0;
}
```

(a)x=2,y=1,z=1 (b)x=2,y=2,z=1
(c)x=2,y=2,z=2 (d)x=1,y=2,z=1

Q.72 A procedure oriented programming uses

(a)botton up approach (b)top bottom approach
(c)both(a)&(b) (d)None of the above

Q.73 C programming language is

(a)object oriented programming language
(b)Procedure oriented programming language
(c)function oriented programming language
(d)None of above

Q.74 Which of the following special symbol is not allowed in C programming language?

(a)$ (b)- (c)+- (d)+

Q.75 Which of the following is not a keyword

(a)void (b)int (c)main (d)for

Q.76 Which of the following is a keyword

(a)main() (b)signed (c)integer (d)floating

Q.77Which of the following identifier is incorrect

(a)char (b)_int (c)_char (d)_float

Q.78 Which of the following identifier is incorrect

(a)int_ (b)34_ (c)son_ (d)s1_

Q.79 Which of the following identifier is correct

(a)#no (b)_no (c)@no (d)&no

Q.80 Which of identifier is incorrect

(a)number (b)num1 (c)num_ber (d)num ber

Q.81 Which of the following identifier is incorrect

(a)Int (b)INT (c)INt (d)int

Q.82 Which of the following identifier is correct

(a)Simple_Int (b)void (c)#3_friends (d)3 friends

Q.83The memory space taken for a char type data is

(a)2 bytes (b)4 bytes (c)8 bytes (d)1bytes

Q.84 The memory space taken for a int type data is

(a) 2 bytes (b) 4 bytes (c) 8 bytes (d)10bytes

Q.85 The memory space taken for a float type data is

(a) 2 bytes (b) 4 bytes (c) 8 bytes (d)10bytes

Q.86 The memory space taken for a long double type data is

(a) 2 bytes (b) 4 bytes (c) 8 bytes (d)10bytes

Q.87 The memory space taken for a long int type data is

(a) 2 bytes (b) 4 bytes (c) 8 bytes (d)10bytes

Q.88 The memory space taken for a signed char type data is

(a) 2 bytes (b) 4 bytes (c) 8 bytes (d)10bytes

Q.89 Which of the following is not an escape sequence

(a)\n (b)\b (c)\c (d)\a

Q.90 Which of the following is an escape sequence

(a)\d (b)\e (c)\f (d)\g

Q.91 Which of the is not escape sequence

(a)\\ (b)\? (c)\' (d)\;

Q.92 Which of the following is an escape sequence

(a)\: (b)\+ (c)\' (d)\;

Q.93 The space taken for a unsigned char type data is

(a)2 bytes (b)4 bytes (c)8 bytes (d)1 Byte

Q.94 The space taken for a unsigned int type data is

(a)2 bytes (b)4 bytes (c)8 bytes (d)10 bytes

Q.95 Match the column

i) \n	(a)back space
ii) \t	(b) tab
iii) \b	(c)beep sound
iv) \a	(d) new line

(a)i-A,ii-B,iii-C,iv-D (b)i-D,ii-B,iii-A,iv-C

(c)i-D,ii-B,iii-C,iv-A (d)i-D,ii-C,iii-B,iv-A

Q.95 Match the column

i) \v	(a)carriage return
ii) \t	(b) back space
iii) \b	(c) horizontal tab
iv) \r	(d) vertical tab

(a)i-A,ii-B,iii-C,iv-D (b)i-D,ii-B,iii-A,iv-C

(c)i-D,ii-B,iii-C,iv-A (d)i-D,ii-C,iii-B,iv-A

Q.97 Suppose the following statements are written :

Int i=9,j=6;

Float x=0.5,y=0.5;

Char a='a' b='b'

Find the values of the following expression

(3*i-2*j)%(2*a-b)

(a)10 (b)15 (c) 11 (d)16

Q.98 Suppose the following statements are written :

Int i=9,j=6;

Float x=0.5,y=0.5;

Char a='a' b='b'

Find the values of the following expression

2 * (j/5) + (4* (j-3)) %(i+j-2)

(a)7 (b)15 (c) 14 (d)16

Q.99 Suppose the following statements are written:

Int i=9,j=6;
Float x=0.5,y=0.5;
Char a='a' b='b'
Find the values of the following expression
(x>y) && (i>0) && (j>5)
(a)-1 (b)0 (c) 1 (d)2

Q.100 Suppose the following statements are written:
Int i=9,j=6;
Float x=0.5,y=0.5;
Char a='a' b='b'
Find the values of the following expression
((x>y) && (i>0))|| (j>3)
(a)-1 (b)0 (c) 1 (d)2

Q.101 Suppose the following statements are written:
Int i=9,j=6;
Float x=0.5,y=0.5;
Char a='a' b='b'
Find the values of the following expression
A==99
(a)-1 (b)0 (c) 1 (d)2

Q.102 Suppose the following statements are written:
Int i=9,j=6;
Float x=0.5,y=0.5;
Char a='a' b='b'
Find the values of the following expression
++i
(a)10 (b)11 (c) 9 (d)8

Q.103 Suppose the following statements are written:
Int i=9,j=6;
Float x=0.5,y=0.5;
Char a='a' b='b'
Find the values of the following expression
i++
(a)10 (b)11 (c) 9 (d)8

Q.104 Suppose the following statements are written:
Int i=9,j=6;
Float x=0.5,y=0.5;
Char a='a' b='b'
Find the values of the following expression
!(b==98)
(a)0 (b)1 (c)- 1 (d)98

Q.105 Find the output of the following program
#include<stdio.h>

```
Void main()
{
int a=2,b=3,ab=4;
int i;
int in='2'*2
char ch='c'
printf("%c %c\n" ch ++ch)
printf("%c %c\n" b ++b)
printf("%c %c%c\n" ab ab++ab)
printf("%c %c\n" a !!a)
}
```

(a)dd
3 3 3
4 4 4
5 5 5
3 1

(b)c d
2 2 3
3 3 4
4 4 5
3 0

(c)d c
3 2 2
4 3 3
5 4 4
3 1

(d) None of the above

Q.106 Find the output of the following program.

```
#include<stdio.h>
Void main()
{
int x=4,y=9;
int z;
z=(x++)+(--y)+y;
printf("Value=%d\n" z)
}
```

(a)value=22
Value=17

(b)value=19
value=16

(c)value=22
Value=18

(d)value=20
value=16

Q.108 Find the output of the following program

```
#include<stdio.h>
Void main()
{
int a,b,c;
a=2;b=5;c=10;
printf("value=%d\n" (a+b*-c));
printf("value=%d\n" (-c/b*c-a));
printf("value=%d\n" (-a+ ++b %a));
}
```

(a)value=-70
Value=-18
Value=0

(b)value=-48
value=-22
value=0

(c)value=-48
Value=-18
Value=-2

(d)value=20
value=16
value=-2

Q.109 Find the output of the following program.

```
#include<stdio.h>
Void main()
{
int a=5,b=3;
float c;
c=a/b;
printf("%d\n" c)
}
```

(a)0 (b)1 (c)-1 (d)None of the above

Q.110 Find the output of the following program

```
#include<stdio.h>
Void main()
{
clrscr();
int a=10,b,c;
c=b=a;
b-=a--;
c-=--a;
a-=--a;
a-=--a-a--;
printf("a=%d\nb=%d\nc=%d\n" a b c)
}
```

Output:

(a)a=7
b=1
c=3

(b)a=5
b=-1
c=1

(c)a=6
b=6
c=2

(d)None of the above

Q.111 Find the output of the following program

```
#include<stdio.d>
Void main()
{
int k=3,I=4,m;
m=++k +I--;
printf("Value of m %d\n" m)
m=k++ + --I;
printf("Value of m %d\n" m)
}
```

(a)Value of m 7
Value of m 6

(b)Value of m 8
value of m 6

(c)value of m 7

(d)None of the above

Value of m 6

Q.112 Find the output of the following program.

```
#include<stdio.h>
Void main()
{
int a=1,b=2,c=3,d=4.75,x;
x=++a + b++ * ++c % d++;
printf(“%d%d%d%d%d” a b c d x)
}
```

(a)2 3 4 5 2 (b) 2 3 4 1
(c) 1 2 3 4 2 (d) 1 2 3 4 5

Q.113 Find the output of the following program

```
#include<stdio.h>
Void main()
{
int x=1;
printf(“%d%d%d\n” x (x=x+2) (x 2))
x<<2;
printf(“%d%d%d\n” ++x x++ ++x)
}
```

(a)334
644
446

(b)433

(c)343
464

(d)None of the above

Q.114 Find the output of the following program?

```
#include<stdio.h>
Void main()
{
char letter=’ ’
printf(“\n%d” letter)
}
```

(a) ‘s ascii value (b)68 (c)Error (d)Garbage value

Q.115 Find the output of the following program?

```
#include<stdio.h>
#include<conio.h>
void main()
{
int i=4,z=12;
clrscr();
if(i=5 || z>50)
    printf("\n Samosa");
else
    printf("\n Dosa");
getch();
}
```

a) Samosa b)Dosa c) Error d) None of above

Q.116 Find the output of the following program?

```
#include<stdio.h>
#include<conio.h>
void main()
{
int i=4,z=12;
clrscr();
if(i=5 && z>50)
    printf("\n Let us C");
else
    printf("\n Let us Not C");
getch();
}
```

a) Let us C b)Let us Not C c) Error d) None of above

Q.117 Find the output of the following program?

```
#include<stdio.h>
#include<conio.h>
void main()
{
int p=8,q=20;
if(p==5 && q>5)
    printf("\n Why not C");
else
    printf("\n Why C");
getch();
}
```

a) Why not C b) Why C c) Why Not C & Why C d) None

Q.118 Find the output of the following program?

```
#include<stdio.h>
#include<conio.h>
void main()
{
int j=4,k;
k=!5 &&j;
printf("\n k= %d",k);
}
```

a) 4 b)5 c)0 d)45

Q.119 Find the output of the following program?

```
#include<stdio.h>
```

```
#include<conio.h>
void main()
{
int i=0;
clrscr();
for(;i<=2;)

printf("%d",++i);
getch();
}
```

a) 1 2 3 b)0 1 2 c) 2 3 4 d) error

Q.120 Find the output of the following program?

```
#include<stdio.h>
#include<conio.h>
void main()
{
int i=4;
clrscr();
printf("%d\t%d\t%d\t",i,i--,--i);
getch();
}
```

a) 2 3 3 b) 4 3 2 c) 2 2 2 d) 3 3 3

Q.121 Find the output of the following program?

```
#include<stdio.h>
#include<conio.h>
void main()
{
int i=4;
clrscr();

printf("%d",i);
printf("\n%d",i--);
printf("\n%d",--i);
getch();
}
```

a) 4 4 2 b) 4 4 3 c) 4 4 4 d) 4 3 2

Q.122 Find the output of the following program?

```
#include<stdio.h>
#include<conio.h>
void main()
{
int i=4;
clrscr();
printf("%d\t%d\t%d\t",i,i++,++i);
getch();
```

a) 6 5 5 b) 6 5 4 c) 6 6 6 d) 5 5 5

Q.123 Find the output of the following program?

```
#include<stdio.h>
#include<conio.h>
void main()
{
int x=5,y;
y=x++;
printf("%d%d",x,y);
getch();
}
```

a) 6 5 b)5 6 c) 6 6 d) 5 5

Q.123 Find the output of the following program?

```
#include<stdio.h>
#include<conio.h>
void main()
{
int x=5;
if(i=0)
{
    Printf(" = am in Zero")
}
Else
{
Printf(" = am in :ero")
}
getch();
}
```

a) I am in Hero b) I am in Zero c) Error d) None of Above

Q. 124 Why this program runs infinite times

```
#include<stdio.h>
#include<conio.h>
void main()
{
    int i;
    for(i=32200;i<=32768;i++)
    {
            printf(" The Value I %d",i);
    }
}
```

a) The range of Integer b) It will not infinite c) Error d) None of above

Answer Key :

Que No	Ans	Que No	Ans	Que No	Ans	Que No	Ans	Que No	Ans
1	A	31	B	61	C	91	D	121	A
2	D	32	B	62	B	92	C	122	A
3	C	33	C	63	A	93	D	123	A
4	B	34	A	64	D	94	A	124	A
5	A	35	B	65	D	95	B		
6	C	36	C	66	C	96	D		
7	A	37	D	67	C	97	B		
8	A	38	C	68	A	98	C		
9	C	39	D	69	B	99	C		
10	A	40	C	70	B	100	C		
11	C	41	A	71	B	101	B		
12	B	42	A	72	B	102	A		
13	A	43	B	73	B	103	C		
14	D	44	B	74	C	104	A		
15	D	45	C	75	C	105	A		
16	A	46	D	76	B	106	C		
17	B	47	B	77	A	107	D		
18	B	48	A	78	B	108	D		
19	A	49	C	79	B	109	B		
20	D	50	C	80	D	110	C		
21	B	51	A	81	D	111	B		
22	B	52	B	82	B	112	A		
23	A	53	D	83	D	113	A		
24	D	54	B	84	A	114	A		
25	C	55	C	85	B	115	A		
26	A	56	A	86	D	116	A		
27	C	57	D	87	B	117	B		
28	A	58	A	88	D	118	A		
29	A	59	B	89	C	119	A		
30	C	60	B	90	C	120	A		

Loops in C

Q.1 What is the final value of x when the code int x; for(x=0;x<=10;x++){} is run ?
(a)10 (b)9 (c)0 (d)11

Q.2 When does the program following while (x<100) { } execute?
(a)When x is greater than 100 (b)when x is greater than or equal to 100
(c)when x is less than 100 (d)When x is less than or equal to 100

Q.3 Which of the following is not a loop statement in c?
(a)repeat until (b)do while (c)while (d)for

Q.4 Which of the following loops will definitely execute atleast once even if the condition is not satisfied
(a)for (b)while (c)do-while (d)None of the above

Q.5 What is the error in following code?
If(z=100)
Printf("z is 100")
(a)100 should be written in double quotations in the first line
(b)variable z should be inside double quotations in the first line
(c)Mistakes in the equals to operator
(d)There is no semicolon (;) at the end of first line

Q.6 Looping in a program means
(a)Branching to be specified branch or label in the program
(b)repeating a given set of instruction
(c)Both of above
(d)None of above

Q.7 The difference between while and do-while statements is
(a)In the while statement the control first enters into the loop then condition is tested at the end of first iteration
(b)In do while the condition is tested in first iteration and if the condition is true ,it enters into the loop
(c)The do-while statement's condition is used to decide whether to enter the loop or not whereas the while statement's condition is used to decide whether to exit the loop or not
(d)The while statement's condition is used to decide whether to enter the loop or not whereas the do-while statement's condition is used decide whether to exit the loop or not

Q.8Which of the following is not a branching statement in C?
(a)exit (b)break (c)goto (d)switch

Q.9 Which of the following is a decision statement in C?
(a)if-else (b)switch-case (c)both a&b (d)do-while

Q.10 Which of the following is a selection statement in C++?
(a)for (b)switch-case (c)while (d)do-while

Q.11 The continue statement is used to:

(a) resume the program when it is hanged
(b)resume the program if a break statement is given
(c)skip the test of the statements of the loop in the current iteration
(d) none of the above

Q.12 Observe the following block of code and determine what happens when x=2?

```
Switch(x)
{
Case 1 printf("x is 1")
                Break;
Case 2:
Case 3 printf("x is 3")
                break;
default:
        printf("X is not within the range")
}
```

(a)Program jumps to the end of switch statement since there is nothing to do for x=2
(b)The code inside default will run since there is no task for x=2,so
(c)Will display x is 3,and then come outside the switch statement
(d)None of above

Q 13 Which of the following is false for a "switch" statement in C?

(a)break statement is false is compulsory after each case
(b)default statement is compulsory
(c)There is a limit on the maximum number of cases
(d)None of the above

Q.14 Find the output of following code

```
#include<stdio.h>
Void main()
{
Int s=0;
While(s++<10)
{
If(s>3 && s<10)
Continue;
Printf("\n%d\t" s)
}
}
```

(a)1 2 3 4 5 6 7 8 9 (b)1 2 3 10
(c)4 5 6 7 8 9 10 (d)4 5 6 7 8 9

Q.15 Find the output of following c code?

```
#include<stdio.h>
Void main()
{
int a=2;
if(a==2)
{
```

```
a=a+2;
printf("%d" a)
}
Else
{
Break;
}
}
```

(a)It will printing nothing (b)-3 (c)4 (d)Compile error

Q.16 Find the output of the following c code

```
#include<stdio.h>
#include<string.h>
void main()
{
int i=0;
for(;i<=2;)
printf("%d" ++i)
}
```

(a)0 1 2 (b)1 2 3 (c)0 1 2 3 (d)Infinite loop

Q.17 Find the output of following c code

```
#include<stdio.h>
void main()
{
Int x;
For(x=1;x<=5;x++)
printf("%d" x)
}
```

(a)1 2 3 4 5 6 (b)6 (c)1 2 3 4 5 (d)5

Q 18 :ow many times "C" is get printed?

```
#include<stdio.h>
Void main()
{
Int x;
for(x=0;x<=10;x++)
{
   If(x<5)
     Continue;
Else
   break;
printf("C")
}
}
```

(a) 5 times (b)11 times (c)0 times (d)10 times

Q.19 Find the output of the following program

```
#include<stdio.h>
void main()
{
int j=1;
while(j<=255)
{
        printf("%d\n" j)
}
j++;
}
}
```

(a)0 times (b)254 times (c)255 times (d)256 times

Q.20 Find the output of the following program

```
#include<stdio.h>
void main()
{
int i=0;
for(;i<=5;i++);
printf("%d " i)
}
```

(a)0,1,2,3,4,5 (b) 5
(c)1,2,3,4 (d) 6

Q.21 find the output of the following program

```
#include<stdio.h>
void main()
{
int x=500,y=100,z;
if(!x>=400)
y=300;
z=200;
printf("y=%d z=%d\n" y z)
}
```

(a)y=100 z=200 (b) y=300 z=garbage
(c)y=100 z=garbage (d) y=300 z=200

Q.22 find the output of the following program

```
#include<stdio.h>
void main()
{
int x=4;
float y=4.0;
if(x==y)
printf("x and y are equal")
else
  printf("x and y are not equal")
}
```

(a)x and y are equal (b) x and y are not equal

(c)Unpredictable (d) No output

Q.23 find the output of the following program

```
#include<stdio.h>
void main()
{
float a=0.7;
if(a==0.7)
printf(":i")
else
printf(":ello")
}
```

(a)Hi (b) Hello
(c)Hi Hello (d) None of above

Q.24 find the output of the following program

```
#include<stdio.h>
void main()
{
int i=5;
        while(i-- >=0)
            printf("%d "i)
        printf("\n")
        while(i-- >=0)
        printf("%i" i)
        i=5;
        printf("\n")
        while(i-- >=0)
        printf("%d" i)
        return 0;
}
```

(a)4,3,2,1,0,-1 4,3,2,1,0,-1
(b)5,4,3,2,1,0 5,4,3,2,1,0
(c)Error
(d) 5,4,3,2,1,0 5,4,3,2,1,0 5,4,3,2,1,0

Q.25 find the output of the following program

```
#include<stdio.h>
void main()
{
int i=1;
switch(i)
{
printf(":ello\n")
case 1:
        printf(":i\n")
case 2:
    printf("\nBye\n")
    break;
```

```
        }
}
```

(a)Hi (b)Bye
(c)Hello Hi (d) Hello Bye

Q. 26 find the output of the following program

```
#include<stdio.h>
void main()
{
char j=1;
while(j<5)
    {
        printf("%d " j++)
        }
        printf("\n")
}
```

(a)1 2 3 4 127 (b) 1 2 3 4 255
(c)1 2 3 4 5 127 128 0 1 2 3 infinite times (d) 1 2 3 4

Q.27 To repeat a set of the statements for 25 times ,which kind of statement will be required?

(a)Iterative (b)Selective
(c)Either (a) or (b) can be used (d)None of the above

Q.28 To perform one of the many operations selected based on a condition, which kind of statement will be required?

(a)Iterative (b)Selective
(c)Either (a) or (b) can be used (d)None of the above

Q.29 =nitializaions in the "for" loop are optional

(a)true (b)False (c)Depends on the condition
(d)None of the above

Q 30 The maximum number of initializations allowed in a "for" loop are_____

(a)1 (b)2 (c)3 (d)None of above

Q 31 The minimum number of initializations allowed in a "for" loop are_____

(a)0 (b)1 (c)2 (d)None of above

Q 32 The maximum number of conditions allowed in a "for" loop are_____

(a)1 (b)2 (c)3 (d)None of above

Q 33 The minimum number of conditions allowed in a "for" loop are_____

(a)0 (b)1 (c)2 (d)None of above

Q 34 The maximum number of update/increment/decrement allowed in a "for" loop are_____

(a)1 (b)2 (c)3 (d)None of above

Q 35 The minimum number of update/increment/decrement allowed in a "for" loop are_____

(a)1 (b)2 (c)3 (d)None of above

Q.36 The for loop execution has statements inside the loop executed before checking the condition for the first time
(a)True (b)False (c)Depends on the condition (d)None of the above

Q 37 The" while" loop can be replaced by "for" loop in all the cases
(a)True (b)False (c)Depends on the condition (d)None of the above

Q 38 The" while" loop is an entry controlled loop
(a)True (b)False (c)Depends on the condition (d)None of the above

Q 39 The" do-while" loop is an entry controlled loop
(a)True (b)False (c)Depends on the condition (d)None of the above

Q 40 The" while" loop is an exit controlled loop
(a)True (b)False (c)Depends on the condition (d)None of the above

Q 41 The "do- while" loop is an exit controlled loop
(a)True (b)False (c)Depends on the condition (d)None of the above

Q.42 There is no semicolon (;) after the condition in the syntax of the "while" loop
(a)True (b)False (c)Depends on the condition (d)None of the above

Q 43 There is no semicolon ( ) after the condition in the syntax of the "do-while" loop
(a)True (b)False (c)Depends on the condition (d)None of the above

Q.44 In the "if-else" statement "else " is optional
(a)True (b)False (c)Depends on the condition (d)None of the above

Q.45 There can be a condition in the brackets associated with the switch statement
(a)True (b)False (c)Depends on the condition (d)None of the above

Q.46 Only expression or a variable is allowed in the brackets associated with the switch statement
(a)True (b)False (c)Depends on the condition (d)None of the above

Q 47 "break" statement is compulsory after every case in the "switch-case" statement
(a)True (b)False (c)Depends on the condition (d)None of the above

Q 48 "default" statement is compulsory after every case in the "switch-case" statement
(a)True (b)False (c)Depends on the condition (d)None of the above

Q.49 The label in "switch-case" statement can be a condition or expression
(a)True (b)False (c)Depends on the condition (d)None of the above

Q 50 The label in "switch-case" statement can be only a value
(a)True (b)False (c)Depends on the condition (d)None of the above

Q 51 "break " statement when executed the control is transferred_____

(a)Outside the loop ,to the next statement after the loop
(b)beginning of the loop i.e. to the first statement in the loop
(c)outside the function, to the next function in the program
(d)beginning of the function i.e. to the first statement in the function

Q 52 "continue " statement when executed the control is transferred_____
(a)Outside the loop ,to the next statement after the loop
(b)beginning of the loop i.e. to the first statement in the loop
(c)outside the function, to the next function in the program
(d)beginning of the function i.e. to the first statement in the function

Q 53 "goto " statement transfers the control to_____
(a)Outside the loop ,to the next statement after the loop
(b)beginning of the loop i.e. to the first statement in the loop
(c)Label specified with the statement
(d)None of the above

Q.54 Find the output of the following program

```
#include<stdio.h>
void main()
{
int i,j;
for(i=1;i<=2;i++)
{
   for(j=1;j<=2;j++)
{
     printf(":ello")
}
printf(":i\n")
}
}
```

(a)Hello Hello Hi
Hello Hello Hi

(b) Hello Hello Hi
Hello Hello Hi
Hello Hello Hi

(c) Hello Hello Hi

(d)Hello Hi
Hello Hi
Hello Hi
Hello Hi

Q.55 Find the output of the following program

```
#include<stdio.h>
void main()
{
int i,j;
for(i=1;i<=2;i++)
{
   for(j=1;j<=3;j++)
{
```

```
    printf(":ello")
}
printf("\n")
}
}
```

(a)Hello Hello Hello
Hello Hello Hello
Hello Hello Hello

(b) Hello Hello Hello
Hello Hello Hello

(c) Hello Hello
Hello Hello

(d)Hello Hello
Hello Hello Hello

Q.56 Find the output of the following program

```
#include<stdio.h>
void main()
{
int i,j;
for(i=1;i<=5;i++)
{
   for(j=1;j<=i;j++)
{
    printf("1")
}
printf("\n")
}
}
```

(a) 1
11
111
1111
111111

(b)11111

(b) 1
1
1
1
1

(c) 11111
1111
111
11
1

Q.57 Find the output of the following program

```
#include<stdio.h>
void main()
{
int i,j;
for(i=1;i<=5;i++)
{
   for(j=1;j<=i;j++)
{
    printf("*")
}
printf("\n")
}
```

```
}
```

(a)*
(c)*
**
***
****
*****

(b)*****
(d)*****
****
***
**
*

Q.58 Find the output of the following program

```
#include<stdio.h>
void main()
{
int n=400;
if(n%10==0)
{
printf("Yes")
}
else
  {
     printf("No")
  }
}
```

(a)Yes (b)No
(c)Compilation Error (d)None of the above

Q.59 Find the output of the following program

```
#include<stdio.h>
void main()
{
int i=1,j=1;
for(;;)
{
   if(i>3) break;
else j+=i;
     printf("%d\n" j)
     i+=j;
    }
}
```

(a)Compile error (b)2
5
(c)2 (d)2
3

Q.60Find the output of the following program

```
#include<stdio.h>
void main()
{
int i;
for(i=0;i<=8;i++)
```

```
{
    if(i%2==0)
   printf("%d\n" i+1)
   else if(i%3==0)
   continue;
   else if(i%5==0)
   break;
   printf("\nEnd of the program\n")
}
printf("\nEnd of program\n")
}
```

(a) 1
End of program
End of program
3
End of program
5
End of program
End of program

(b) 1
End of program
2
End of program
3
End of program
4
End of program
5
End of program

(c)Error

(d)None of the above

Q.61 Select the correct answer

(a) I=10
do
{
do something
}while(I<10);

(b)"do something" will not be executed at all

(c)do-while loop is not a valid loop.

(d)None of the above

Q.62 Find the output

```
void main()
{
int i=1,j=2,k=3;
if(i==1)
if(j==2)
if(k==3)
```

```
{
   printf("ok")
   break;
}
else
printf("continue")
printf("bye")
}
```

(a)ok (b)okbye
(c)Misplaced break (d)None of there

Q.63 Find the output

```
void main()
{
int I,j=6;
for(;i=j;j-=2)
printf("%d" j)
}
```

(a)Error (b)Garbage value
(c)642 (d)6420

Q 64 Select the correct statement if 'n' is the number of times the loop is executed

(a)In a while loop the control conditional check is performed n times.
(b)In a do-while loop the control conditional check is performed n+1 times.
(c)Break is a keyboard used with if and switch case.
(d)None of these

Q.65 Find output

```
void main()
{
Float x=2.8,y=4;
if(x%=y)
printf("Both are equal")
else
printf("Not equal")
}
```

(a)Both are equal (b)Not equal
(c)Error (d)None of these

Q.66 Find the correct output

```
void main()
{
int a=2,b=0,c=-2;
if(b,a,c)
        printf("True")
else
        printf("False")
}
```

(a)True (b)False

(c)Compile time error (d)Run time error

Q.67 The break statement is used to exit from a_____
(a)DO loop (b)FOR loop
(c)SWITCH statement (d)all of above

Q.68 In which statements, does a CONTINUE statement cause the control to go directly to the test condition and then continue the looping process?
(a)FOR and WHILE (b)WHILE and IF-ELSE
(c)DO-WHILE AND IF-ELSE (d)While and DO-WHILE

Q.69 Find the output of following program

```
#include<stdio.h>
void main()
{
int I;
for(i=0;i<10;i++)
printf("%d" i)
}
```

(a)0 1 2 3 4 5 6 7 8 9 (b)Compile Error
(c)Run Time Error (c)9

Q.70 Find the following program

```
#include<stdio.h>
void main()
{
int i=2,j=2;
while(i+1?—i:j++)
printf("%d" j)
}
```

(a)1 (b)2 (c)3 (d)4

Q.71 Find the following program

```
#include<stdio.h>
void main()
{
int x=011,i;
for(i=0;i<x;i+=3)
{
printf("Error")
continue;
printf("Exit")
  }
}
```

(a)EnterExitEnterExitEnterExit (b)EnterEnterEnter
(c)EnterEnterEnterExit (d)None of the above

Q.72 Find the output of following program

```
#include<stdio.h>
```

```
void main()
{
int i,j;
i=j=2;
while(--i&&j++)
printf("%d%d" = j)
}
```

(a)1 30 4 (b)1 3 (c)Error (d)None of the above

Q.73 Find the following program

```
#include<stdio.h>
void main()
{
int x=1;
for(;x<5;x++)
printf("%d" ++x)
}
```

(a)1234 (b)123456 (c)135 (d)24

ANSWER KEY

Que No	Ans	Que No	Ans	Que No	Ans	Que No	Ans	Que No	Ans
1	D	16	B	31	A	46	A	61	A
2	C	17	B	32	A	47	B	62	C
3	A	18	C	33	A	48	B	63	C
4	C	19	C	34	D	49	B	64	D
5	C	20	A	35	D	50	A	65	C
6	B	21	A	36	B	51	A	66	A
7	D	22	A	37	A	52	B	67	D
8	A	23	B	38	A	53	C	68	A
9	C	24	A	39	B	54	A	69	D
10	B	25	A	40	B	55	B	70	B
11	C	26	D	41	A	56	A	71	B
12	C	27	A	42	A	57	C	72	B
13	C	28	B	43	B	58	A	73	D
14	B	29	A	44	B	59	B		
15	D	30	D	45	B	60	A		

Function String Array etc.

Q.1 Find the output of the following program

```
#include<stdio.h>
int X=40;
void main()
{
int X=20;
printf("%d\n" X)
}
```

(a)20 (b)40 (c)60 (d)Error

Q.2 Find the output of the following program

```
#include<stdio.h>
void main()
{
int fun(float);
int a;
a=fun(3.14);
printf("%d\n" a)
}
int fun(int aa)
{
return(int)++aa;
}
```

(a)3 (b)4 (c)0 (d)Error

Q.3 Find the output of the following program

```
#include<stdio.h>
void main()
{
int    a[5]={2,3};
printf("%d%d%d\n" a*2+ a*2+ a*4+)
}
```

(a)Garbage Values (b)2,3,3 (c)3,2,2 (d)0,0,0

Q.4 Find the output of the following program

```
#include<stdio.h>
void main()
{
diplay();
}
void display()
{
printf("=ndiaB=X")
}
```

(a)No Error (b)display doesn't get invoked (c)display() is called before it is defined

(d)None of the above

Q.5 A function cannot be overloaded only by its return type
(a)True (b)False

Q.6 A function can be overloaded with a return type if it has all the parameters same.
(a)True (b)False

Q.7 Inline functions involves some additional overhead in running time.
(a)True (b)False

Q.8 A Function that calls itself is known as
(a)Inline Function (b)Nested Function
(c)Overloaded Function (d)recursive Function

Q.9 The return type of a function that does not have any return type is declared as _____
(a)long (b)double (c)void (d)int

Q.10 Parameters passed to a function are separated with
(a)comma(,) (b)semicolon(;)
(c)colon(;) (d)None of above

Q.11 Variables declared inside the parenthesis of a function have _____ visibility.
(a)Local (b)Global (c)Module (d)Universal

Q.12 According the following declaration of a function, which of the statement given below is true
true int function(int a,int b=2)
(a)Variable b is of integer type and will always have value 2
(b)Variable a and b are of int type and the initial value of both variables is 2
(c)Variable b is global scope and will have value 2
(d)Variable b will have value 2 if not specified when calling function

Q.13 String is an array of character arrays terminated with_____
(a)\n (b)\t (c)\0 (d)\1

Q.14 The void specifier is used if a function does not have return type.
(a)True (b)false

Q.15 According to the following statements, select the best suitable statement
int x=5,y=3,z;
a=add(x,y)
(a)The function add is called by passing the values
(b) The function add is called by passing reference
(c) Both (a and b) of above
(d)None of above

Q.16 According to the following code, select the best suitable statement
int x=5,y=3,z;
a=add(&x,&y)

(a)The function add is called by passing the values
(b) The function add is called by passing reference
(c) Both (a and b) of above
(d)None of above

Q.17 In case of arguments passed by values when calling a function such as z=add(x,y)
(a) ny modifications to the variables x and y from inside the function "add" will not have any effect on the variables outside the function.
(b)The variables x y will be updated when any modification is done in the function "add"
(c)Yhe variable x y will be modified as per modification in the function "add" but the Variable y will not be updated as per the variation in the function "add"
(d)None of the above

Q.18 If the type specifier of parameters of a function call is followed by an ampersand (&) and then the variable names, that function call is
(a)pass by value (b)pass by reference
(c)pass by variables (d)none of above

Q.19 In case of pass by reference
(a)The values of those variables are passed to the function so that it can manipulate them
(b)The address of variable in memory is passed to the function so that it can use the same memory area for its processing
(c)Both of above
(d)None of above

Q.20 When an array is passed to a function, it can said that_____ is passed
(a)Address of the array
(b)Value of the first element of the array
(c)Address of the first element of the array
(d)Number if elements in the array

Q.21 Find the output of the following program?

```
#include<stdio.h>
void main()
{
char *str=":ello word"
printf("%s" str)
}
```

(a)Hello world (b)Error
(c)Garbage value (d)None of the above

Q.22 Find the output of the following program?

```
#include<stdio.h>
void main()
{
int array[]={10,20,30,40};
printf("%d" -2[array);
}
```

(a)-60 (b)-30

c)Garbage value (d)compile error

Q.23 Find the output of the following program?

```
#include<stdio.h>
void main()
{
int i=10;
static int x=10;
if(x==i)
printf("Equal")
else
printf("Less than")
}
```

(a)Equal (b)Greater than
(c)Less than (d)None of the above

Q.24 Find the output of the following program?

```
#include<stdio.h>
void main()
{
char str*+="C-program"
int a=5;
printf(a 10?"Ps\n" "%s\n" str)
}
```

(a)C-program (b)Ps
(c)Error (d)None of the above

Q.25 It is compulsory to write the return type for every function

(a)True (b)False

Q.26 The return type of a function cannot be_____

(a)void (b)main
(c)int (d)float

Q.27 Every program must have atleast _____ function(s)

(a)1 (b)2
(c)3 (d)None of the above

Q.28 The function with the name _____ is always written in every program

(a)int (b)void
(c)main (d)factorial

Q.29 Every function must contain minimum of _____ arguments passed to it

(a)1 (b)2
(c)3 (d)None of the above

Q.30 In the function definition, the argument list must always be accompanied with the corresponding data type

(a)True (b)False

Q.31 The function name follows the rules of the identifier
(a)True (b)False

Q.32 A void return type for a function indicates that
(a)The function cannot return any data
(b)The function can return any type of data
(c) The function can return any type of data except for "int"
(d)None of the above

Q.33 The value returned by a function is returned to the
(a)main function (b)Operating System
(c)caller function (d)called function

Q.34 A function that does not return any data is called as _____ function
(a)int (b)void
(c)float (d)recursive

Q.35 Argument list is a list of parameters that the _____ has to pass to the function
(a)main function (b)Operating System
(c)caller function (d)called function

Q.36 The parameters passed by the caller function are called as the _____ parameters
(a)actual (b)formal
(c)informal (d)reference

Q.37 The parameters received by the called function are called as the _____ parameters
(a)actual (b)formal
(c)informal (d)reference

Q.38 The number of actual and formal parameters _____
(a)can be different (b)should not be the same
(c)should be the same (d)cannot be same

Q.39 The datatype of actual formal parameters _____
(a)can be different (b)should not be the same
(c)should be the same (d)cannot be same

Q.40 The prototype declaration is required when _____
(a)calling any function
(b)calling a function which is defined before it is called
(c)calling a function which is called before it is defined
(d)None of the above

Q.41 The prototype of a function can be written_____
(a)only outside a function
(b)only inside a function
(c)both inside and outside a function

(d)only with prefix'#'

Q.42 The prototype of a function should contain the data type of the parameters to be passed to that function
(a)true (b)false

Q.43 The prototype of a function should contain the variable names of the parameters to be passed to that function
(a)true (b)false

Q.44 The data types mentioned in the prototype of a function are to be separated by
(a),(comma) (b).(dot)
(c):(colon) (d);(semi-colon)

Q.45 The true of the actual and formal parameters must be same
(a)True (b)false

Q.46 A variable required to accept the parameter returned by a function must be assigned the function to in
(a)True (b)False

Q.47 The return datatype of the function and that of the variable accepting the returned value can be different
(a)True (b)False

Q.48 A void function cannot return any parameter
(a)True (b)False

Q.49 The name of the function is case insensitive
(a)True (b)False

Q.50 The prototype declaration can be written without writing the identifiers of the arguments
(a)True (b)False

Q.51 To call a function we need to simply write the name of the function followed by the parameters to be passed in the brackets
(a)True (b)False

Q.52 The variable used to accept the returned value from the called function must be written on the left of the function call statement separated by an ampersand (&) sign
(a)True (b)False

Q.53 The prototype declaration of a function can be the same as the header line of the function calling itself again and again
(a)True (b)False

Q.54 A recursive function may or may not have a condition such that there is an exit from the function calling itself again
(a)True (b)False

Q.55 The actual and formal parameters are the same variables with statement names
(a)True (b)False

Q.56 The actual and formal parameters are _____
(a)same variables with different names
(b)different variable name with same memory location
(c)different memory location with different variable names
(d) different memory location with same or different names

Q.57 An inline function is one that_____
(a)calls itself
(b)replaces the function call with the function definition
(c)has no return type
(d)none of the above

Q.58 The advantage of an inline function is that the _____
(a)program size becomes smaller
(b)execution becomes faster
(c)function is written in the same line with the program
(d)none of the above

Q.59 A function can be defined inline by_____
(a)prefixing the keyword “inline” in the function declaration header
(b) suffixing the keyword “inline” in the function declaration header
(c) prefixing the keyword “inline” in the function prototype
(d) suffixing the keyword “inline” in the function prototype

Q.60 An inline function cannot have any return type
(a)True (b)False

Q.61 An inline function cannot have any return type
(a)True (b)False

Q.62 Array is a collection of mixed data types
(a)True (b)False

Q.63 We can have a single array containing_____
(a)all integers (b)5 integers and 5 float numbers
(c)3 integers and 3 float numbers (d)all of the above

Q.64 The starting index of an array is always_____
(a)0 (b)1
(c)2 (d)none

Q.65 The index of the last element of an array of ‘n’ elements will be_____
(a)n+1 (b)n
(c)n-1 (d)none of the above

Q.66 The size of an array can be changed during the execution of the program

(a)True (b)False

Q.67 The size of an static and cannot be initialized during the execution of the program
(a)True (b)False

Q.68 The correct syntax of declaring an array is
(a)[array_size]data_type array _name;
(b)array_name data_type [array_size];
(c)data_type array_name [array_size];
(d)data_type [array_size] array_name;

Q.69 The memory space allocated to the array declared as:
int a[10];
will be_____bytes
(a)10 (b)20
(c)30 (d)40

Q.70 The memory space allocated to the array declared as:
float a[10];
will be_____bytes
(a)10 (b)20
(c)30 (d)40

Q.71 To access an element of an array the _____operator is used
(a),(comma) (b);(semi-colon)
(c)&(ampersand) (d)[] (square brackets)

Q.72 The 10th element of an array 'a' can be accessed as _____
(a)a[10] (b)a[11]
(c)a[9] (d)a[8]

Q.73 The maximum number of dimensions an array can have is _____
(a)1 (b)2
(c)3 (d)None of the above

Q.74 In a two-dimensions an array can have is_____
(a)The element with row number 'i' and column number 'j'
(b) The element with row number 'j' and column number 'i'
(c) The element with row number (i-1) and column number (j-1)
(d) The element with element with row number (j-1) and column number(i-1)

Q.75 An array of characters terminated with a null character is called as_____
(a)pointer (b)string
(c)structure (d)none of the above

Q.76 The ASCII value of the null character stored at the end of the string is_____
(a)65 (b)97
(c)0 (d)none of the above

Q.77 The memory space required to store the string "=ND= " is _____ bytes
(a)5 (b)6 (c)0 (d)infinity

Q.78 Which of the following is a correct method of declaration for a string of 100 characters
(a)char a[100]; (b) char a[101];
(b)char a[99]; (d)none of the above

Q.79 To accept a string from user, which of the following is used
(a)getchar() (b) putchar() (b)gets() (d) puts

Q 80 string accepted from user is automatically terminated with null character ("\0")
(a)True (b)False

Q.81 The header file that has various string functions like strcpy(),strcat(),ect is _____
(a)string (b)float (c)int (d)void

Q.82The strcpy() function will return a_____datatype value
(a)string (b)float (c)int (d)void

Q.83 The strlen() function will return_____ for the string with the value "=ND= "
(a)4 (b)5 (c)6 (d)none of the above

Q.84 The initial of an automatic storage class variable is_____
(a)zero(0) (b)garbage (c)1 (d)none of the above

Q.85 The automatic storage class variable is stored in_____
(a)memory (b)CPU registers (c)nowhere (d)compile

Q.86 The scope of a variable declared as automatic storage class is_____
(a)local within the function declared
(b)global
(c)in multiple programs
(d)none of the above

Q.87 The life of a variable as automatic storage class is _____
(a)until the program completes its execution
(b)till the control remain in the function where it is declared
(c)until the computer remains on
(d)none of the above

Q.88 The initial value of an integer storage class variable is_____
(a)zero(0) (b)garbage (c)1 (d)none of the above

Q.89 The register storage class variable is stored in_____
(a)memory (b)CPU registers (c)nowhere (d)compiler

Q.90 The scope of a variable declared as register storage class is_____
(a)local within the function declared (b)global
(c)in multiple programs (d)none of the above

Q.91 The life of a variable declared as register storage class is_____
(a)until the program completes its execution
(b)till the control remains in the function where it is declared
(c)until the computer remain on
(d)none of the above

Q.92 The maximum number of register storage class variables can be
(a)1 (b)2 (c)3 (d)None of the above

Q.93 The initial value of an static storage class variables is _____
(a)zero(0) (b)garbage (c)1 (d)none of the above

Q.94 The static storage class variable is stored in _____
(a)memory (b)CPU registers (c)nowhere (d)compile

Q.95 The scope of a variable declared as static storage class is_____
(a)local within the function declared (b)global
(c)in multiple programs (d)none of the above

Q.96 The life of a variable declared as static storage class is_____
(a)until the program completes its execution
(b)till the control remains in the function where it is declared
(c)until the computer remains on
(d)none of the above

Q.97 The initial value of an externally declared variable is_____
(a)zero(0) (b)garbage (c)1 (d)none of the above

Q.98 The externally declared variable is stored in_____
(a)memory (b)CPU registers (c)nowhere (d)compile

Q.99 The scope of a variable declared externally, is_____
(a)local within the function declared (b)global

(c)in multiple programs (d)none of the above

Q.100 The life of a variable declared externally,is_____
(a)until the program completes its execution
(b)till the control remains in the function where it is declared
(c)until the computer remains on
(d)none of the above

Q.101 Find the output of the following program

```
#include<stdio.h>
int x;
void f1()
{
++x;
}
void main()
{
     int x=10;
   f1();
  x=::x+10;
printf("%d%d\n" x x)
}
```

(a): 11 1 (b)1 1
(c) 1 1 1 (d)None of the above

Q.102 Find the output of the following program

```
#include<stdio.h>
void f1()
{
extern int n3;
static int n1;
int n2=20;
n1=n1+10;
n2=n1+n2;
n3=n1+n2;
printf("%d%d%d\n" n1 n2 n3)
}
int n3;
void main()
{
register int I;
for(i=1;i<=3;i++)f1();
}
```

(a)10 10 10
20 20 20
30 30 30
(b)10 30 40
10 30 40
10 30 40

(c)10 30 40
20 40 60
30 50 80
(d)None of the above

ANSWER KEY

Que No	Ans	Que No	Ans	Que No	Ans	Que No	Ans
1	A	31	A	61	B	91	B
2	D	32	A	62	B	92	C
3	A	33	C	63	A	93	A
4	C	34	B	64	A	94	A
5	A	35	C	65	C	95	A
6	B	36	A	66	B	96	A
7	B	37	B	67	A	97	A
8	D	38	C	68	C	98	A
9	C	39	C	69	B	99	C
10	A	40	C	70	D	100	A
11	A	41	C	71	D	101	A
12	D	42	A	72	C	102	C
13	C	43	B	73	D		
14	A	44	A	74	C		
15	A	45	A	75	B		
16	B	46	A	76	C		
17	A	47	B	77	B		
18	B	48	A	78	A		
19	B	49	B	79	C		
20	C	50	A	80	A		
21	A	51	A	81	C		
22	B	52	B	82	C		
23	A	53	A	83	B		
24	A	54	B	84	B		
25	A	55	B	85	A		
26	B	56	D	86	A		
27	A	57	B	87	B		
28	C	58	B	88	B		
29	D	59	A	89	B		
30	A	60	B	90	A		

Pointer Structure Union

Q.1 what is the output of the above program code?

```
 #include<stdio.h>
void main()
{
int i=3,*p,**p1;
p=&i;
p1=&p;
printf("%d%d%d" *p **p1 *(*p1))
}
```

(a)444 (b)000 (c)333 (d)433

Q.2 which of the following is the correct way of declaring a float pointer:

(a)float ptr; (b)float *ptr;
(c)*float ptr; (d)None of the above

Q.3 The size of the structure can be determined by

(a)size of variable name
(b)size of(struct tag)
(a)Only a (b)Only b (c)Both a and b (d)None of the above

Q.4 An entire structure or union variable can be assigned to another structure or union variable if

(a)The two variables have same composition
(b)the two variable have same type
(c)Assignment of one structure or union variable to another is not possible
(d) None of the above

Q.5 Find the output of the following program

```
#include<stdio.h>
void main()
{
int i=32;
char *ptr=(char*)&i;
printf("%d" *ptr)
}
```

(a)1 (b)32 (c)compile error (d)None of the above

Q.6 Find the error in the following declaration?

```
struct author
{
     int age;
    struct inner
     {
         char name[20];
     };
};
```

(a)Nested structure is not allowed in C

(b)It is necessary to initialize the member variable of a structure
(c)inner structure must have a name
(d)There is no error

Q.7 Find the output of the following program

```
#include<stdio.h>
void main()
{
int array[]={10,20,30,40};
printf("%d" 2*array+)
}
```

(a)60 (b)30 (c)garbage value (d)compile error

Q.8 Find the output of the following program

```
#include<stdio.h>
void main()
{
double far* p,q;
printf("%d" sizeof(p)+sizeof(q));
}
```

(a)12 (b)8 (c)4 (d)compile error

Q.9 Which of the following is not user defined data type?

I:

```
struct book
{
      char name[10];
       int pages;
};
```

II:

```
long int x=2.35;
```

III:

```
enum day{Sun,Mon,Tue,Wed};
```

(a)I (b)II (c)III (d)Both I and II

Q.10 Find the output of the following program

```
#include<stdio.h>
void main()
{
struct employee
{
   char name;
     int age;
     float sal;
};
struct employee e =,"Rajesh"-
printf("%d%f" e age e sal)
}
```

(a)0, 0.000000 (b)Garbage value (c) error (d)None of the above

Q.11point out the error in the following program

```
#include<stdio.h>
struct emp
{
     char name[20];
     int age;
};
void main()
{
emp struct xx;
int a;
printf("%d" a)
}
```

(a)Error:in printf (b)Error: in emp struct xx; (c)No error (d)None of the above

Q.12 Which of the strcture is correct?

```
1: struct book
       {
            char name[10];
            inr pages;
       };
2: struct aa
    {
         char name[10];
          int pages;
   }
3: struct aa
    {
         char name[10];
          int pages;
   }
```

(a)1 (b)2 (c)3 (d)all of above

Q.13 What is the similarity between a structure ,union and enumeration?

(a)All of them let you define new values
(b) All of them let you define new datatype values
(c) All of them let you define new pointers
(d) All of them let you define new structures

Q.14 What will be the output of the program?

```
#include<stdio.h>
void main()
{
     union var
      {
            int a,b;
      };
   union var v;
```

```
v.a=60;
v.b=70;
printf("%d\n" v a)
}
```
(a)60 (b)70 (c)30 (d)0

Q.15 What will be the output of following program?

```
#include<stdio.h>
struct course
{
     int courseno;
        char coursename[25];
};
void main()
{
   struct course c*+=,1 "FPL"-
,2 "Maths"-
,3 "Physics"- -
printf("%d" c*1+ courseno)
printf("%s\n" (*(c+2)) coursename)
}
```
(a)3 Physics (b)2 Maths (c)1FPL (d)2 Physics

Q.16 Pointer store_____

(a)value (b)address (c)both value and address (d)None of above

ANS=(b)

Q 17 To declare a pointer for an ""int" type variable which if the following is correct statement

(a)int *p; (b)*int p; (c)float *p; (d)*float p;

Q.18 The name of a pointer has to follow the rules of an identifier

(a)True (b)False

Q 19 With reference to the pointers the "*" operator returns the _____

(a)address (b)value (c)product (d)none of above

Q 20 With reference to the pointers the " " operator returns the _____

(a)address (b)value (c)product (d)none of above

Q.21 We can have pointer to another pointer in C programming language

(a)True (b)False

Q.22 Find output of the following program

```
#include<stdio.h>
void main()
{
   int a,p*;
a=125;
p=&a;
```

```
printf(“%d\n” a)
printf(“%x\n” p)
printf(“%d\n” *p)
}
```

(a)125
Address of variable a
Address of variable b

(b)125
Address of variable a
125

(c)125
125
125

(d) Address of variable a
125
Address of variable a

Q.23 Find output of the following program

```
#include<stdio.h>
void main()
{
   int a,p*,**p1;
a=125;
p=&a;
p1=&p;
printf(“%d\n” a)
printf(“%x\n” p)
printf(“%x\n” p1)
printf(“%d\n” *p)
printf(“%x\n” *p1)
printf(“%d\n” **p1)
}
```

(a)125
125
125
125
125
125

(b)125
Address of variable a
Address of pointer variable p
125
Address of variable a
125

(c)125

(d)125
Address of variable a
Address of variable a
125
Address of variable a
125

Q.24 Find the output of the following program

```
#include<stdio.h>
void main()
{
int a,*a1;
float b,*b1;
a1=&a;
b1=&b;
printf(“%x\n%x\n” a1 b1)
a1++;
```

```
b1++;
printf("%x\n%x\n" a1 b1)
}
```

(a)value of variable a
value of variable b
(value of variable a)+1
(value of variable b)+1

(b) value of variable a
value of variable b
(value of variable a)+2
(value of variable b)+4

(b)Address of variable a
Address of variable b
(Address of variable a)+1
(Address of variable b)+1

(d) Address of variable a
Address of variable b
(Address of variable a)+2
(Address of variable b)+4

Q.25 find the output of the following program

```
#include<stdio.h>
void main()

{
clrscr();
int i,a[2]={10,20};
for(i=0;i<=1;i++)
{
printf("%d\n" a*i+)
printf("%d\n" *(a+1))
printf("%d\n" *(i+a))
}
}
```

(a)10
10
10
20
20
20

(b)10
20
10
20
10
20

(c)10
10
10
10
10
10

(d)20
20
20
20
20
20

Q.26 Read the statements given bellow and select the correct statement

```
int a,*p,**p1;
p=&a;
p1=%p;
```

(a)p1 is a pointer to pointer p
(b)p is pointer to variable a
(c)both (a) and (b)
(d)none of the above

Q.27When a float pointer is decremented, it decrements by___

(a)1 (b)2 (c)4 (d)8

Q.28When a int pointer is incremented, it increments by___
(a)1 (b)2 (c)4 (d)8

Q.29The name of the array works as a pointer to the array
(a)True (b)False

Q 30 =f the name of an array is 'a' the statements
*(a+i) and a[i],
have the same effect
(a)True (b)False

Q.31When the value of variable is passed to the function ,the function can access the actual parameters
(a)True (b)False

Q.32When the address of variable is passed to the function ,the function can access the actual parameters
(a)True (b)False

Q 33 =n "Pass by value" method of passing parameters to a function the called function _____
(a) can alter the actual parameter
(b)cannot alter the actual parameter
(c) can only partially alter the actual parameter
(d)None of the above

Q 34 =n "Pass by reference" method of passing parameters to a function the called function _____
(a) can alter the actual parameter
(b)cannot alter the actual parameter
(c) can only partially alter the actual parameter
(d)None of the above

Q.35 Structure can contain elements of the same datatype
(a)true (b)false

Q.36 The total memory space allocated for a variable of a structure is equal to_____
(a)Memory space required by the largest member variable of the structure
(b)sum of memory space required by the all member variable of the structure
(c)100 bytes
(d)none of the above

Q.37 The total memory space allocated for a variable of a union is equal to_____
(a)Memory space required by the largest member variable of the structure
(b)sum of memory space required by the all member variable of the structure
(c)100 bytes
(d)none of the above

Q.38 Which of the following operator is used to select a member of a structure variable
(a).(dot) (b),(comma) (c): (colon) (d);(semicolon)

Q.39 A structure inside another structure can be declared and is called as nested structure
(a)True (b)False

Q.40 Data is more secure in structure as compared to that in union
(a)True (b)False

Q.41Select the correct answer
int *p,i[3];
i[0]=0;i[1]=1;i[2]=2;
P=&i[1];
what is the value of expression *P++?
(a)0 (b)1
(c)2 (d)undefined

ANSWER KEY

Que No	Ans	Que No	Ans	Que No	Ans	Que No	Ans	Que No	Ans
1	C	11	B	21	A	31	B	41	B
2	B	12	D	22	B	32	A		
3	C	13	B	23	B	33	B		
4	B	14	B	24	D	34	A		
5	B	15	D	25	A	35	B		
6	C	16	B	26	C	36	B		
7	B	17	A	27	C	37	A		
8	A	18	A	28	B	38	A		
9	B	19	B	29	A	39	A		
10	A	20	A	30	A	40	A		

ANSWERS TO FOLLOWING QUESTIONS ARE IN BOLD

1. **What is an IDE?**
a. Internet Debugging Editor
b. Integrated Development Environment
c. Interdependent element

2. **At which stage are #include and #define identified:-**
a. Precompilation
b. Compilation
c. Linking

3. **Which of these commands would give you access to the printf function:-**
a. include stdio.h;
b. #include <stdio.h>
c. #include conio.h;

4. **How would you declare a constant of 5 called "MYCONST"?**
1. constant MYCONST = 5;

2. int myconst = 5;
3. #define MYCONST 5

5. How would declare two integers called "i" and "j"?
1. int i, j;
2. int i + j:
3. int i int j;

6. Which of the following declarations could store the number 5.5?
1. char num;
2. int num;
3. float num;

7. What is a variable?
1. A place to store single items of data that cannot change
2. A place to store a list of data
3. A place to store a single item of data that can be overwritten

8. How would you display an integer variable 'i' starting with the text "Total: "?
1. printf('Total: %i' i);
2. printf("Total: %d", i);
3. printf("Total: " + i)

9. Which of these is NOT a valid name for a C variable:
1. Hello There
2. HELLO_THERE
3. HelloThere

10. What value would be stored in an integer variable "i" as a result of the following calculation:

```
int i, j;
j=3;
i = 4 + 2 * j / ( j - 1 );
```

1. 1
2. 7
3. 9

11. Which of the following would read a decimal number into a float variable 'f' from the keyboard?
1. readf (f);
2. scanf ("%f", &f);
3. scanf ("&f", f);

12. Which of the following will NOT increase an integer variable "i" by 1?
1. i++;
2. i+=1;
3. i=i+i;

13. Which of the following *for* loops will display a count from 1 to 10 given an integer variable 'i' has already been declared?

1. for (i = 0; i++; i<10) printf("i is %d", i);
2. for (i = 1; i<10; i++); printf("i is %d", i);
3. **for (i = 1; i<=10; i++) printf("i is %d", i);**

14. Which of the following commands would read a single character from the keyboard and place the result in a character variable 'ch' defined as: char ch;

1. ch = getch();
2. **printf("%c", ch);**
3. getkeyb (ch);

15. Which of the following would you use to place a comment into your program?

1. REM This is a comment
2. **/* This is a comment */**
3. { This is a comment }

16. Single line comment will be given by

1. //
2. /*_____*/
3. REMARK

17. What number would be shown on the screen after the following lines of C are executed?

char ch; int i; ch='G'; i = ch – 'A'; printf("Number: %d\n", i);

1. 6
2. 7
3. 8

18. How would you copy the name "Hello" to a character array (i.e. string) declared as follows:-

char str[10];

1. str = "Hello";
2. printf(str, "Hello");
3. **strcpy(str, "Hello");**

19. Which of the following switch statements will show the correct days of the week, where 0=Sunday, 1=Monday and 2 = Tuesday (the others are ignored). The initial day value is held in the variable 'day'?

(a)	(b)	(c)

switch (day)
{
case(0): printf("Sun");
break;
case(1): printf("Mon");
break;
default: printf("Tue");
break;
}
	switch (day)
	{
	case(0): printf("Sun");
	case(1): printf("Mon");
	case(2): printf("Tue");
	break;
	}
		switch (day)
		{
		case(0): printf("Sun");
		break;
		case(1): printf("Mon");
		break;
		case(2): printf("Tue");
		}

20. Which of the following programs will correctly add up a list of five numbers and show the total?

int count, num, total;

(a)	(b)	**(c)**

total = 0;
for (count=1; count<5;
count++)
{
printf("Num %2d: ",
count);
scanf("%d", num);
total += num;
}
printf("Total is: %4d\n",
total);
	total = 0;
	for (count=0; count<5;
	count++)
	{
	printf("Num %2d: ",
	count);
	scanf("%d", num);
	total = num;
	}
	printf("Total is: %4d\n",
	total);
		total = 0;
		for (count=1; count<=5;
		count++)
		{
		printf("Num %d: ",
		count);
		scanf("%d", num);
		total += num;
		}
		printf("Total is: %d\n",
		total);

21. Which of the following would you use to test if the variable 'i' contains 3, and if it is does display "YES" otherwise display "NO"?

1. **if (i == 3) printf("YES"); else printf("NO");**
2. if (i == 3) printf("NO"); else printf("YES");
3. if (i != 3) printf("YES") else printf("NO");

22. Which of the following three programs would you consider to be well indented?

(a)	**(b)**	(c)

int i, j = 0;
 	
for (i=0; i<=5; i++)
{
printf("i:%d\n", i);
for (i=0; i<=5; i++)
{
printf("j:%d\n", j);
}
}
	int i, j = 0;
	
	for (i=0; i<=5; i++)
	{
	printf("i:%d\n", i);
	
	for (i=0; i<=5; i++)
	{
	printf("j:%d\n", j);
	}
	}
		int i, j = 0;
		
		for (i=0; i<=5; i++)
		{
		printf("i:%d\n", i);
		
		for (i=0; i<=5; i++)
		{
		printf("j:%d\n", j);
		}
		}

23. Which command is used to skip the rest of a loop and carry on from the top of the loop again?

1. break;
2. resume;
3. **continue;**

24.What will be output of the following program:

```
 int i=10;
if(i=12)
    printf(" = am in True")
else
```

```
    printf(" = am in false")
```

a. I am in True
b. I am in false
c. Error
d. None of Above

24.What will be output of the following program:

```
 int i=10;
if(i==12)
    printf(" = am in True")
else
    printf(" = am in false")
```

a. I am in True
b. I am in false
c. Error
d. None of Above

25. What will be output of the following program:

```
 int i=10;
if(i=0)
    printf(" = am in True")
else
    printf(" = am in false")
```

a. I am in True
b. I am in false
c. Error
d. None of Above

26. What will be output of following program

```
int i=4;
printf("%d%d%d" i ++i i++)
```

a. 4,5,6
b. 4,6,6
c. 4,4,5
d. 6,6,4

27. What will be output of following program

```
int i=4;
printf("%d" i)
printf("%d" ++i)
printf("%d" i++)
```

a. 4,4,5
b. 4,5,5
c. 4,5,6

28. What will be output of following program

```
int i=0;
for(;i<=2;)

printf("%d",++i);
getch();
}
```

a. Error
b. 1,2,3
c. 2,3,4
d. None of Above

29. What will be output of following program

```
int i=4;
printf("%d\t%d\t%d\t",i,i--,--i);
```

a. Error
b. 2,3,3
c. 3,2,1
d. None of Above

30. What will be output of following program

```
int i=4;
printf("%d",i);
printf("\n%d",i--);
printf("\n%d",--i);
```

a. 4,4,2
b. 2,3,4
c. 3,2,1
d. None of Above

31. What will be output of following program

```
{
int i=4,x;
x=++i + ++i + ++i;
printf("%d",x);
}
```

a. 20
b. 21
c. 18
d. 22

32. What will be output of following program

```
int x=5,y;
y=x++;
printf("%d%d",x,y);
```

a. 6,5
b. 5,6
c. 6,7
d. 6,6

PART B

5. What are the three main types of computer programming languages?
(A) Machine language, assembly language, high level language
(B) Imperative language, functional language, declarative language
(C) COBOL, Fortran-77, C++
(D) A & C

6. From the point of view of the programmer what are the major advantages of using a high-level language rather than internal machine code or assembler language?
(A) Program portability (B) Easy development
(C) Efficiency (D) All of above

9. Compiler translates
(A) High Level Language into m/c Level Language
(B) m/c Level Language into high level Language
(C) Low level Language into m/c language
(D) None of above

11. Any COBOL program has total
(A) One division (B) Three division
(C) Two division (D) Four division

12. One of the Cobol Program division is
(A) Environment Division (B) Coding division
(C) Specification Division (D) Editing Division

13. Which language is written as string of binary 1s and 0s?
(A) High Level Language (B) Machine Language
(C) Assembly Language (D)None of the above

14. Which program or set of instruction that the computer can understand directly without the help of translating program?
(A) Machine Language Program (B) None of the Above
(C) High Level Language Program (D) Assembly Language Program

15. Which of the language programmer must have the entire knowledge of the hardware structure of the computer?
(A) All the above (B) Assembly Language
(C) Machine Language (D) High Level Language

16. Every computer has a set of operation code called as .
(A) Data Set (B) Both
(C) None (D) Instruction Set

17. Which language allows instructions & storage locations to be represented by letters & symbols instead of numbers?
(A) Assembly Language (B) High Level Language
(C) Machine Language (D) All The Above

18. Which of the translator program converts assembly language program into equivalent machine language program?
(A) Compiler (B) Linker (C) Assembler (D) Interpreter

19. Which language makes use of mnemonics instead of numeric op-codes & symbolic names for data locations instead of numeric address?
(A) Machine Language (B) Assembly Language (C) None (D) High Level Language

20. Which of the programming language is said to be machine independent language?
(A) High Level Language (B) Machine Language (C) Assembly Language (D) All the Above

21. Which of the translator program converts high level language into its equivalent machine language?
(A) Interpreter (B) Linker (C) Assembler (D) Compiler

22. Which program resides permanently on secondary storage?
(A) Interpreter (B) Linker (C) Assembler (D) Compiler

23. Which program takes multiple object program files' fits them together to assemble them into the program's final executable form?
(A) Assembler (B) Interpreter (C) Compiler (D) Linker

24. The intermediate language is based on ?
(A) Intermediate Definition Language (B) Machine Language
(C) High Level Language (D) Assembly Language

25. Which of the programming language can be executed ons many different types of computers with very less effort?
(A) Intermediate Definition Language (B) Assembly Language
(C) Machine Language (D) High Level Language

26. Which of the language is sometimes also referred as self-documenting' language?
(A) High Level Language (B) Machine Language (C) Assembly Language (D) None of the above

27. Which of the language is said to be one of the oldest high level languages?
(A) BASIC (B) COBOL (C) PASCAL (D) FORTRAN

28. Which of the language was designed to solve the scientific & engineering problems?
(A) FORTRAN (B) PASCAL (C) BASIC (D) COBOL

29. Who developed the language FORTRAN?
(A) Grace Hopper (B) John Kemeny (C) John Backus (D) None of the above

30.When was the language FORTRAN developed?
(A) 1960 (B) 1957 (C) 1980 (D) 1972

31. Which of the language became the first standardized language?
(A) COBOL (B) BASIC (C) PASCAL (D) FORTRAN

32. Who developed the language COBOL?
(A) Nicklaus Wirth (B) John Backus (C) Grace Hopper (D) John Kemeny

33. Which version of FORTRAN was oriented towards structured programming approach?
(A) FORTRAN 77 (B) FORTRAN II (C) FORTRAN N (D) FORTRAN 90

34. What is the latest version of FORTRAN?
(A) FROTRAN 77 (B) FORTRAN 90 (C) FORTRAN II (D) FORTRAN N

35. Which Language was designed for business data processing applications?
(A) COBOL (B) PASCAL (C) BASIC (D) FORTRAN

36. What is the latest version of COBOL?
(A) COBOL 74 (B) COBOL 85 (C) COBOL 2002 (D) None of the above

37. Which language is said to be a verbose language?
(A) PASCAL (B) FORTRAN (C) COBOL (D) BASIC

38. When was the language BASIC developed?
(A) 1958 (B) 1964 (C) 1970 (D) 1985

39. Who developed BASIC?
(A) John Kemeny & Thomas Kurtz (B) Glace Hopper
(C) John Backus (D) Nicklaus Wirth

40. Which language is said to be the first high-level language to be implemented on personal computers when they were introduced?
(A) JAVA (B) C++ (C) C (D) BASIC

41. Which of the language can be used for both business & scientific applications?

(A) None (B) PASCAL (C) BASIC (D) Both B & C

42. The language PASCAL is named after which French mathematician ?

(A) Grace Hopper (B) Blaise Pascal (C) John Backus (D) None of the above

43. When was PASCAL developed?

(A) 1971 (B) 1984 (C) 1956 (D) 1949

44. Who developed PASCAL?

(A) Blaise Pascal (B) Grace Hopper (C) Nicklaus Wirth (D) John Backus

45. Which Language was developed on the concepts of structured programming?

(A) JAVA (B) BASIC (C) C (D) PASCAL

46. When did ANSI standardized PASCAL?

(A) 1971 (B) 1960 (C) 1983 (D) None above

47. When did ANSI standardized BASIC?

(A) 1964 (B) 1952 (C) 1980 (D) 1978

48. When did ANSI standardized COBOL?

(A) 1959 (B) 1968 (C) 1952 (D) 1978

49. Which version of FORTRAN was standardized by ANSI in1966?

(A) FORTRAN IV (B) FORTRAN 77 (C) FORTRAN 90 (D) FORTRAN II

50. When did ANSI standardized FORTRAN?

(A) 1964 (B) 1954 (C) 1975 (D) 1966

ANSWERS

5. A	21. D	6. D	9.A	11. D	12. A	13. B	14. A	15. C	16. D	17. A
18. C	19. B	20. A	22.	23. D	24. A	25. D	26. A	27. D	28. B	29.C
30. B	31. D	32. C	33. A	34.B	35. A	36. C	37. C	38. A	39. A	40. D
41. D	42. B	43. A	44. C	45. C	46. C	47. D	48.B	49. A	50. D	

1. Which of the language is said to be the high level language?

A. C++ B. Java C. C D. All the above

2. A compiler converts program into which language?

A. High lavel language B. Machine Language

C. Assembly language D. C language

3. Which of the following translates the source program statements into object codes?

(A)Debugger (B)Interpreter (C)Assembler (D)Compiler

4.UNIX is closely associated with Which of the following language?

(A)Java (B)C (c)PASCAL (D)All the above

5 Same program in C can be executers This is referred as

(A)Robust (B)Reusable (c)Highly portable (D)All of the above

6. The basic combine programming language become the offspring of which language?

(A)C (B)COBOL (c)PASCAL (D)FORTRAN

7 n interpreter reads code of the program one line at time

(A)Executable (B)source (C)Machine (D)None of the above

9 BCPL is said to be the predecessor to the language

(A)C++ (B)PASCAL (C)Java (D)C

10.A Compiler is

(A)a combination of computer

(B)a program which translates from one hardware high-level to a machine level

(C)a program which translates from one high-level language to another

(D)None of these

11 Computer Software includes

(A)Application programs (B)Operating system programs
(C)packaged programs (D)All of these

12.Assembly language

(A)used alphabetic codes
(B)is the easiest language to write machine language
(C)Place of binary numbers used programs machine language need not be translated into
(D)None of these

13.A source program is

(A) A program Written in a machine language
(B)a program to be translated into machine language
(C)A machine level translation of a program
(D) None of these

14 runs on computer hardware and serve as platform for other software's to run on

(A) Operating system (B)Application software (C)system software (D)All

15 is the layer of a computer system between the hardware and the user program

(A)Operating environment (B)Operating system (C)system (D)None environment

16 The primary purpose of an operating system is

(A) To make the most efficient use of the computer hardware
(B)To allow people to use the computer
(C) To keep systems programmer employed
(D)To make computers easier to use

17 system is built directly on the hardware

(A)Environment (B)System (c)Operating (D)None

18.Multiprogramming systems

(A) Are easier to develop than single programming systems
(B)Execute each job faster
(C)Execute more jobs in the same time period
(D)Are used only one large mainframe computers

19 is the first program on a computer when the computer boots up

(A) System software (B)Operating system (C) system operations (D)None

20 shares characteristics with both hardware and software

(A)Operating system (B)Software (C)Data (D)None

21 is used in operating system to separate mechanism from policy

(A)single level implementation (B)Two level implementation
(C)Multi level implantation (D)None

22. Which of the following Operating System does not implement multitasking truly

(A)Windows 98 (B)Windows NT (c) windows XP (D) MS DOS

23. when a computer is first turned on or restarted a special type of absolute loader called is executed

(A) Compile and go loader (B) Boot loader (C) Bootstrap loader (D) Relating loader

24. which of the following operation systems do you choose to implement a client-server network

(A) MS DOS (B) Windows 98 (C) Windows 95 (D) Windows 2000

25. The operating' System manages .

(A) Memory (B) Processes (C) Disks and I/O devices (D) All of the above

26. The operating system creates __ from the physical computer

(A) Virtual space (B) Virtual computers (C) Virtual device (D) None

27. Machine language is

(A) Readable (B) No translation required
(C) Machine Dependant (D) Fast development

28. Out of following, what is Opcode in assembly language?
(A) mov (B) add (C) cmp (D) None

29. Who converts Assembly language into machine language?
(A) Linker (B) Assembler (C) Interpreter (D) Compiler

30. Compiler converts source code into-
(A) Object code (B) Comment (C) Test cases (D) Assembly Language

31. IDE stands for -
(A) Integrated Development Environment (B) Indian Developer Environment
(C) Integrated Date Environment (D) None of the above

32. ..... Is an example of Interpreted language.
(A) C (B) BASIC (C) C++ (D) All above

33. . . ... Is an example of Compiled and Interpreted language.
(A) C (B) BASIC (C) C++ (D) Java

34. . ... . Is an algebra based programming language.
(A) FORTRON (B)MATLAB (C) COBOL (D) BASIC

35. Kernel is also known as -
(A) Operating System (B) Heart of OS (C) High Level Language (D) Low Level Language

36. Choose correct form of the format of assembly instruction.
(A) [comment] [label] <opcode> <operand> (B) [label]<operand><opcode> [;comment]
(C)<opcode>(operand)[label] [;comment] (D) [label]<opcode><operand> [;comment]

37. In Java, which component is machine dependent?
(A) Java Source File (B) Java Virtual Machine (JVM)
(C) Java Class / (Byte code) File (D) All of the above

38. Which language is having more readable, easy to debug and fast development features?
(A) Machine Level Language (B) Assembly Language (C) High Level Language (D) All of the above

39. Which of the characteristic of Java language?
(A) Abstraction (B) Simplicity (C) Portability (D) All above

40. LISP is mostly used in -
(A) Application Programming (B) Web Programming
(C) Artificial Intelligence Application Development (D) Operating System Development

41. PASCAL is mostly used in -
(A) Scientific computational Application (B) Web Application
(C) AI Application (D) GUI Application

42. Which language is easy to understand by human being?
(A) Low Level Language (B) Assembly Language
(C) High Level Language (D) None of the above

43. Which language is easy to understand by machine?
(A) Low Level Language (B) Assembly Language (C) High Level Language (D) None of the above

44. FORTRON stands for -
(A) For Translation (B) Formula Translator (C) Formula Translation (D) None of the above

45. COBOL stands for -
(A) Common Business Oriented Language (B) Common Basic Operation Language
(C) Code of Business of Language (D) None of the above

46. BASIC stands for -
(A) Base All Some Translation Code (B) Business At Some Translation Code
(C) Beginners All Purpose Symbolic Instruction Code (D) None of the above

47. PL-1 stands for -
(A) Programming Language 1 (B) Processing Language 1
(C) Prompting Language 1 (D) None of the above

48. ..... language is written in the form of binary language.
(A) High Level Language (B) Assembly Language
(C) Machine Level language (D) None of the above

49. Machine Level Language is -
(A) Understood by computer without translation (B) Need to compile
(C) Need to Interpret (D) Need to generate binary language

50. Assembly Language-
(A) Substitutes letters & symbols to binary no. (B) Set of function and classes
(C) Set of binary values (D) Object Oriented Language

ANSWER KEY

1. D 2. B 3. D 4. B 5. C 6. A 7. B 8. C 9. C 10. B
11. D 12. A 13. B 14. A 15. B 16. A 17. C 18. C 19. B 20. A
21. B 22. D 23. C 24. D 25. D 26. B 27. C 28. A 29. B 30. A
31. A 32. B 33. D 34. A 35. B 36. D 37. B 38. C 39. D 40. C
41. A 42. C 43. A 44. C 45. A 46. C 47. A 48. C 49. A 50. A

2. Which data type is the major feature of 'c' language?
(A) Pointer (B) Union (C) Structure (D) All of the above

3. Which language was used to write the UNIX operating system?
(A) PASCAL (B) C (C) JAVA (D) BASIC

4. When did ANSI standardized 'B'?
(A) 1964 (B) 1983 (C) 1989 (D) 1968

5. Who developed C++?
(A) Bjarne Stroustrup (B) James Gosling
(C) Brian Kernighan (D) None of the above

6. Which of the language was primarily used for internet based applications?
(A) C (B) JAVA (C) LISP (D) COBOL

7. When was JAVA's first commercial release made?
(A) 1952 (B) 1966 (C) 1983 (D) 1995

8. JAVA comes in two variants as _____?
(A) JRE & SDK (B) J2SE (C)JSP (D)J2EE

9. Who developed the language C#?
(A) Dennis Ritchie (B) Brian Kernighan (C) Anders Hejlsberg (D) John McCarthy

10. Who developed LISP?
(A) Brian Kernighan (B) John Backus (C) James Gosling (D) John McCarthy

11. Which of the language is most widely used language for AI applications?
(A) PASCAL (B) LISP (C) COBOL (D) C

12. ..... is a type of computer language?
(A) Machine Level Language (B) High Level Language
(C) Both A & B (D) English

13. ssembly language closely resembles to language
(A) Machine Level Language (B) High Level Language
(C) None (D) Instruction Set

14. Executable file Contains -
(A) Machine Understandable code (B) Program code
(C) Text Data (D) Object code

15. Source file contains -

(A) Machine Understandable code (B) Program code
(C) Text Data (D) Object code

17. In Hungarian notation……. Prefix is used for Boolean.
(A) bol (B) b (C) bl (D) None above

18. In Hungarian notation……. Prefix is used for pointer.
(A) ptr (B) Pr (C) P (D) None above

19. ……. Documentation gives high level view of the software application.
(A) Architecture (B) Comment (C) User Manual (D) History

20. Comments are -
(A) Executable statements in program (B) Explain program logic
(C) Non Executable statements in program (D) Both B & C

21. A generalized Syntax is written in -
(A) Symbolic style (B) Both A & B (C) Normal text style (D) None of the above

22. In generalized syntax the symbol < > indicates -
(A) Greater than and Less Than (B) Replace this place holder with value
(C) Brackets (D) All of the above

23. Installation describes?
(A) How to write the program (B) How to use the program
(C) How to install the program (D) How to read the program

24. Program documentation is used to?
(A) increase throughput (B) increase maintainability
(C) increase security (D) None of the above

25. User manual are used for?
(A) just reading (B) to know the basic of program
(C) to modify program (D) none of above

26. Latest software should support?
(A) old version (B) only new version
(C) All versions (D) none of above

27. Software designing plays important role in?
(A) developing software (B) denying software
(C) delivering software (D) All of above

28. Which of the term refers to the information describing various products and services to the users in both computer and software development. ?
(A) Documentation (B) Debugging (C) Testing (D) None of above

29. ……. refers to the process of collecting, organizing and maintaining a complete record of programs and other documents used during the different phases of software development.
(A) Debugging (B) Documentation (C) Both A and B (D) Testing

30. are the forms of documentation that are put within program to help in understanding the logic of the program.
(A) System manual (B) User manual (C) Comments (D) Logic Errors

31. does not contain any programming instruction and are just language instructions.
(A) User Manual (B) Comments (C) System Manual (D) None

32. arguments the code with the basic description and also help in generating external documentation.
(A) Comments (B) Hungarian Notation (C) User Manual (D) None

33. is a form of external documentation and is available in the form of separate documents or unit development folders
(A) Hungarian Notation (B) User Manual (C) Syntax errors (D) System Manual

34. **…. is a form of external documentation and is required to ensure smooth execution of software ..**

(A) Logical Errors (B) User Manual (C) System Manual (D) Comments

35. .... are used within program to help in understanding the logic of the program and hence are a form of external documentation.

(A) Debugging (B) White Box Testing (C) Comments (D) Syntax Errors

36. In..... the name of the variable indicates its type of intended use.

(A) Debugging (B) Hungarian Notation (C) System Manual (D) Logic Errors

37. ..... is said to be a popular naming convention in complete programming

(A) User Manual (B) Hungarian Notation (C) Black Box Testing (D) Testing

38. Following is the DOS command to print the file' add.c ' without installing a printer driver on your PC.

(A) type add.c> prn (B) edit add.c > prn (C) print add.c (D) print add.c > prn

39. Command for creating directory in MS DOS is

(A) md (B) gd (C) cd (D) fd

40. The software tool that. is used for linking modules together is called _____.

(A) Editor (B) Linker (C) Compiler (D) Debugger

41. A component of a computer that locates a given program or application from the offline storage, loads it into the main memory and facilitates its execution is called_____.

(A) Interpreter (B) Compiler (C) Linker (D) Loader

42. _____ loads a given program from a disk

(A) Linker (B) Compiler (C) Interpreter (D) Loaders

ANSWERS

1. A 2.A 3. B 4.C 5.A 6.B 7.D 8.A 9.C 10. D
11. B 12. C 13. D 14. A 15. B 16. C 17. B 18. C 19. A 20. D
21. A 22. B 23. C 24. B 25. B 26. C 27. A 28. A 29. B 30. C
31. B 32. A 33. D 34. B 35. C 36. B 37. B 38. A 39. A 40. B
41. D 42. D

1. Flowchart is used to _

(A) Visual representation of application Logic (B) Represent Application Modules
(C) Give short description of application (D) Explain user interface of application

2. Step by step description of program is known as-

(A) Pseudo code (B) Flowchart
(C) Algorithm (D) Test case

3. To show Start and End of program

(A) Kite box is used. (B) Circle is used.
(C) Round corner rectangle is used (D) Pentagon is used.

4. Which statement is used to jump the control of program?

(A) Switch (B) Loop
(C) Conditional statement (D) Goto

5.In programming language, programs are implementation of _

(A) Flowchart (B) Algorithm
(C) None of the above (D) Pseudo code

6.By using ..... , Algorithms (Program logic flow) can be shown in pictorial way.

(A) Program (B) Flowchart
(C) Test Case (D) Pseudo code

7. Processing Symbol is used to indicate in the program.

(A) Process (i.e. Arithmetic process) (B) Input and Output
(C) Decisions (D) Start and End

8. Macro flowchart shows
(A) Outline of Program (B) Detail Program
(C) All of the above (D) None of the above
9. Micro flowchart shows _
(A) Outline of Program (B) Detail Program
(C) All above (D) None above
10. PDL - Program Decision Language is an another name of _
(A) Test Cases (B) Algorithms
(C) Pseudo code (D) Programs
11. According to Sequence Logic a Pseudo code _
(A) Instructions are written in the order they are to be performed
(B) Instructions will be executed several time based on some condition.
(C) Instructions will be executed only ones based on some condition.
(D) None of the above.
12. According to Selection Logic (Decision Logic) of Pseudo code
(A) Instructions are written in the order they are to be performed
(B) Instructions will be executed several time based on so condition.
(C) Instructions will be executed only ones based on condition.
(D) None of the above.
13. Pseudo code is used to -
(A) Visualize program flow (B) Write programming instruction in normal language
(C) Write program in B language
14. Selection Logic is used to ___
(A) Instructions are written in the order they are to be performed.
(B) Instructions executed several time based on some condition.
(C) Select the proper path out of two or more alternative paths
(D) None of above
15. Algorithm and flow chart help us to__
(A) Know the memory capacity (B) Identify the base of a number system
(C) Direct the output to a printer (D) Specify the problem correctly
16. The process of walking through a program logic on paper before You actually write the program is called_____.
(A) Disk checking B)Flowcharting
(B) Pseudo coding D)Testing
17. What is the problem with following statement?
100 =grade
(A) 100 is not a reasonable grade B)100 should be in quotes
(B) Data type do not match D)Value on the left must be a variable name
18. What might be considered the seventh step of programming process?
(A) Testing (B) Maintaining (C) Replacing (D) Converting
19. What symbol is used to represent output is flow chart?
(A) Square (B) Circle (C) Parallelogram (D) Triangle
20.What is the standard terminal symbol for a flow chart?
(A) Circle (B) Lozenge (C) Diamond (D) Square
21. What is assignment operator?
(A) = (B) * (C) ^ (D) %
22. What is an example of string constant?
(A) 1 (B) 12432 (C) “oops” (D) O
23. In some programming language programmer must write a variable _____ telling the compiler what

data type is expected for the variable.
(A) Name (B) Termination (C) Decision (D) Declaration
24. The following pseudo code is an example of a(n) _____ structure:
Get number
Get another number
If first number is bigger than second then
print first number
Else
print second number
(A) Sequence B)Decision C)Loop D)Nested
25. The following pseudo code is an example of
Get number
Get another number
Add number
Print result
A)Sequence B)Decision C)Loop D)Nested
26. The following pseudocode is an example of
Do step a
Do step b
if condition c is true then
Do step d
else
Do step e
end if
while condition f is true
Do step g
end while
(A) Nesting B)Stacking C)Posttest D)Pretest
27. The following pseudocode is an example of
if condition a is true then
Do step e
else
Do step b
Do step c
Do step d
end if
(B) Nesting B)Stacking C)Posttest D)Pretest
28. In a case structure the term------means "if none of the other cases were true "
(A) Else (B) Then (C) Default (D) Loop
29. Fill in the blank in the following pseudo code:
If some condition is true then Do one process __ do the 0 process
(A) Then (B) While
(C) Do (D) Else
30. What is another name for a loop structure?
(A) Execution (B) Selection
(C) Iteration (D) Case
31. A case structure can be replaced one or more structures.
(A) If-then-else (B) Do-while
(C) Do-until (D) While

32. Which name is best suited to a module that calculates overtime pay?
(A) CalcoO (B) CoO
(C) Calculate overtimeO (D) CalculateovertimeO
33. The------- can be a useful tool when a program must be modified months or years after the original writing.
(A) Flowchart (B) Hierarchy chart (C) Pseudo code (D) Variable declaration
34. In a __ program, the user sees a screen and can typically make Selections using a mouse or other pointing device.
(A) Reusable (B) Modular (C) GUI (D) Command-line
35. Which step occurs first?
(A) Understanding user's needs (B) Clarifying requirements
(C) Coding program (D) Developing program logic
36. Variable declarations are made in the __ section of a program,
(A) Main loop (B) End-of-job routine (C) Housekeeping (D) File opening
37. Declaring a variable involves selecting a name and a __
(A) Size (B) Length
(C) Style (D) Type
38. Some use a variable-naming convention called __ notation, in which a variable's data type or other information is stored as part of the name. For example, a numeric field might always start with the prefix num.
(A) Prefix (B) American (C) Polish (D) Hungarian
39. A group of variables is often called a __ .
(A) Linked group (B) Data structure (C) Data object (D) Module
40. When a variable is __ it is both declared and initialized.
(A) Set (B) Instantiated (C) Defined (D) Documented
41.The time factor when determining the efficiency of algorithm is measured by
(A) counting microseconds
(B) Counting the number of key operations
(C) Counting the number of statements
(D) Counting the kilobytes of algorithm
42. The space factor when determining the efficiency of algorithm is measured by
(A) Counting The Maximum Memory Needed By The Algorithm
(B) Counting The Minimum Memory Needed By The Algorithm
(C) Counting The Average Memory Needed By The (A)lgorithm
(D) Counting the maximum disk space needed by the algorithm
43. Which of the following case does not exist in complexity theory
(A) Best case (B) Worst case (C) Average case D) Null case
44. The Worst case occur in linear search algorithm when
(A) Item is somewhere in the middle of the array
(B) Item is not in the array at all
(C) Item is the last element in the array
(D) Item is the last element in the array or is not there at all
45. The Average case occur in linear search algorithm
(A) When Item is somewhere in the middle of the array
(B) When Item is not in the array at all
(C) When Item is the last element in the array
(D) When Item is the last element in the array or is not there at all
46. --------is used to write the algorithms.
(A) Computer Language 'C' (B) Computer Language 'C++'

(C) Any Programming Language (D) English Language

47. There is no symbol for expressing ____ while drawing a flowchart or writing an algorithm.

(A)Assertion (B)Comparison
(C)Negation (D)No Action

48. A program design tool in which standard graphical symbols are used to represent the logical flow of data is called as a

(A)Flowchart (B)Pseudocode (C)Algorithm (D) Structured Chart

49. Which of the following is 8.n iterative control structure?

(A)Decision Making (B)Sequential (C)Jump (D)loop

50. Which of the following structures are used in computer programs

(A)Sequential (B)Decision (C) Iterative (D)All of above

ANSWERS

1.A	2.C	3.C	4.D	5.B	6.B	7.A	8.A	9.B	10.C
11. A	12. C	13. B	14. C	15. D	16.C	17.D	18.B	19.C	20.A
21.A	22.C	23.A	24.B	25.A	26.A	27.A	28.C	29.D	30.C
31.A	32.D	33.C	34.C	35.A	36.D	37.D	38.D	39.B	40.C
41.B	42.A	43.D	44.D	45.A	46.D	47.D	48.A	49.D	50.D

1. Which of the following scenario is correct?

(A) flowchart->algorithm- > programming language
(B) flowchart->programming language->algorithm
(C) algorithm->flow chart->programming language
(D) algorithm->programming language->flow chart

2. Instructions in algorithms should be_____

(A) Precise (B) Unambiguous
(C) Precise & Unambiguous (D) None of above

3. As compared to a flowchart, it is easier to modify the_____of a program logic when program modifications are necessary.

(A) Macro flowchart (B) Micro flowchart
(C) Terminal (D) Pseudo code.

4. Algorithm halts in _____

(A) Finite time (B) Infinite time
(C) Logarithmic time (D) Exponential time

5. The __ flow chart symbol(s) represents one way flow of control.

(A) Processing (B) Decision
(C)Terminal (D) All above

6. What is an infinite loop?

(A) It is an endless loop (B) It means multiple loops
(C) It is a nested loop (D) It is an unclosed loop

7. The normal flow of flowchart is from

(A) Left to Right (B) Right to Left
(C) A & D (D) Top to Bottom

8. Which tool shows textual design solution?

(A) Flowchart (B) Structure chart
(C) Pseudocode (D) Algorithm

9. Finiteness property of an Algorithm is

(A) The number of steps in the algorithm should be finite.
(B) The algorithm should terminate after a finite no. of times.
(C) For all possible combinations of input data, the algorithm terminates after a finite no. of steps.

(D) None of above

10. Pseudocode consist of ..... and ommits .....

(A) structural conventions of programming languages;
subroutines, variable declarations or language- specific syntax
(B) subroutines; structural conventions of programming languages
(C) variable declarations; language- specific syntax
(D) subroutines; Functions

11. Method which uses a list of well-defined instructions to complete a task, starting from a given initial state to end state, is called

(A) Program (B) Algorithm
(C) High level Language
(D) Flowchart

12. Flow chart help for

(A) Better communication (B) Efficient coding
(C) Program Testing (D) A & B

13. Basic symbols of flow chart are

(A) Start and End (B) Processing, Decision
(C) Input - Output (D) All of above

14. Diamond shape in flow chart denotes

(A) Start (B) Decision
(C) End (D) Input - Output task

15. The chart that contains only function flow and no code is called as a

(A) Structure chart (B) Function chart
(C) Flowchart (D) Psudochart

16. Amongst the flowchart symbols, which of the following is an Auxiliary symbol?

(A) Sequence (B) Connector
(C) Decision (D) repetition

17. Which of the following shape is used for representing a Conditional Statement in a Flow chart?

(A) Parallelogram (B) Rhombus
(C) Trapezoid (D) Rectangle

18. Amongst the following symbols, which of the following is not a symbol used in a flowchart?

(A) Star (B) Terminal Box
(C) Input-Output Box (D) Diamond

19. Algorithm and Flowchart help us to

(A) Know the memory capacity (B) Identify the base of a number system
(C) Direct the output to a printer (D) Specify the problem completely and clearly

20. In a flowchart, a Data File is represented by a ..... shape.

(A) Diamond (B) Parallelogram
(C) Rectangle (D) Cylinder

21. A good algorithm should not ___.

(A) Execute for a given set of initial conditions (B) Produce the correct output
(C) Terminate after finite number of steps (D) Result into ambiguous state

22. _____is used to write the algorithms.

(A) Computer Language 'c' (B) Computer Language 'C++'
(C) Any Programming Language (D) English Language

23. Which of the followings is a program planning tool?
(A) Compiler (B) Flow Charts
(C) Psuedo Code (D) Both B and C

24. Which amongst the following flowchart symbols is a ' two way' branching symbol?
(A) Parellogram (B) Connectoer
(C) Diamond (D) Rectangle

25. Parallelogram is used to represent in a flowchart.
(A) Decision (B) Processing
(C) Termination (D) Input and Output

26. Connector in a flowchart represents
(A) Arithmetic operation (B) Data movement operation
(C) Comparison operation (D) None of the above

27. Detailed flowchart is also called as
(A) Macro flowchart (B) Micro flowchart
(C) Mini flowchart (D) None of L le above

28. Macro flowchart is also called as
(A) Less detail i10wchart (B) More detail flowchart
(C) Simple flowchart (D) None of the above

29. Sentinel value is used to
(A) Start a loop (B) Terminate a loop
(C) Input value (D) Output value

30. Goto statement is used for
(A) Conditional jump only (B) Unconditional jump only
(C) both conditional and unconditional jumps (D) None of the above

31. There is no symbol for expressing while drawing a flowchart or writing an algorithm.
(A) Assertion (B) Comparison
(C) Negation (D) No Action

32. **A program design tool in which standard graphical symbols are used to represent the logical flow of data is called as a**
(A) Flowchart (B) Pseudocode
(C) Algorithm (D) Structured Chart

33. Any program can be written using
(A) Selection logic (B) Sequence and selection logic
(C) Iterative logic (D) Sequence, selection and Iterative logic

34. Any program can be written using structures.
(A) Sequence logic, Merge logic, Insertion logic
(B) Sequence logic, Selection logic, Iteration logic
(C) Sequence logic, Branch logic, Iteration logic
(D) None of the above

35. 'DO ... WHILE' and 'REPEAT .... UNTIL' structure are called
(A) Sequential logic structures (B) Decision logic structures
(C) Iterative logic structures (D) None of the above

36. 'IF ... THEN ... ELSE' or 'CASE 'structure are called
(A) Selection logic structures (B) Sequence logic structures
(C) Iteration logic structures (D) Program logic structures

37. Loops in a program are written using
(A) Selection logic (B) Iteration logic
(C) Sequence logic (D) None of the above

38. Which of the following logic is used to produce loops in programme logic?

(A) sequence logic (B) selection logic
(C) iteration logic (D) none of them

39. Flowlines are used for
(A) connecting from one page to another page (B) input-output
(C) Decision logic (D) Indicate flow of program

40. Which of the following is not used as a logic structure while writing 'C' programs?
(A) sequence logic (B) process logic
(C) selection logic (D) iteration logic

41. The default flow of control, particularly in imperative programming is
(A) Parallel (B) Sequential
(C) Random (D) None above

42. In flowcharts, ellipse is used fOf denoting
(A) Start only (B) Stop only
(C) Both Start and End (D) None ofthese

43. The symbol is used to indicate the beginning, ending, and pauses in the program logic flow.
(A) Flowlines (B) Processing
(C) Input/Output (D) Terminal.

44. To write the correct and effective program we must first
(A) Draw a flowchart (B) Plan its logic
(C) Write the pseudocode (D) All ofthe above

45. Pseudocode is also called as the
(A) Program Design Language (PDL) (B) Microflowchart
(C) imitation (D) Decision.

46. Pseudocode emphasize on the aspect of a program.
(A) Development (B) Coding
(C) design (D) debugging.

47. The similarity between structure charts and flow charts is
(A) both of them use top-down approach (B) both of them use bottom-up approach
(C) both of them provide pictorial view. (D) none of them hide specific language syntax

48. The logic is used to produce loops in program logic when one or more instruction may be executed several times depending on some conditions.
(A) Iteration logic (B) Selection logic
(C) Sequence logic (D) Decision logic

49. Which logic is used to select the proper path out of two or more alternative paths in the program logic?
(A) Looping logic (B) Sequence logic
(C) Iteration logic (D) Selection logic

50. The_____is a program-planning tool that allows the programmers to plan program logic by writing program instructions in an ordinary language
(A) Flowchart (B) Pseudocode
(C) Program (D) Looping

Answers

1. A 2. C 3. D 4. A 5. A 6. A 7. D 8. C 9. C 10. A
11. B 12. D 13. D 14. B 15. B 16. B 17. B 18. A 19. D 20. D
21. D 22. D 23. D 24. C 25. D 26. D 27. B 28. A 29. B 30. B
31. D 32. A 33. D 34. B 35. C 36. A 37. B 38. C 39. D 40. B
41. B 42. C 43. D 44. D 45. A 46. C 47. C 48. A 49. D 50. B

1. Selection logic is also called as the
(A) Decision logic (B) Iteration logic (C) Sequence logic (D) Looping logic

2. What do you mean by an iterative operations?
(A) It is a control structure that repeats the execution of a block of instructions
(B) It is a control structure that asks a true/false question and then selects the next instruction based on the answer
(C) In it Instructions are executed in order
(D) All of the above

3. Which of the following is used for making the next iteration of the loop to be started?
(A) break (B) case (C) continue (D) All the Above

4. In which of the following scenario, sequence logic will not be used?
(A) Accepting an input from the user. (B) Comparing two sets of data
(C) Giving an output to the user. (D) Adding two numbers

7. Which of the following statement is false?
(A) Flowchart provides graphical representation of program logic
(B) Drawing a flowchart before writing the program is better
(C) Pseudocode gives graphical representation of program logic
(D) Writing pseudocode before writing the program is better

8. Which of the following statements is correct?
(A) Flowchart is a pictorial representation of an algorithm
(B) Pseudocode is an analysis tool used for planning program logic
(C) Both A and B are false
(D) Both A and B are true

9. A structured chart is
(A) A statement of information processing requirements
(B) A hierarchical partitioning of the program
(C) A document of what has to be accomplished
(D) All of the above

10. Connector in flowchart is represented by
(A) Rectangle (C) Ellipse (B) Diamond (D) Circle

11. A rectangle in flowchart denotes
(A) Start of Program (B) Input or output function
(C) Arithmetic and data movement instruction (D) End of program

12. In a flowchart, flow lines are used to indicate
(A) Beginning of program (B) Data movement
(C) Flow of operations (D) All of the above

13. Which of the following symbol is not used while drawing flowchart?
(A) Terminal (B) Input/Output (C) Processing (D) Control

14. Infinite loops can be avoided by using
(A) Sentinel (B) Counter (C) Algorithm (D)BothA&B

15. Structure charts are read in direction.
(A) left-right,top-down (B) top-down,left-right
(C) down~up,left-right (D) top-down,right-Ieft

16. An algorithm is represented as
(A) Programs (B) Flow charts (C) Pseudo Codes (D) All of above

17. A diamond is used in flowcharts to represent __ .
(A) Arithmetic & data movement instructions (B)Input
(C) Output (D) Decision

18. Functional flow of a program is shown by:
(A) Flowchart (B) Pseudo code (C) Structure chart (D) Program Map

19. The is a program design tool that visually represents the solution logic.
(A) Flowchart (B) Program map (C) Pseudo code (D) Structure chart

20. The term algorithm refers to
(A) step by step description of how to arrive at the solution of problem.
(B) it is a kind of flow chart.
(C) it is a set of instructions in specified sequence.
(D) All of the above.

21. Pseudo code is used to
(A) Run a program (B) Compile a program
(C) Plan program logic using natural language (D) Debug a program

22. Algorithm can be represented in following ways except
(A) as a program (B) as a flowchart (C) as a process (D) as a pseudo code

23. Rectangle can be used for representing
(A) decision (B) processing (C) input-output (D) none of these

24. Which one of the following is the disadvantage of a flowchart?
(A) Efficient coding (B) Systematic Debugging
(C) Better Communication (D) None of these

25. Iteration logic is used to execute instructions
(A) Depending upon some condition to choose one of the path
(B) One after another
(C) Several times depending upon some condition
(D) None of the above

Answers :-

1. A	2. A	3.C	4 B	5. A	6. A	7. C	8. D	9. B	10. D	11. C	12. C	13. D
14. D	15. B	16.D	17.D	18.C	19. A	20. A	21. C	22. C	23. B	24. D	25. C	

1. Which of the variable occupies 2 bytes of the memory?
(A) Float (B) Double (C) Short Integer (D) None of the above

2. The preprocessor can be denoted using which of the symbols?
(A) # (B)- (C)$ (D) &

3. The escape character \n is used for-----purpose
(A) Tab (B) New line (C) Header flies D) None of the above

4. The operator '+' has which priority?
(A) First (B) Third (C) Second (D) Fourth

5. The type of constants can be enclosed between single quotes
(A) Real (B) Character (C) Integer (D) Float

6. The type of constants have to be enclosed between double quotes.
(A) Float (B) Integer (C) String (D) Character

7. In C the maximum length of the ..... is said to be 8.
(A) Character (B) String (C) Integer (D) Identifiers

8. Which of the following variable has the maximum length of 4 bytes?
(A) Float (B) Double (C) Integer (D) Character

9. Which of the following variable the maximum length of 8 bytes?
(A) String (B) Constant (C) Integer (D) Double

10. 8 Bytes will be occupied by which the following statements?
(A) float a, s; (B) char p, q; (C) int x, y; (D) All of above

11. The constants in c can express in both fractional & exponential forms.
(A) String (B) Character (C) Real (D) Integer

12. The statement char ch='z' would store in ch
(A) ASCII value of z (B) The character z (C) along with single inverted comma
(D) All the Above

13 The maximum value of constant is 32767
(A) Integer (B) Double (C) Character (D) String

14. Integer Constant in C must have
(A) At least one digit (B) Digits separated by comma
(C) At least one decimal point (D) A comma along with digits

15. Which of the following is not a character constant?
(A) 'thank you' (B) 'enter values of P,N ,R'
(C) '23.56E-03' (D) All the Above

16. If a is an integer variable, a=5/2 will return a value
(A) 2.5 (B) 0 (C) 3 (D) 2

17. If z is a float variable, z=4/2 will return a value
(A) 1.5 (B) 2.0 (C) 0 (D) None of the above

18. What is the value of !0?
(A) 1 (B) 0 (C) -1 (D)-5

19. Address of the variable can be displayed by _____ operator.
(A) # (B) * (C) & (D)@

20. What would be the remainder of 8%10?
(A) 8 (B) 0 (C) 10 (D) None above

21. Addition of two numbers can be performed using .
(A) Binary Operator (B) Arithmetic Operator
(C) Unary Operator (D) Relational Operator

22. What is the result of 16>>2?
(A) 16 (B) 2 (C) 4 (D) 8

23. What is the result of 5 &&2?
(A) 1 (B) 0 (C) 2 (D) 5

24. 48 to 57 is said to be the ascii range for .
(A) a to z (B) A to Z (C) 65 to 70 (D) 0 to 9

25. What is the ascii range for a to z letters?
(A) 97 to 122 (B) Both A & C (C) 0 to 9 (D) 90 to 120

26. Which function is appropriate for accepting a string?
(A) gets () (B) puts() (C) getche() (D) scanf ()

27 array always ends with a null (\ 0) character
(A) Integer (B) String (C) Character (D) Float

28. Array elements are stored in
(A) Scattered memory location (B) Sequential memory location
(C) Distributed location (D) Both A & C

29 =f u declare an array without initializing the value to it then it will be set to
(A) A null value (B) Zero (C) Garbage value (D) All the Above

30. ..... are passed as arguments to a function by reference & value
(A) Array (B) Constants (C) Variables (D) Both A & C

31. What is the correct way to declare a pointer?
(A) int ptr* (B) *int ptr (C) int *ptr (D) int_ptr z

32 n array is a collection of
(A) Same data type (B) Both A & C (C) Different data type (D) None of the above

33 ll the elements in the array must be
(A) Initialized (B) of same type (C) Defined (D) Verified
34. A C variable cannot start with
(A) an alphabet (B) a number (C) a special symbol other than underscore
(D) Both C and B
35. Which of these are reasons for using pointers?
(A) To manipulate parts of an array
(B) To refer to keyword such as 'for' and 'if'
(C) To return more than one value from a function
(D) To refer to particular programs more conveniently
36. Which of the following is a Scalar Data type
(A) Float (B) Union (C) Array (D) Pointer
37. Which of the following are tokens in C?
(A) Keywords (B) Variables (C) Constants (D) All of the above
38. Which symbol is used as a statement terminator in C ?
(A) ! (B) # (C) - (D) ;
39. Which escape character can be used to begin a new line in C?
(A) \a (B) \ b (C) \m (D) \n
40. Which escape character can be used to beep from speaker in C?
(A)\a (B)\b (C)\m\ (D)\n
41. Character constants should be enclosed between _
(A) Single quotes (B) Double quotes (C) Both a and b (D) None of these
42. String constants should b encl between_
(A) Single quotes (B) Double quotes (C) Both a and b (D) None of these

44. The maximum length of a variable in C is _ characters.
(A) 8 (B) 16 (C) 32 (D)64
45. What will be the maximum size float variable?
(A) 2 byte (B) 4 byte (C) 8 byte (D) 16 byte
46. What will be the maximum size double variable?
(A) 2 byte (B)4 byte (C) 8 byte (D) 16 byte
47. A declaration float a,b; occupies of memory
(A) 1 byte (B) 4 byte (C) 8 byte (D) 16 byte
48. The size of a String variable is
(A) 1 byte (B) 4 byte (C) 8 byte (D) None of these
49. Which of the following is an example of compounded assignment statement?
(A) a = 5 (B) a += 5 (C) a = b = c (D) a = 5
50. The operator && is an example for _ operator.
(A) Assignment (B) Increment (C) Logical (D) Rational

ANSWERS
1. C 2. A 3. B 4. C 5. B 6. C 7. D 8. A 9. D 10. A
11. C 12. B 13. A 14. A 15. D 16. D 17. B 18. A 19. C 20. A
21. B 22. C 23. A 24. D 25. A 26. A 27. C 28. B 29. C 30. D
31. C 32. A 33. B 34. D 35. C 36. C 37. D 38. D 39. D 40. B
41. A 42. B 43. D 44. A 45. B 46. C 47. C 48. D 49. B 50. C

1. The operator & is used for

(A) Bitwise AND (B) Bitwise OR
(C) Logical AND (D) Logical OR

2. The operator I can be applied to
(A) integer values (B) float values
(C) double values (D) All of these

3. The equality operator is represented by
(A) := (B) .EQ. (C) = (D) ==

4. Operators have precedence. It is used to know which operator
(A) is most important (B) is used first
(C) is faster (D) operates on large numbers

5. The bitwise AND operator is used for
(A) Masking (B) Comparison (C) Division (D) Shifting bits

6. The bitwise OR operator is used to
(A) set the desired bits to 1 (B) set the desired bits to 0
(C) divide numbers (D) multiply numbers

7. Which of the following operator has the highest precedence?
(A) * (B) == (C) -> (D)+

8. The associatively of! operator is
(A) Right to Left (B) Left to Right
(C) for Arithmetic and (b) for Relational (D) for Relational and (b) for Arithmetic

9. Which operator has the lowest priority?
(A) * (B) I (C) ++ (D) +

10. Integer Division results in
(A) Rounding the fractional part (B) Truncating the fractional part
(C) Floating value (D) An Error is generated

11. The type cast operator is
(A) (type) (B) cast () (C) II (D)" "

12. Explicit type conversion is known as
(A) Casting (B) Conversion (C) Disjunction (D) Separation

13. The operator + in a+=4 means
(A) a = a + 4 (B) a + 4 = a (C) a = 4 (D) a = 4 + 4

14. p++ executes faster than p+ 1 because
(A) p uses registers (B) p++ is a single instruction
(C) ++ is faster than + (D) None of these

15. Header files in C contain
(A) Compiler commands (B) Library functions
(C) Header information ofC programs (D) Operators for files

16. Which pair of functions below are used for single character IO.
(A) getchar ()and putchar () (B) gets () and puts ()
(C) scanf() and printf() (D) fgets () and fputs 0

17. The output of printf ("%u", -1) is
(A) -1 (B) minimum int value (C) maximum int value (D) Error message

18. An Ampersand (&) before the name of a variable denotes .....
(A) Actual value (B) Address (C) Variable value (D) Data type

19. Symbolic constants can be defined using
(A) #define (B) constS (C) symbols (0) None of these

20. Null character is represented by
(A) \N (B) \0 (C) \0 (D) \e

21. A statement differs from expression by terminating with a

(A) ; (B) : (C) NULL (D) .

22. Which operator in C is called a ternary operator

(A) ++ (B) 0 (C) If .... then (D) ? :

23. The conversion characters '%s' for data input means that the data item is

(A) An unsigned decimal integer (B) A hexadecimal integer
(C) A short integear (D) A string followed by white space

24. An expression contains relational, assignment and arithmetic operators. If Parenthesis are not present, the order will be

(A) Assignment, relational, Arithmetic (B) Relational, arithmetic, assignment
(C) Assignment, arithmetic, relational (D) Arithmetic, relational, assignment

25. Which of the following is a key word is used for a storage class

(A)printf (B)auto (C)external (D)scanf

26. In the C language 'a' represents

(A) A Character (B) An integer (C) A digit (D) A word

27. The number of the relational operators in the C language is

(A) Four (B) Six (C) Three (D) Done

28. In C, a Union is

(A) memory store (B) memory screen (C) memory location (D) None

29. A multidimensional array can be expressed in terms of

(A) Array of pointers rather than as pointers to a group of continuous array
(B) Array without the group of continuous array
(C) Data type array
(D) None of these

30. C allows arrays of greater than two dimensions, who will determined this

(A) Parameter (B) Compiler (C) Programmer (D) None of these

31. A pointer to a pointer in a form of

(A) Multiple indirection (B) A chain of pointers
(C) Both A & B (D) None of these

32. Pointers are of

(A) Integer data type (B) Unsigned integer data type
(C) Character data type (D) None of these

33. Maximum number of elements in the array declaration int a[5] [8] is

(A) 28 (B) 32 (C) 35 (D) 40

34. If the size of the array is less than the number of initialises then,

(A) Extra values are being ignored (B) Generates an error message
(C) Size of array is increased (D) Size is neglected when values are given

35. Array subscripts in C always start at

(A) -1 (B) 0 (C) 1 (D) Value provided by the user

36. A Structure

(A) Cannot be read as a single entity (B) Can be read as a single entity
(C) Can be displayed as a single entity
(D) has member variables that cannot be read individually

37. Identify the invalid pointer arithmetic

(A) Addition of float value to a pointer
(B) Comparison of pointers that do not point to the element of the same array
(C) Subtracting an integer from a pointer
(D) Assigning the value 0 to a pointer variable

38. An identifier cannot start with

(A) # (B)_ (C) Uppercase alphabet (D) Lowercase alphabet

39. **Symbolic constants are defined as -**
(A) # define sl s2 (B) #define sl s2; (C) #define sl = s2 (D) #define sl = s2;

40. **An escape sequence commences with -**
(A) \ (B) / (C) # (D)?

41. **Identify the wrong declaration**
(A) int n = (7); (B) char c2 = 'A' + 25, c1 = 'z'; (C) int a =10,b = 20,c; (D) int x = 10, y = x*20, year;
(e) None of above

42. **Where does execution of every C program starts?**
(A) main () (B) begin () (C) start () (D) init ()

43. **Which operator is not used in C.**
(A) ** (B) ~ (C) % (D) 1\

44. **The operator % can be applied only to**
(A) Integral values (B) Float and double value (C) Char value (D) All of these

45. **Identify the relational operator**
(A) ! (B) > (C) " (D)&&

46. **Which operator has highest priority?**
(A) ++ (B) + (C) % (D)/

47. **In C how is logical AND represents?**
(A) II (B) AND (C) && (D)@@

48. **lf the value of a = 10 and b = -1, the value of x after executing the following expression is**
x = (a != 10) && (b=1)
(A) 0 (B) 1 (C) -1 (D) 10

49. **How many main o function can be define in a C program?**
(A) 1 (B) 2 (C) 3 (D) Any number of times

50. **int z, x=5, y=10,a=4, b=2;**
z = x++ - --y*b/a;
What will be value of z in above sample code?
(A) 5 (B) 10 (C) 11 (D) 1

ANSWERS

1. A 2. D 3. D 4. B 5. A 6.A 7. C 8. A 9. D 10. B 11. A 12. A 13. A
14. B 15. B 16. A 17. C 18. B 19. B 20. B 21. A 22. D 23. D 24. D 25. B
26.A 27. B 28. A 29. A 30. B 31. C 32. D 33. D 34. B 35. B 36.A 37. A
38. A 39. A 40. A 41. E 42. A 43. A 44. A 45. B 46.A 47. C 48. A 49. A
50. D

4. **The tab is represented by which escape sequence?**
(A) \t (C) \n (B) %d (D) None above

5. **Which of the variables can have many declarations but only one definition?**
(A) Local variable (B) Global variable (C) Static variable (D) All the above

6. **Which function gets execute as we execute a 'C' program?**
(A) Printf () (B) Main () (C) MAIN () (D) main ()

7. **The variables can be initialized by**
(A) Decrement operator(--) (B) Both A & C
(C) Equal to(=) (D) Less than equal to«=)

8. **An------ integer variable values greater than or equal to zero**
(A) Unsigned (B) Long (C) Signed (D) All the above

9. **..... are said to be user defined names.**
(A) Constants (B) Identifiers (C) Keywords (D) Header files

10. **In C every------- has a type, a name, & a value**
(A) Keywords (B) Function (C) Header files (D) Variable

11. **Which of the data type has the range -128 to 127?**
(A) Integer (B) Double (C) Character (D) Float

12. **The C program cannot start with a..... .**
(A) Number (B) Hyphen(-) (C) Spaces (D) All the Above

13. **In one statement of C how many variables can be declared?**
(A) Any no. of variables (B) One variable
(C) Ten variables (D) Two variables

14. **The value of the variable can be kept variant by using which keyword?**
(A) Constant (B) Volatile (C) Private (D) Public

15. **Which of the following is the incorrect keyword name?**
(A) Char (B) Printf (C) else (D) Both A & B

16.
```
void *ptr;
myStruct myArray[10];
 ptr = my Array;
```
Which of the correct way to to increment the variable ptr?
(A) Ptr = ptr + sizeof(myStruct); (B) ++(int*)ptr;
(C) Ptr = ptr + sizeof(myArray); (D) Increament(ptr); ptr= ptr + siazeof (ptr)

17. **"My salary was increased by 15 %!" Which of following statement will produce exact statement?**
(A) printf (" \ " My salary was increased by 15%%! \"\n");
(B) printf ("My salary was increased by 15%! \n");
(C) printf ("My salary was increased by 15'%' ! \ n");
(D) printf("\''My salary was increased by 15 \ % \! \"\n");

18. **What is difference between a declaration and a definition of variable?**
(A) Both can occur multiple times but declaration can occur only once
(B) A declaration can occur once, but definition can occur many times
(C) There is no difference between them
(D) A definition occurs once, but declaration can occur many times

19. **int testarray[3] [2] = {1, 2, 3, 4, 5 ,6,7 , 8, 9,10, 11, 12}**
What is value of testarray[2][1][0]?
(A) 3 (B) 1 (C) 9 (D) 7

20.
```
int a=10,b;
b=a++ + ++a ;
printf ("%d, %d, %d, %d",b,a++ ,a,++a) ;
```
What is output of above code?
(A) 12,10,11,13 (B) 22,10,11,13
(C) 12,11,11,11 (D) 22,13,13,13

21.
```
int x[] = {l,4,8,5,1,4}
int *ptr,y;
 ptr = x + 4;
y = ptr -x;
```
What does y in sample code above equal?
(A) -3 (B) 0 (C) 4 (D) 4 + sizeof (int)

22. **11^5 What does operation produce?**
(A) 1 (B) 14 (C) 6 (D) 8

23.
```
#define MAX_NUM 15
```
Referring to the sample above what is MAX_NUM?
(A) MAX_NUM is an integer variable (B) MAX_NUM is an integer constant

(C) MAX_NUM is pre-compiler constant (D) MAX_NUM is pre-processor macro

24. **int x=2*3+4*5;**
What value will x contain?
(A) 22 (C) 46 (B) 26 (D) 70

25. **int var1;**
if a variable has been declared with file scope, as above, can it safely be accessed globally?
(A) No it would need to have been globally initially declared using global keyword.
(B) Yes; it can be referenced through register specifier
(C) Yes; it can be referenced by public specifier.
(D) No; it would need to have been declared with static variable.

26. **time_t t;**
Which one of the following statements will properly initialize variable t with current time?
(A) t = etime(); (B) t = localtime ();
(C)t = clock(); (D) time(&t);

27. **char *ptr;**
char mystringD = "abcdefg";
ptr = myString;
ptr+=5;
What string does the ptr points?
(A) defg (B) fg (C) cdefg (D) efg

28. **double x=-3.5,y=3.5; printf("%. Of:%Of\ n" ,ceil (x),ceil(y));**
Printf("%. Of:%.Of\ n",floor (x),floor(y));
What is output of above code?
(A) 3:4 (B) 4.4 (C) 4.3 (D) 3.3

Answers :

4.A	5.B	6.D	7.C	8.A	9.B	10.D	11.C	12.D	13.A	14.B
15.D	16.A	17.D	18.B	19.C	20.D	21.C	22.B	23.D	24.B	25.A
26.C	27.B	28.A								

1. **What action is exactly performed when the prototype of the function is mentioned?**
(A) Defining it (B)Call to the function (c) Declaring it (D)None of the above

2. **In which of the case the default statement "all the case statement are false "is executed?**
A. For B .Swtich C.Do while D. If else

3. **Each case statement in which switch () is separated by.....**
A. Exit B. Continue C. Break D. Goto

4. **The keyword 'else' can be used with.....**
A. Do while() B. Switch() statement C. For() D. If statement

5. **We can select one task switch between the function in a program by using .....statement**
A. While() statement B. Switch() statement
C. Do while () statement D. If statement

6. **The Positive value is Display by which function?**
A. abs() B. s C. pow() D. None of the above

7. **Recursion is the process in which a function calls.....**
A. itself B. Another function C. main() function D. None of the above

8. **If there are too many recursive calls it may result to.....**
A. Memory overflow B .Stack overflow C. Queue Overflow D. All the above

9. **In C which of the function can't be call recursively?**
A. main() function B. private Function C. Public function D. None of the above

10. **'break' statement is used to exit from:**
A. an if statement B. a for loop C. a program D. the main() function

11. The control statement that allows us to make a decision from number of choice is called
A .structure B. switch statement C. if loop D. for loop

12. Which header file is essential for using strcmp() function?
A. text.h B. strcmp.h C. strings.h D. string.h

13. malloc() function used in dynamic allocation is available in which header file?
A. stdlib.h B. conio.h C. stdio.h D. mem.h

14. File manipulation function in C are available in which header file?
A. files.h B. streams.h C. stdio.h D. stdlib.h

15. C support how many basic looping constructs
A. 2 B. 3 C. 4 D. 5

16. What should be the expression return value for a do-while to terminate
A. 1 B. 0 C. -1 D. NULL

17. Which among the following is a unconditional control structure
A. Do-while B. if-else C. goto D. for

18. continue statement is used for
A. to go to next iteration in the loop B. come out of loop
C. exit and return to main function D. Restart interations beginning from loop

19. Which of following header file is required for strcpy() function?
A. strings.h B. strcpy.h C. files.h D. string.h

20. A compound statement is a group of statements included between a pair of
A. Double quotes B. Parenthesis C pair of /'s D. Curly braces

21. A link is
A. A computer B. A C interpreter
C. An active debugger D. An analysing tool

22. The continue command cannot be used with
A. switch B. while C. do D. for

23. When the main function is called, it is called with the arguments
A. argc B. argv C. Both A & B D. None of these

24. Parameters are used-
A. To return values from the called function
B. To send values to the called function
C. A & B both
D. To specify return type of function

25. Recursive call result when
A. A function calls itself
B. A function calls another function, which in turn call the function
C. A & B both
D. A function call another function

26. The main function calls in a C program
A. Allows recursive calls B. does not allows recursive calls
C. Is built in function D. Is optional

27. With every use of memory allocation function, which function should be used to release allocated memory which is no longer needed?
A. unalloc() B. free() C. dealloc() D. release()

28.
```
char*myFunction(char*ptr)
{
ptr +=3;
returnptr;
}
```

```
int main()
{
char *x, *y;
   x =":ello"
   y = myFunction(x);
printf("y = %s" y)
}
```

What will be output of program?

A. y= Hello B)y= ello
C.y= llo D)y= lo

29.

```
void   myFunc(int x)
{ if(x>4)
myFunct(--x);
printf("%d " x)
}
int main()
{
myFunc(5);
return 0;
}
```

What will be code print?

A. 0,0,1,2,3,4 B.4,3,2,1,0,0 C.1,2,3,4,5,5 D.0,1,2,3,4,5

30. Which function is correct choice for moving binary data that are of arbitrary size and position in memory?

A. memcpy() B. Strncpy()
C. memset() D. memmove()

31. Which one of following provides conceptual support for function call?

A. The system stack B.The data segment
B. The processors registers D. The text segment

32.

```
int i,j:
int ctr = 0;
int myArray[2][3];
for(i=0;i<3;i++)
        for(j=0;j<2;j++)
        {
                myArray[j][i]=ctr;
                ctr++;
        }
```

What is value of myArray[1][2]?

A. 2 B. 3 C. 1 D. 5

33.

```
int x=3;
if(x==2)
        x =0;
if(x==3)
x++;
else
   x+=2;
```

What will be the value of x?

A. 1 B. 3 C. 4 D. 5

34.
```
x=3,counter=0;
while((x-1))
{
    ++counter;
x--;
}
```
What will be value of counter?

A. 0 B. 1 C. 2 D. 5

35.
```
void (*signal(int sig,
void(*handler)(int)))(int);
```
Which one of the following definitions of sighandler _t allows the above declaration to be rewritten as below:

sighandel_tsignal(int sig, sighdler_thandler);

A. typdef void*sighandler _t(int);
B. typedefsighandler_t
   void(*)(int);
C. #define sighandler_t
   void(*)(int);
D. Typedef
   void(*sighadler_t)(int);

36.
```
struct customer *ptr =
malloc(sizeof(struct customer));
```
Give then sample allocation for the pointer found above, which of the following statement is used to reallocptr to be an array of 10 elements?

A. ptr+=malloc(9*sizeof(struct customer));
B. realloc(ptr, 10 *sizeof(struct customer));
C. ptr= realloc(ptr, 10*sizeof(struct customer));
D. relloc(ptr, sizeof(struct customer));

37.
```
shorttestarray[4][3]= {{1},{2,3}.{4,5,6}};
printf("%d\n" sizeof(testrray))
```
What will be output assuming short need 3 bytes?

A. 6
B. 7
C. It will not compile since not enough initializations
D. 24

38.
```
char buf*+ =”hello World!”
char*buf= “hellow World!”
```
in term of code generation do above initializations differ?

A. The first definition certainly allow the contents to be safely modified at runtime; the second does not
B. They do not differ they are functionally equivalent
C. The first definition is not legal because it does not indicate the size of array to be allocated, the second one is legal.
D. The first definition allocates enough space for a NUL_ character, nor does it append one; he second definition does.

39. In a c expression, how logical AND operator represented?

A. && B. @@
C. || D. AND

40. :ow to print()’s format specifier %e and %f differ in their treatment of floating number?

A. %e display a double in engineering notation if the number is very small or very large. Otherwise it behaves like %f and displays numbers in decimal notation

B. %e display a argument of type double with trailing zeros and %f never displays trailing zeros
C. %f and %e both expect a corresponding argument of type double and format it identically. %e is left over from K && C; standard C prefers %f for new code
D. %e always display and argument type double I engineering notation %f always displays ad argument of type double in decimal point

41. Which one of the following will read a character from the keyboard and will store it in the variable C?

A. c = getch(); B. C = getchar(); C. c = getchar(stdin); D. getchar(&c);

42.

```
#include<stdio.h>
int I;
void increment(int  i)
{
        i++;
}
int main()
{
        for(i=0;i<10;increment(i))
        printf("i=%d\n" i)
return 0;
}
```

what is output of above program?

A. i=9;
B. it will not compile
C. i=10
D. it will loop indefinitely

43.

```
int i=4;
switch(i)
{
        default: ;
        case 3:
        i+=5;
        if(i==8)
        {
                i++;
        if(i==9)break;
        i*=2;
        }
        i-=4;
        break;
        case 8:
                i+=5;
        break;
}
printf("i=%d\n " i)
```

what will be output of the sample code above be?

A. i=5; B.i=9; C. i=10; D.i=18;

44. Which one of the following operators is right associator ?

A. ->
B. []

C. =
D. ,

45. What does the auto specifier do?

A. It automatically increament the variable when used
B. It indicate that a variable memory will automatically be preserved
C. It automatically initialised a variable to 0
D. It indicate that a variables memory space is allocated upon entry in to a block

46. How do you include a system header file called sys header .h in C source file?

A. #incl<sysheader.h>
B. #includefile<sysheader>
C. #includesysheader.h
D. #include<sysheader.h>

47. Which one of following printf()format specifier indicates to print double value in decimal notation, left align in a 30 character forrmat field 4 digit precision?

A. %30f.4e
B. %4.30f
C. %30.4f
D. %4.30e

48.

```
int x=0;
for(;;)
{
        if(x++=4)
                break;
                continue;
}
printf("x=%d\n" x)
```

what is the output of above code?

A. x=5
B. x=0
C. x=4
D. x=1

49. According to the standard C specification what are the respective minimum size of following three data types :short,int,long?

A. 1,2,2
B. 1,2,4
C. 2,4,8
D. 2 ,2,4

50. What is output of following code?

```
#include<stdio.h>
void main()
{
        char letter='Z'
printf("\n %c" letter)
}
```

A. 90
B. Z
C. Error

D. Garbage Value

Answers:

1. C	2. B	3. C	4. D	5. B	6. A	7. A	8. B	9. A	10. B
11. B	12. D	13. A	14. C	15.B	16.B	17.C	18.A	19.D	20. D
21. D	22. A	23.C	24.B	25.A	26.A	27.B	28.D	29.D	30. D
31. A	32. D	33.C	34.C	35.D	36.C	37.D	38.B	39.A	40. D
41. B	42. D	43.A	44.C	45.B	46.D	47.C	48.A	49.B	50. B

1. What will be output of following program?

```
#include <stdio.h>
  #define a 10
void main()
{
printf("%d       a)
foo();
  printf("%d .. "
,a);
}
void foo()
{
#undef a
#define a 50
}
```

(A) 10.10 (B) 10.15 (C) Error (D) 0

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

(A) Address of array (B) Number of elements in array

(C) Value of the first element in array (D) Address of the first element of

3.

```
main()
{
char thought [20] [30] = {"Don't walk in front of me .. ", "1 may not follow" };
printf("%c%c", * (th ought [0]+9), *(*(thou ght+0)+5));
}
```

What is output of program?

(A) Don't walk in front of me (B) kk (C) 1 may not follow (D)K

4.

```
#include <stdio.h>
void main()
{
int i=3, *j, **k;
  j = &i;
k=&j;
printf("%d%d %d", *j, **k, *(*k));
}
```

What is output of above code?

(A) 000 (B) 333 (C) 444 (D) 433

5. Which of the following is the correct way of declaring a float pointer?

(A) float ptr; (B) *float ptr; (C) float *ptr; (D) None

6.The reason for using a pointer is ….

(A) Accessing arrays or strings (B) Dynamic memory allocation

(C) Implementing Linked lists, trees, graphs and many other data structures

(D) All the above

7. The size of structure can be determined by

a. Size of variable name

b. Size of (structure tag)

(A) Only a (B) Only b (C) Both a and b (D) None

8.
```
main()
{
    Struct
   {
            int i;
    }xyz;
(*xyz)->i=10;
printf("%d" ,xyz.i);
```

What will be the output?

(A) Program will not compile (B) No answer (C) 10 (D) Address of i

9. Pushdown list means:

(A) Stack (B) Queue (C) Linked List (D) All the Above

10. What output following program produce?

```
#include<stdio.h>
main()
{
char str*+=”S\005 B”
printf(" \ n %d" ,sizeof(str);
 }
```

(A) 7 (B) (C) 5 (D) Error

11. fputs function is used to

1. write character to a file **2. takes 2 parameters**

3. returns a character **4. requires a file pointer**

(A) All are true (B) All are false

(C) Only 1 and 2 are true (D) Only 1 and 3 are true

12.
```
#include<stdio.h>
Void main()
{
        int a;
        print(“%d” a^a)
}
```

(A) 1 B)0 C)Unexpected D)Runtime error

.

13. Time taken for addition of element in queue is

(A) O(1) (B) O(logn) (C) O(n) (D) None of these

14. To delete a dynamically allocated array names 'a' , the correct statement is

(A) delete a[10]; (B) delete [] (C) delete a; (D) delete [O]a;

15.What is output of following code?

```
#include<stdio.h>
void swap(int&,int&);
void main()
{
int a=10,b=20; swap(a++,b++ );
}
void swap(int&x,int&y)
{
x+=2; y+=3;
}
```

(A) Error (B) 10,20
(C) 14,24 (D) 11,21

16.What will be value of 'a' after following code is executed?

```
#define square(x) x*x
A = square(2+3);
```

(A) 25 (B) 13 (C) 11 (D) 10

17.The five items: A, B, C, D and E are pushed in a stack, one after another starting from A. The stack is popped four times and each element is inserted into queue. Then two elements are deleted from the queue and pushed back to stack. Now one item is popped from the stack. The popped item is

(A) A (B) B
(C) C (D)D

18.What is output of following code?

```
#include<stdio.h>
Void main()
{
int a=0,b=0;
a=(b=75)+9;
printif(" \ n%d%d",a,b);
}
```

(A) 75,9 (B) 84,75 (C) 75,84 (D) None

19. When applied to a variable, what does the unary & operator means?

(A) The variable value (B) The variable format
(C) The variable address (D) The variable's right value

20. FILE

```
*f=fopen(fname, "r"') ;readData(f) ;if(? ???){puts("End of fIle reached");}
```

(A) F=EOF()
(B) eof(f);
(C) feof(f)
(D) f=NULL

21. Global variables that are declared static are---------- .
Which one of the following correctly completed the sentence above?

(A) Deprecated by standard C (B) Allocated to Heap
(C) Internal to the current translation unit (D) Visible to all translation units

22. According to standard C, what type of an unsuffixed floating point literal, such as 123.45?

(A) float (B) double (C) unspecified (D) long double

23. Which one of the following valid for opening a read-only ASCII fIle?

(A) fIleOpen(fname,"r"); (B) fIleOpen(fname,"ra");
(C) fopen(fname,"r"); (D) fIleOpen(fname,"read");

24. f = fopen(fname,"r"); Referring to the code, what is proper definition of variable f from following?

(A) FILE f; (B) File *f; (C) int f; (D) struct FILE f;

25. short int x; // x is 16 bits

What is the maximum number that can be printed using printf("%d"\ n",x)

(A) 127 (B) 128 (C) 65,536 (D) 32,767

26. char *dwarves[]={"Sleppu", "Dopey""Doc","happy" ,"Grumpy"''sneezy","Bashful",};

how many element will dwarves will contain? Assuming c compiler employed strictly with the requirements of standard C.

(A) 4 (B) 5 (C) 6 (D) 7

27 char *buffer = 0123456789"

```
char *ptr = buffer;
ptr +=5;
printf("%s \n",ptr);
printf("%s\n", buffer);
```

What will be printed when above code is, executed?

(A) 0123456789,56789 (B) 5123456789,5123456789
(C) 56789,0123456789 (D) 56789,56789

28.

```
int y[4]= {6,7,8,9};
int *ptr= z +2;
printf("%d \ n,ptr[l]);
//ptr+ l=ptr[l]
```

(A) 6 (B) 7 (C) 8 (D) 9

29.

Penny = one
Nickel = five
Dime = ten
Qurter = twentyfive
How is enum is used to define the values of the American coins listed above?

(A) enum
(B) enum
coin((penny, l),(nickel,5),
coin(penny= 1,nickel=5,
(dime, 10),(quarter,25);
dime=10,quarte=25);
(D) enum
coin(penny=1,nickel=5,
coin{penny,nickel, dime=10,quarter=25}
dime,quarter}(l ,5, 1 0,25);

30. char txt[20] = "Hello World \ 0";

How many bytes are allocated for above definition?

A) 11 B) 12 C) 21 D) 20

31.
```
int i=4;
int x=6;
double z;
```

```
z=x/I;
printf("z = %.2f\n",z);
```

What will above code print?

(A) Z=1.00 (B) Z=1.50
(C) Z=O.OO (D) Z=2.00

32. Which of following variable name is not valid?

(A) go_cart (B) 4season (C) run4 (D) _what

33.

```
long factorial(long x)
{

????
return x*factoriai(x-1);
}
```

What should replace ????to make function return correct result?

(A) If(x==0) return 0; (B) If(x>=2) return 2 ;
(C) If(x<=l) return 1 ; (D) If(x==0) return 1;

34. How variable is accessed from other file?

(A) The global variable is referenced via the extern specifier
(B) The global variable is referenced via the pointer specifier.
(C) The global variable is referenced via the global specifier.
(D) The global variable is referenced via auto specifier.

35. What number is equivalent to 4e3?

(A) 40 (B) 0.004 (C) 400 (D) 4000

36. How does a variable definition differ from declaration?

(A) Variables may be defined many times but declared only once
(B) Definition allocates storage for a variable, but declaration only informs the compiler the type.
(C) Variable definition must be preceded by variable declaration
(D) There is no difference in C between variable declaration and definition.

37.

```
int x[] ={1, 2, 3, 4, 5}
int u;
int *ptr = x;
  ????????
for (u=0,u<5;u++)
{
        printf("%d-" x*u+)
}
printf("\n")
```

Which one of following will replace the ????in the code above to cause string 1-2-3-10-5- to be printed?

(A) *ptr + 3 = 10 (B) *ptr[3] =10
(C) *(ptr+3) = 10 (D) (*ptr)[3] = 10

38.

```
#include <stdio.h>
Void func()
int x=0;
static int y=O;
```

```
x++,y++;
printf("%d%d \ n" ,x,y);
}
void main()
{
        Func();
        Func();
        return 0;
}
```

What will be output of the above code?

(A) 1-1 (B) 1-1
2-1 1-2
(C) 1-1 (D) 1-0
1-2 1-0;

39. Except 1 all choices are O,K. c = getchar();

What is the proper declaration for the variable in the code above?

(A) Unsigned int c; (B) Unsigned char c; (C) int c; (D) char c;

40. When did the first ANSI come out?

(A) 1949 (B) 1975 (C) 1958 (D) 1966

41. Which of following is not standard issuing body?

(A) X3 (B) ISO (C) BSI (D) ANSI

42. **List in chronological order, when these languages officially recognized as a standard.**

1. ANSIC
2. ANSI COMMON LISP
3. ANSI COBOL
4. ANSI ADA

(A) 1,2,3,4 (D) 1,3,2,4
(C) 4,3,1,2 (D) 1,3,42

43. What are standards for?

1. To provide uniformity for everyone.
2. To allow monopoly of the product in the industry
3. To define a level of quality others have to meet
4. To restrict unauthorized changes in a design and its development (A) 2 and 4

(B) 1 and 3
(C) 1,2 and 4 only
(D) None of above

44. What implementation of C++ makes C++ programming language powerful?

(A) Easy implementation
(B) Reusing of code
(C) Easy memory management
(D) All the above

45. What are the main differencesbetween 3rd and 4th generationlanguages?

I. Both follow procedural code
II. Third generation language aremostly compiled languages.
III. Fourth generation languages are in-line with minimum work and skill concept
IVThird generation languages are user friendly and have intelligent default option.
(A) ii and iii only
(B) i and iv only

(C) i and iii only
(D) None

46. Which of following features would make next generation PL popular?

I. They are highly portable and are offered over wide range of systems
II. They are suitable for development of programs of arbitrary size and complexity.
III. They are reasonably stable during changes in hardware and system software.
IV. They have both procedural and nonprocedural approach.
(A) ii and iii only (B) I, iii and iv only
(C) iii and iv only (D) all

47. Which of following language has potential to become the next programming language?

I. Java II. Html
III. COBOL97 IV.ADA95
(A) I and N only (B) I AND II only
(C) I and III only (D) NONE

48.

```
#define max 10 +2
void main()
{
int i;
i = max*max;
clrscr();
printf("%d" ,i);
getch();
}
```

What will be the output?
(A) 32 (B) 60 (C) 12 (D) 19

49.What will be the output?

```
Void main()
{
char *str1='powla'
char *str2='er'
clrscr();
printf("%s \ b \ b%s",str1,str2);
}
```

(A) powlaer (B) powler (C) power (D) None

50. What will be output?

```
Void main()
{
int a=270;
char *p;
p=(char *)&a;
c1rscr();
printf("%d", *p);
getch();
}
```

(A) 200 (C) 14 (B) 16 (D) 15

Answer :

1. C 2. D 3.D 4.B 5. C 6. D 7.C 8.A 9.A 10.C 11.D 12. B 13.B
14.C 15.A 16.B 17.D 18.B 19. C 20.A 21. B 22. A 23.C 24.B 25. D 26.D
27.C 28.D 29. B 30. D 31. A 32. B 33.C 34.A 35.D 36.A 37.C 38.B
39.D 40. C 41. A 42. C 43.B 44.D 45.A 46.D 47.C 48.A 49.C 50.C

1. **what is the output of following?**

```
void main()
{
   int a=5;
{
}
clrscr();
printf("%d" a)
getch();
}
```

(A) 7 B) 5 c) 8 D) 6

2. **what will be the output?**

```
void main()
{
  int a=5;
  {
        int a=7;
        a++;
        printf("%d" a)
  }
clrscr();
printf("%d" a)
getch();
}
```

(A) 5 **because the scope of variable int a=7 is close after a++ and printf stateme.**

(B) 7

(C) 8

(D) None

3. **What is output?**

```
void change(int const*p)
{
        *((int *)p) = 20;
}
void main()
{     int const x=10;
        change(&x);
        clrscr();
        printf("%d",x);
        getch();  }
```

(A) 20 (B) 10 (C) 15 (D) 40

4. What is output?

```
void main()
{
        int a=1;
        static int count;
        clrscr();
        count++;
        while(a)
        {
        count++;
        a&=a-l;
        }
        printf("%d",count);
        getch();
}
```

(A) 20 (B) 1 (C) 16 (D) None

5. What will be the output?

```
void main()
{       int array[]={1,2,3,4,5,6};
        void xxx(int[5]);
        xxx(arr);
        getch();
}
void xxx(int ch[5])
{
        clrscr();
        printf("%d",1 [ch]);
}
```

(A) 20 (B)l (C) 16 (D) None

6.

```
find(int x, int y)
{
        retur((x<y):0:(xy));
}
call using find(x,find(x,y));
```

The purpose of the code is to find

(A) Maximum of x and y

(B) Minimum of x,y

(C) Positive difference between x and y

(D) Sum of x and y

7.Integer needs 2 bytes, the maximum value it can hold as unsigned is?

(A) (2 power 16)-1 (B) (2 power 15)-1

(C) (2 power 16) (D) (2 power 15)

8.Expression 3*(y-8)/9 and (y-8/9)*3 yields same value and y is of integer then y (A) Must yield same value (B) Must yield different value

(C) Mayor may not yield same value (D) None

9.printf("%f",9/5)
will print
(A) 1.8 (B) 1.0 (C) 2.0 (D) None (Error)

10. What will Output of Following Program

```
if(a=7)
        printf("a is 7")
else
        printf("a is not 7")
```

(A)a is 7 (B) is not 7
(C)Nothing (D)Garbag

11. **What will Output of Following Program**

```
if(a>b)
        if(b>c)
      s1;
    else
        s2;
```

s2 will be executed if
(A) b>c
(B) a<=b
(C) b<=c and a<=b
(D) a>b and b<=c

12. What will Output of Following Program

```
void main()
  {
        inc();inc();inc();
  }
  inc()
  {
        static int x;
        printf("%d",++x);
  }
```

(A) 012 (B) 3
(C) 123 (D) 111

13. Preprocessing is done
(A)either before or at beginning of compilation process
(B) after compilation before execution
(C)after loading
(D) None

14.**printf("%d",sizeof(""));** will print
(A) 1 (B) Error
(C) 0 (D) Garbage

15. **What will Output of Following Program**

```
main()
  {
  int a=5,b=2;
```

```
 printf("%d" ,a ++ +  b);
}
```

(A) results in syntax (B) 8
(C) 7 (D) None

16.The process by which one bit pattern is converted in to another by bit wise operation
(A) Masking (B) Pruning
(C) Bitting . (D) Chopping

17. Value of automatic variable that is declared but not initialized will be
(A) 0 (B) 1
(C) Unpredictable (D) None

18. `int v=3, *pv=&v; printf("%d%d",v, *pv);`
output will be (B) 3 3
(A) Error (D) 3 address ofv
(C) None

19. declaration
enum
cities(Bethlehem,J ericho,N azareth =1,jeruslem}
assign value 1 to
(A) Bethlehm (B) nazareth
(C) Bethlehem and nazareth
(D) Jerich() and nazareth

21.Consider scanf and sscanf function which is true
(A) no standard function called sscanf
(B) sscanf input character are taken from string
(C) sscanf is equivalent to scanf
(D) None of above

22. `int x[3][4] = { {l,2,3},{4,5,6},{7,8,9}}`
zero value will be present at
(A) x[2][2] = x[2][2] = x[2][3] =0
(B) None
(C) Value in last row is zeor
(D) Value in fourth column is zero

23.

```
main ()
 {
printf("%u" , main());
 }
```

(A) prints starting address of main() (B) prints garbage
(C) infinite loop (D) Execution error

24. `int a, *b=&a, **c,=&b;`

---
a=4; **c=5;
(A) Does not change value of a
(B) Assigns 5 to a
(C) Assigns value orb to a
(D) Assigns address of c to a

25. What is o/p

```
i =5;
    i=(++i)/(i++);
    printf("%d",i)
```

(A) 2 (C) 5
(B) 6 (D) 1

26. What is o/p

```
  void main()
  {
  int const *p=5;
  printf("%d",++(*p) );
   }
```

(A) Compile time error (B) Run time error
(C) Address (D) 5

28.

```
  main()
  {
  float me=1.1;
  double you=1.1;
   if(me==you)
printf("I LOVE YOU'):
  else
  printf("= : TE YOU")
```

(A) I LOVE YOU
(B) I HATE YOU
(C) Compile error
(D) Run time error

29.

```
main()
  {
 char *p;
  printf("%d %d" ,sizeof(*p) ,si zeof(p));
   }
```

What will be the output?
(A) 11 (B) 1 2
(C) 22 (1) Cannot tell

30.

```
  main()
  {
  static int var=5;
printf("%d",var-- );
  if(var)
  main();
  }
```

What will be the output?
(A) 1
(B) Will print 54321
(C) Compile error
(D) 5555555

31.
```
main()
 {
 int i=3;
 switch(i)
  {
 default: printf("zero");
          case1:   printf("obne")
                   break;
          case 2:  printf(''two'');
                   break;
          case 3:   printf("three'') ;
                    break;
 }
```
What will be the output?
(A) Zero (B) One
(C) Three (D) Two

32.
```
main()
 {
 int c-=2;
  printf("c=%d",c)
 }
```
What will be the output?
(A) C = 2 (B) C=-2
(C) Garbage value
(D) Compile error

33.
```
#define int char
 main()
 {
          int i=65;
          printf("sizeof(i)=%d",sizeof(i) );
  }
```
(A) Sizeof(i)=l (B) Sizeof(i)=2
(C) Sizeof(i)=3 (D) Compile error

34.
```
main()
 {
 int i=10;
 i=!i>14 ;
 printf("%d" ,i) ;
 }
```
(A) True (B) False
(C) 1 (D) 0

35.
```
#define squre(x) x*x
 main()
```

```
{
        int i=64/squre( 4);
         printf("%d",i);
}
```

What will be output of program?

(A) 16 (B) 64

(C) 4 (D) 32

36.

```
#include <stdio.h>
#define a 10
main()
{
        #define a 50
        printf("%d" ,a)
}
```

What will be output of program?

(A) 50 (B) 10 (C) 40 (D) 60

37.

```
main()
{
 int i=10
printf("%d%d%d" ,a,++a,a++);
}
```

What will be output of program?

(A) 121211 (B) 121010

C) 111112 (D) 101012

38.

```
main()
{
int i=0;
 for(;i<2;)
 printf("%d ",i++);
}
```

What will be output of program?

(A) 0 1 2 (B) 0 1 2

(C) 1 2 3 (D) Compile error

39.

```
main()
{
int x;
for(x=1;x<=5;x++ );
  printf("%d" ,x);
}
```

What will be output of program?

(A) 1 2 3 4 5 (B) 1

(C) 5 (D) 6

40.

```
main()
   {
  int array[]={10,20,30,40};
   printf("%d" ,sizeof( 5.2));
  }
```

What will be output of program?

(A) 2 (B) 4 (C) 8 (D) 10

41.

```
main()
   {
  int array()={10,20,30,40};
  printf("%d",- 2 [array ]);
  }
```

What will be output of program?

(A)-60 (B)-30 (C) Garbage value (D) Compile error

42.

```
main()
  {
  int array[3]={5};
  int i;
   for(i=0;i<2;i ++)
  printf("%d" ,array [i]);
}
```

What will be output of program?

(A) 5 Garbage value

(B) 500

(C) 5 null null

(D) Compile error

43.

```
main()
  {
        int a=5;
        int b=10;
         {
              int a=2;
               a++;
               b++;
        }
        printf("%d%d" ,a,b);
  }
```

What will be output of program?

(A) 510 (B) 611

(C) 5 11 (D) 6 10

44.

```
main()
  {
        int x=2,y=3;
        if(x+y<=5)
         printf('True"} ;
         else
```

```
        printf("False");
}
```

What will be output of program?

(A) True (B) False

(C) Compilation Error

(D) Run time error

45.
```
main()
{
const int i=5;
i++;
 printf{"%d" ,i);
}
```

What will be output of program?

(A) 5 (B) 6

(C) Compile Error

(D) Run time Error

1. B	2. A	3. A	4. C	5. B	6. C	7. A	8. B	9. D	10. D
11. D	12. C	13. A	14. A	15. C	16. A	17. C	18. B	19. D	20. A
21. B	22. D	23. C	24. B	25. A	26. A	27. A	28. B	29. B	30. A
31. C	32. D	33. A	34. D	35. B	36. A	37. A	38. B	39. D	40. C
41. B	42. B	43. C	44. A	45. C					

1. Syntax error is -

(A) Compile Time Error 1 (B) Logical Error

(C) Run Time Error (D) All above

2. In Black Box testing

(A) Tester doesn't look into the internal behavior and functionality of system

(B) Testing is done to decide whether or not to accept the product

(C) Tester accesses the internal data structure and algorithms

(D) Integration of external or third party system is tested.

3. Comments are added to ----------to understand program logic.

(A) Source code (B) System Manual

(C) User Manual (D) None of the above

4. Hungarian notation is used to

(A) Define name of variable according its data type and intended use

(B) Create System Manual

(C) Create User manual

(D) All of the above

5. In white box testing -

(A) Tester doesn't look into the internal behavior and functionality of system.

(B) Testing is done to dectde whether or not to accept the product.

(C) Tester accesses the internal data structure and algorithms

(D) Integration of external or third party system is tested

6. ..... is done to eliminate errors of the application.

(A) Compilation (B) Debugging

(C) Documentation (D) All above

7. ..... is a process of validating the correctness of program.
(A) Compilation (B) Debugging
(C) Testing (D) Documentation

8. Documentation is done to increase
(A) Readability of program (B) Development time of program
(C) Cost of program (D) All of the above

9. Testing can be -
(A) Manual only (B) Manual and Automated
(C) Automated only (D) None of the above

10. Data structure and code is access by a tester in -
(A) Black Box Testing (B) Acceptance Testing
(C) White Box Testing (D) Stress Testing

11. ..... .is steps by step execution of program.
(A) Testing (B) Compilation
(C) Debugging (D) All above

12. __ is a failure if a program doesn't work correctly.
(A) Programming (B) Testing
(C) Both a and b (C) None of these

13. Which of the following is not a characteristic for Testability?
(A) Operability (B) Observability
(C) Simplicity (D) Robustness

14. Cyclomatric Complexity method comes under_ testing method.
(A) White box (B) Black box
(C) Green box (D) Yellow box

15. Testing is a __ if a program does not work correctly.
(A) Failure (B) Success
(C) Complete (D) Partial

16. A __ is a sequence of statements from one place in the program to another.
(A) Route (B) Path
(C) Sub path (D) Gateway

17. Loop Testing comes under which testing method?
(A) White Box (B)'Black Box
(C) Green Box (D) Yellow Box

18. Which of these can be successfully tested using Loop Testing methodology?
(A) Simple Loops (B) Nested Loops
(C) Concatenated Loops (D) All ofthe above

19. Graph based testing comes under which testing methods?
(A) White Box (B) Black Box
(C) Green Box (D) Yellow Box

20. Which testing methods are used by end-users who actually test software before they use it.
(A) Alpha and Beta Testing (B) White Box Testing
(C) Black Box Testing (D) Trial and Error Testing'

21. To test a function, the programmer has to write a_, which calls the function and passes it test data.
(A) Stub (B) Driver
(C) Proxy (D) None of the above

22. White box testing is primarily:
(A) Data driven (B) Logic driven
(C) Bottom up driven (D) Defect driven

23. A regression test:
(A) Will always be automated
(B) Will help ensure unchanged areas of the software have not been
(C) Will help ensure changed areas of the software have not been affected
(D) Can only be run during user acceptance testing

24. Verification is-
(A) Checking that we are building the right system.
(B) Checking that we are building the system right
(C) Performed by an independent test team
(D) Making sure that it is what the user really wants

25. The purpose of requirement phase is -
(A) To freeze requirements (B) To understand user needs
(C) To define the scope of testing (D) All of the above

26. . .. is the process of locating and correcting program errors
(A) Testing (B) Executing
(C) Debugging CD) None

27. ... is said to be important step in program development
(A) Testing (B) Debugging
(C) Both (D) None

28. These errors occur when the values of programming language are not followed.
(A) Syntax Errors (B) Run-time errors
(C) Compile Time Errors (D) Logical errors

29. A program cannot be compiled and executed until these errors have been corrected
(A) Run-time errors (B) Logical error
(C) None (D) Syntax errors

30. '" Errors typically involve _ incorrect punctuations, undefined term or misuse of terms.
(A) Compile-time Errors (B) Syntax Errors
(C) Logical Errors (D) Run-time Errors

31. . .. are the error in planning the program logic
(A) Syntax errors (B) Compile time errors
(C) Logical errors (D) None

32. . .. Errors produce incorrect output
(A) Compile time errors (B) Logical errors
(C) Syntax error (D) All the above

33. A program with ... errors can be compiled and executed but will produce wrong output .
(A) Run time errors (B) Syntax errors
(C) Logical errors (D) Compile time errors

34. . . is are the errors which are detected and identified by the compiler and the execution of the program cannot be completed until all errors are rectified.
(A) Syntax errors (B) Logical errors
(C) Bugs (D) Compile time errors

35. '" Errors are the errors that the compiler missed during compile time.
(A) Run time errors (B) Virus
(C) Compile time errors (D) None

36. These errors occur when a logical mistake has been taken place resulting in problem such as in finite loops
(A) Bugs (B) Compile time errors
(C) Syntax errors (D) Run time errors

37. .... Is the process of finding and reducing the no of bugs, or errors, in a computer program thus making it behave as expected
(A) Debugging (B) Testing
(C) Compiling (D) Executing

38 ... is tool is used for debugging
(A) Assembler (B) Interpreter
(c) Compiler (D) Debugger

39 ... is the software tool which enables the programmer to monitor the execution of program, stop it, start it, etc
(A) Debugger (C) Compiler
(B) Loader (D) Linker

40. A person who carries out the debugging process is referred to as
(A) Programmer (B) Debugger
(C) Developer (D) None

41. ... is the software tool which helps the programmer in following the step-by-step execution of a program by allowing display of intermediate calculations and result whenever necessary.
(A) Compiler (C) Debugger
(B) Assembler (D) None

42. ... is the process undertaken to access the quality of computer software.
(A) Debugging (C) compiling
(B) None (D) Testing

43. Various approaches like reviews, walkthroughs or inspections in a software testing are considered as ...
(A) Unit Testing (B) Static Testing
(C) Dynamic testing (D) All

44. The actual execution of a program with a given set of test cases in a given development stage is referred as ...
(A) Dynamic Testing (B) Static Testing
(C) White box testing (D) Unit Testing

45. ..... Is the process which involves ensuring that the final product matches the customer requirements?
(A) Testing (C) Validation
(B) Debugging (D) Verification

46. ..... is the process of ensuring that the product has been built matches all the specification.
(A) Verification (B) Validation
(C) Debugging (D) Testing

47. In which of the testing internal behavior is not needed?
(A) White box testing (B) Black box testing
(C) System testing (D) Integration

48. Which of the testing involves feeding the input and observing the output from the test object?
(A) White box testing (B) Black box testing
(C) System testing (D) Unit testing

49. ..... testing is used when the tester has access to the internal data structures, codes and algorithms:
(A) Integration box testing (B) Unit testing
(C) Black box testing (D) White box Testing

50. In which of the testing each unit of the software is tested to verity that the detailed design for the unit has been correctly implemented?

(A) Unit box testing (B) Black box testing
(C) System testing (D) Regression testing

ANSWERS

1. A	2. A	3. A	4. A	5. C	6. B	7. C	8. A	9. B	10. C
11. C	12. B	13. D	14. A	15. A	16. C	17. A	18. D	19. B	20. A
21. B	22. B	23. B	24. B	25. D	26. C	27. C	28. A	29. D	30. B
31. C	32. B	33. C	34. D	35. A	36. D	37. A	38. D	39. A	40. B
41. C	42. D	43. B	44. A	45. C	46. B	47. B	48. B	49. D	50. A

1. Memory unit is one part of
(A) Input device (B) Control unit
(C) Output device (D) Central Processing Unit

2. The basic operations performed by a computer are
(A) Arithmetic operation (B) Logical operation
(C) Storage and relative (D) All the above

3. The earliest calculating devices are
(A) Abacus (B) Clock
(C) Difference Engine (D) None of these

4. The man who built the fIrst Mechanical Calculator was
(A) Joseph Marie Jacquard (B) John Mauchly
(C) Blaise Pascal (D) Harward Ailken

5. Punched cards were first introduced by
(A) Powers (B) Pascal
(C) Jacquard (D) Herman Hollerith

6. Computers built before the First Generation of computers were
(A) Mechanical (B) Electro-mechanical
(C) Electrical (D) None of these

7. The unit KIPS is used to measure the speed of_
(A) Processor (B) Disk drive
(C) Printer (D) Tape drive

8. What is the name of the latest Server Operating System developed by Microsoft?
(A) Windows NT (B) Windows 2000
(C) Windows XP (D) Windows 2003

9. What is the name of the software that allows us to browse through web pages called?
(A) Browser (B) Mail Client
(C) FTP Client (D) Messenger

10. Macromedia is a name of a company related with
(A) Hardware (B) Software
(C) Peripherals (D) Services

11. What is the address given to a computer connected 'to a network called?
(A) System Address (B) SYSID
(C) Process ID (D) IP Address

12. Direct X is a __
(A) Computer Part (B) Software that drives Graphic hardware
(C) A User Interface (D) None of these

13. When you purchase a product over a Mobile Phone, the transaction is called

(A) Web Commerce (B) e-Commerce
(C) m-Commerce (D) Mobile Purchases

14. Which of the following device can store large amounts of data?
(A) Floppy Disk (B) Hard Disk
(C) CDROM (D) Zip Disk

15. Data (information) is stored in computers as
(A) Files (B) Directories
(C) Floppies (D) Matter

16. Which technology is used in a CDROM Drive?
(A) Mechanical (B) Electromechanical
(C) Optical (D) Fiber Optical

17. MTBF means
(A) Mean Time Before Failure
(B) Master Time Buffer Feature
(C) Most Treated Buffer Time
(D) Master Test Board Feature

18. Floppy Disk Drives were first introduced by which of the following computer manufacturers?
(A) IBM (B) Sony
(C) Panasonic (D) Compaq

19. Which of the following companies is a leader in manufacture of Hard Disk Drives?
(A) Samsung (B) IBM
(C) Fujitsu (D) Segate

20. Usually, in MSDOS, the primary hard disk drives has the drive letter
(A) A : (B) B :
(C) C: (D)D :

21. Which of the memories below is often used in a typical computer operation?
(A) RAM (B) ROM (C) FDD (D)HDD

22. Time taken to move from one cylinder of a hdd to another is called
(A) Transfer rate (B) Average seek time
(C) Latency (D) Roundtrip time

23. Which of the following RAM times have to be refreshed often in order to retain its contents?
(A) SIMM (B)DIMM
(C) SDMM (D) DSMM

24. Which of the following is not a logic gate?
(A) AND (B) OR
(C) NOT (D)NAT

25. The Analytical Engine developed during First Generation of computers used _ as a memory unit

(A) RAM (B) Floppies
(C) Cards (D) Counter Wheels

26. Which storage device is mounted on 'reels'?
(A) Floppy Disk (B) Hard Disk
(C) Magnetic Tapes (D) CDROM

27. Which of the following statements is/are true?
(A) Cache Memories are bigger than RAM (B) Cache Memories are smaller than RAM (C) ROM is faster than RAM (D) Information in ROM can be written by users

28. In a computer __ is capable to store single binary bit.
(A) Capacitor (B) Flip flop

(C) Register (D) Inductor

29. A set of flip flops integrated together is called __

(A) Counter (B) Adder
(C) Register (D) None of the above

30. Which of the following are the best units of data on an external storage device?

(A) Bits (C) Hertz
(B) Bytes (D) Clock cycles

31. Seperate ReadlWrite heads are required in which of these memory access schemes.

(A) Random Access (B) Sequential Access
(C) Direct Access (D) None of these

32. A register organized to allow to move left or right operations is called as __

(A) Counter (B) Loader
(C) Adder (D) Shift register

33. Which of the following are the cheapest memory devices in terms of Cost / Bit?

(A) Semiconductor Memories (B) magnetic Disks
(C) Magnetic Tapes (D) Compact Disks

34. Which of the following have the fastest access time?

(A) Semiconductor Memories (B) Magnetic Disk's
(C) Magnetic Tapes (D) Compact Disks

35. __ is a semi conductor memory.

(A) Dynamic (B) Static
(C) Bubble (D) Both A & B

36. Which of the following is a read only memory storage device.

(A) Floppy disk (B) Hard disk
(C) CDROM . (D) None of these

37. DMA stands for __

(A) Direct Memory Access (B) Distinct Memory Access
(C) Direct Module Access (D) Direct Memory Allocation

38. transforms one interface into another interface

(A) Program (C) Data
(B) Software (D) None

39. interface consists of things --- like program counter, registers, interrupts and terminals

(A) Hardware (B) Software
(C) Data CD) None

40. Swapping

(A) Works best with many small partitions
(B) Allows many programs to use memory simultaneously to use the memory
(C) Allows each program in turn
(D) Does not work with overlaying

41. Poor response times are usually caused by

(A) Process busy (B) High I/O rates
(C) High paging rates (D) Any ofthe above

42. Which of the following program is not a utility?

(A) Debugger (C) Spooler
(B) Editor (D) All above

43. A co-processor .

(A) Is relatively easy to support in software (B) Causes all processors to function equally
(C) Works with any application (D) Is quite common in modem computers

44. Page stealing

(A) Is a sign of an efficient system (B) Is taking page frames from other working sets
(C) Should be the tuning goal

45. Which generation of computer is still under development
(A) Fourth (B) Fifth
(C) Sixth (D) Seventh

46. Artificial intelligence is associated with which generation?
(A) First Generation (B) Second Generation
(C) Seventh Generation (D) Fifth Generation

47. Which of the operations are not performed by the computer
(A) Controlling (B) Inputting
(C) Processing (D) Understanding

48. Fifth generation computer is also known as----
(A) Knowledge information processing system (B) Very Large Scale Integration(VLSI)
(C) Both A & B (D) None above

49. The brain of any computer system is ….
(A) Control unit (B) Central Processing unit
(C) Arithmetic Logic unit (D) Storage unit

50. Which one of the following will declare a pointer to an integer at address Ox200 in memory?
(A) int *x = *Ox200;
(B) int *x(&Ox200)
(C) int *x = &Ox200;
(D) *x = Ox200;

Answer:

1. D	2. D	3. A	4. C	5. D	6. B	7. A	8. B	9. A	10. B
11. D	12. B	13. C	14. B	15. A	16. C	17. A	18. A	19. D	20. C
21. A	22. B	23. D	24. D	25. D	26. C	27. B	28. B	29. C	30. B
31. D	32. D	33. D	34. A	35. D	36. C	37. A	38. B	39. A	40. C
41. D	42. C	43. A	44. B	45. B	46. D	47. D	48. A	49. B	50. D

1. …… testing exposes defects in the interfaces and interactions between integrated components.
(A) White box testing (B) System testing
(C) Regression testing (D) Integration testing

2. **In which of the testing, it tests a completely integrated system to verify that it meets its requirements?**
(A) Unit testing (B) Sanity box testing
(C) System Integration testing (D) System testing

3. **……testing verifies that a system is integrated to an external third party system defined in the system requirements**
(A) Black box testing (B) White box testing
(C) System integration testing (D) Unit testing

4. **" …… can begin in the early stages of software development.**
(A) Testing (B) Debugging (C) Documentation (D) Compiling

5. **…… '" can begin only after program is coded.**
(A) Testing (B) Documentation (C) Compiling (D) Debugging

6. ……is said to be complete, when requirement verification have been performed.
(A) Debugging (B) Compiling (C) Documentation (D) Testing

7. …… is said to be complete when all errors are known and have been fixed.

(A) Debugging (B) Testing (C) Execution (D) None

8. Which of the following is the type error

(A) Syntax (B) Logical (C) Run time (D) All the above

9. Key used to start debugging in C Language program.

(A) F4 (B) F5

(C) F6 (D) F7

10. What is break point in debugging?

(A) Signal to suspend execution of program at that point

(B) Signal to suspend execution of program

(C) Resume program execution

(D) Cancel program execution

11. What are watches in debugging?

(A) Monitor stack values (B) Monitor function values

(C) Monitor Procedure execution (D) Monitor values of variables

12. What is immediate window in debugging?

(A) Monitor Stack Values (B) Monitor function values

(C) Monitor procedure execution (D) Monitor value of variables

13. F8 key in C language program is used for ..... while debugging.

(A) Overriding function execution (B) Bypass function execution

(C) Override variable (D) Bypass variable

14. Bug has appeared in a program on 1025 line onward what will be used for fast debugging?

(A) User break point (B) Use watches (C) Use variables (D) Use help

15. How will you bypass going into function while debugging in C language program?

(A) Use Ctrl + F9 (B) Use F8 (C) Use Ctrl + F8 (D) Use F7

16. A program can be debugged only if it has no .....

(A) Syntax Errors (B) Logical Errors (C) A & B both (D) Divide by zero error

17. Debugging can only be done for ..... other that removal of bug

(A) Understanding Logic of program (B) Time pass

(C) A and B both (D) None of above

18. For debugging, a program should be ..... free.

(A) Syntax Error (B) Logical Error (C) Warning (D) All of the above

19. Debugging helps in understanding.....

(A) Logic of program (B) Flow of program (C) A and B both (D) None

20. Debugging can be done only in .....

(A) Executable file B) Source code file (C) Object file (D) Header file

21. ..... file cannot be debugged in C language.

(A) Header file (B) Libraries (C) Executable File (D) All of above

22. In C Language ..... key is used to run program after debugging.

(A) Ctrl + F1 (B) Ctrl + F2 (C) Ctrl + FB (D) Ctrl + F9

23. Toggle break point in debugger is used for .....

(A) Assign or remove break point (B) Only assign break point

(C) Only remove break point (D) None

24. Program testing is done for detection of .....

(A) Variable in program (B) Data type in program

(C) Bug's in program (D) Structures in program

25. For program testing to be done program must be Free.

(A) Syntax error (B) Logical (C) A and B both (D) Warning

26. Program testing has to be done .....debugging.

(A) Before (B) After (C) Before and After (D) Never

27. Program is cycle of software engineering.
(A) Fourth (B) First
(C) Second (D) Third

28. API stands for .
(A) Application program interconnection (B) Application program interface
(C) Application program inter call (D) None

29. API contains.
(A) Routines (B) Data structures (C) Objects (D) All the above

30. Logical error is also called as
(A) Semantic error (B) compilation error (D) syntax error (D) Warning error

31. Logic error produces.
(A) Desired output (B)Undesired output (C) Other behaviour (D) Both A and B

32. Removal of Logic errors requires .....the program.
(A) Scanning (B) Printing (C) Debugging (D) Deleting

33. API/libraries can be.
(A) Language dependent (B) Language independent (C) Both A and B (D) None

34. Header files in C language are .....
(A) Procedures (B) Functions (C) Routines (D) Libraries

35. API Information is ..... by the company who generates the API.
(A) Protected (B) Unprotected (C) Related (D) None

36. Libraries can be created for.....
(A) Generalized functions (B) Generalized procedures (C) Variables (D) Both A and B

37. Program testing should be done by.....
(A) Programmer (B) Developer (C) Other people (D) Both A and B

38. Before releasing of program..... '" is released.
(A) Beta version (B) Sample (C) Directly program (D) None

39. Serious error/ bug in released program are incorporated in .....
(A) Next version (B) Next edition (C) Next Patches (D) Left as it is

40. All upgrades in previous release of program are incorporated in
(A) Next version B) Next Edition (C) Next Patches D) Left as it is

41. When a key is pressed on the keyboard, which standard is used for converting the keystroke into the corresponding bits
(A) ANSI (B) ASCII (C) EBCDIC (D) ISO

42. Which device is used as the standard pointing device in a Graphical User Environment
(A) Keyboard (B) Joystick (C) Mouse (D) Track ball

43. Which number system is usually followed in a typical 32-bit computer?
(A) 2 (B) 10 (C) 16 (D) 32

44. Which of the following is not an output device?
(A) Scanner (B) Printer (C) Flat Screen (D) Touch Screen

45. Which of the following devices have a limitation that we can only read information from it but cannot erase or modify it
(A) Floppy Disk an Hard Disk (C) Tape Drive (D) CDROM

46. Which technology is used in Compact disks?
(A) Mechanical (B) Electrical (C) Electro Magnetic (D) Laser

47. Which of the following storage devices can store maximum amount of data?
(A) Floppy Disk (B) Hard Disk (C) Compact Disk (D) Magneto Optic Disk

48. The programs which are as permanent as hardware and stored in ROM is known as
(A) Hardware (B) Software (C) Firmware D) ROMware

49. Primary memory stores

(A) Data alone (B) Programs alone (C) Results alone (D) All of these

50. Which device can understand difference between data & programs?

(A) Input device (B) Output device (C) Memory (D) Microprocessor

ANSWERS

1. D 2. D 3.C 4.C 5.D 6. D 7. A 8. D 9.D 10. A 11.D 12.D 13.B
14.A 15. B 16. A 17. A 18. A 19.C 20. B 21. D 22. D 23.A 24.C 25. A
26. C 27. A 28.B 29.D 30. A 31. D 32. C 33.C 34.D 35. A 36. D 37. C 38.A
39.C 40. A 41. B 42. C 43.D 44.D 45. D 46. D 47. B 48.C 49.D 50. D

1. Pick the one that is used for logical operations or comparisons such as less than equal to or greater than

(A) Arithmetic and Logic unit (B) Control unit (C) Both A & B (D) None

2. Analog computers work on the supply of ----------

(A) Continuous electrical pulses (B) Electrical pulses but not continuous
(C) Magnetic strength (D) None of theses

3. Digital devices are ----------

(A) Clock with a dial and two hands (B) Digital clock
(C) Automobile speed meter (D) All of them

4. The computer that process both analog & digital is called ----------¬

(A) Analog Computer (B) Digital Computer (C) Hybrid Computer (D) Mainframe

5. UNIVAC stands for ----------

(A) Universal Automatic Computer (B) Unique Automatic Computer
(C) Universal Array Computer (D) Unvalued Automatic Computer

6. CD-ROM stand for----------

(A) Compactable Read Only (B) Compactable Disk Read Only Memory
(C) Compact Data Read Only memory (D) Compact Disk read Only Memory

7. ALU is ----------

(A) Arithmetic logic Unit (B) Array Logic Unit
(C) Application Logic Unit (D) None of these

8. VGA stands for ----------¬

(A) Video Graphics Array (B) Video Graphics Adapter
(C) Visual Graphics Array (D) Volatile Graphics Array

9. IBM 1401 is ----------¬

(A) First Generation (B) Second Generation
(C) Third Generation (D) D Fourth Generation

10. MSI stands for ----------

(A) Medium System Intelligent Circuit (B) Medium System Integrated Circuits
(C) Medium Scale Intelligent Circuit (D) Medium Scale Integrated Circuits

11. The capacity of 3.5 inch floppy disk is ----------

(A) 1.40 MB (C) 1.44MB
(B) 1.44 GB (D) 1.40 GB

12. The first computer introduced in Nepal was----------

(A) IBM 1400 (B) IBM 1401
(C) IBM 1402 (D) IBM1402

13. WAN stand for

(A) Wide Area Network (B) Wap Area Network
(C) Wide Area Net (D) Wireless Area Network

14. **MICR stands for ----------**
(A) Magnetic Ink Code Reader (B) Magnetic Ink Character Reader
(C) Magnetic Ink Cases Reader (D) None of these

15. **EBCDIC stands for ----------**
(A) Extended Bit Code Decimal Interchange Code
(B) Extended Binary Case Decimal Interchange Code
(C) Extended Bit Case Decimal Interchange Code
(D) Extended Binary Coded' Decimal Interchange code

16. **BCD is ----------**
(A) Bit Coded Decimal (B) Binary Coded Digit
(C) Binary Coded Decimal (D) Bit Coded Digit

17. **ASCII stands for ----------**
(A) American Stable Code For International Interchange
(B) American Standard Code For Interchange Information
(C) American Stable Case For Information Interchange
(D) American Standard Code For Institutional Interchange

18. **Which of the following is the first generation computer?**
(A) IBM-1401 (B) EDSAC
(C) CDC-1604 (D) ICL 2900

19. **Chief component of first generation computer was ----------**
(A) Vacuum Tubes & Valves (B) Integrated Circuits
(C) Transistors (D) None of these

20. **FORTRAN is ----------**
(A) File Translation (B) Format Translation
(C) Formula Translation (D) Floppy Translation

21. **EEPROM stands for ----------¬**
(A) Electrically Erasable Programmable Read Only Memory
(B) Easily Erasable Programmable read Only Memory
(C) Electronic Erasable Programmable Read Only Memory
(D) None of the Above

22. **Second Generation computers were developed during -** _
(A) 1949 to 1955 (B) 1956 to 1965
(C) 1970 to 1990 (D) 1965 to 1970

23. **The computer size was large in ---------- Generation**
(A) Fourth (B) Second
(C) Third (D) First

24. **What is a job of Scheduler?**
(A) Share processor time in all running process
(B) Share output devices in all running process
(C) Share input device in all running process
(D) All of the above

25. **Basic Concepts used in virtual memory**
(A) Online Secondary Storage (B) Demand Paging
(C) Swapping (D) All of above

26. **Which of the division specifies the program & its author?**
(A) Data Division (B) Environment Division
(C) None (D) Identification Division

27. **Which of the division specifies the computer peripherals use to compile & execute the program?**
(A) Environment Division (B) Data Division

(C) Identification Division (D) Procedure Division

28. 'Which of the division specifies the structure & format of the input & output data files?

(A) Environment Division (B) Procedure Division

(C) Data Division (D) Identification Division

29. Which of the division specifies the sequence of operations to be performed by the program?

(A) Identification Division (B) Data Division

(C) Procedure Division (D) Environment Division

1. A 2. A 3. B 4. C 5. A 6. D 7. A 8. A 9. B 10. D 11. C 12. B

13. A 14. B 15. D 16. C 17. D 18. B 19. A 20. C 21. A 22. B 23. C

24. A 25. D 26. D 27. A 28. C 29. C

1. Comments are written using the

(A) General English Statements

(B) Assembly Language Statements

(C) Higher Level Language Statements

(D) Block Of Code

2. A system manual contains

(A) Input requirements, forms, type of output required, flowcharts, control procedure

(B) Information about OS

(C) Manual of computer systems

(D) Multimedia information

3. ___ do not contain any program logic and are ignored by language processor.

(A) Protocols (C) Comments

(B) Loops (D) None above

4. Documentation is carried out in ..... phase.

(A) Maintenance (B) Testing

(C) System requirement (D) Implementation

5. Comments are

(A) Executable statements

(B) Non executable statements

(C) Assignment statements

(D) Input/output statements

6. Documentation is any communicable material (such as text, video, audio, etc., or combinations thereof) which __

(A) Explain some attributes of an object, system or procedure

(B) Are in books or computer readable file formats

(C) Describe the structure and components, or on the other hand, operation, of System.

(D) All of above

7. Consider the following statements:

(a) Indentation makes programs more readable and simpler to understand

(b) Indentation is compulsory while writing a program

Which of the following option is correct?

(A) Only (a) is true (B) Only (b) is true

(C) Both (a) and (b) are true (D) Both (a) and (b) are false

8. Documentation standards use

(A) Hungarian notations

(B) Comments

(C) Function description

(D) All above

9. What does user manual provide?

(A) Help for developer

(B) Help for end user

(C) Help for tester

(D) Help for analyst

10. Which of the following is generally used for documentation?

(A) Comments (B) Variables

(C) Data types CD) Functions

11. ----- also specifies the information about the security measures for using the software.

(A) Program Messages

(B) User manual

(C) System manual

(D) Comments

12. User manual are used for

(A) Modifying the program

(B) Maintaining a program

(C) To know the operational details of program

(D) None of above

13. The instructions in machine language must be in streams of_

(A) Decimal digits

(B) ASCII code

(C) Os & Is

(D) UNICODE

14. Today's computers belong to generation.

(A) Third (B) Fifth

(C) Fourth CD) Second

15. Which of the following are characteristics of a good programming language?

(A) Safety (B) Simplicity

(C) Performance CD) All above

16. The command is used to store a program within the computer.

(A) Store command

(B) Hold command

(C) Save command

(D) Load Command

17. Characteristics of good programming are

(A) Simplicity, natural, efficient, compactness.

(B) Hard to understand, lengthy & incompact.

(C) Unstructured, inefficient & coplex.

(D) Complex, English - like, non- modular

18. A system call is a method by which a program makes a request to the

(A) I/O management

(B) Memory management

(C) Interrupt processing

(D) Operating system

19. The most important aspect of program coding is

(A) Readability

(B) Usability

(C) Productivity

(D) All above

20. Which of the following is not a characteristic of a good programming language?

(A) Simplicity (B) Natural

(C) Locality W) Complexity

21. Which of the following is not related to machine language?

(A) Opcode

(B) Data movement operations

(C) Instruction set

(D) None

22. Which of the following is not case sensitive language?

(A) C (B) JAVA

(C) C++ (D) None of these

23. In which of the following language the 'opcode' is used?

(A) Assembly language

(B) Machine language

(C) High-level language

(D) None of these

24. In which of the following language a program can be written using symbolic names?

(A) Assembly language (B) High-level language

(C) Machine language (D) All the above

25. The Language made of streams of 0 , s & 1 ' s is called as a

(A) Symbolic language

(B) High level Language

(C) Machine Language

(D) Algorithm

26. Each line of program consists of four columns known as fields

(A) Machine language (B) Assembly language

(C) Scripting Language (D) Pascal

27. Which of the following is a high-level language?

(A) BASIC (B) PASCAL

(C) FORTRAN (D) All of the above

28. PASCAL is a

(A) Low level language

(B) Machine level language

(C) High Level language

(D) Object oriented language

29. What is the correct file extension for a C++ program?

(A) C++ (B) C+ (C) CPP (D) .CCP

30. Fortran is

(A) General purpose

(B) Procedural

(C) Imperative programming

(D) All of above

31. Line editor and the types of editor

(A) Function editor

(B) Module editor

(C) Screen editor

(D) None these

32. The language that the computer can understand and execute is called
(A) Low-level machine language
(B) High-level language
(C) Assembly Language
(D) None of the above

33. Which of the following factors should be considered while selecting a programming language for application development?
(A) Nature of application
(B) Ease of learning the language
(C) Familiarity with the language
(D) All A, B, C

34. Interpreter is used to convert
(A) Low level to high level,
(B) High level to Machine level
(C) Assembly to low level
(D) None of these

35. Which of the following languages is effective for mathematical calculations
(A) FORTRAN (B) C
(C) PASCAL (D) All of the above

36. Instructions are encoded as number is a feature of
(A) Assembly language
(B) High level language
(C) Machine language
(D) C language

37. Which of the following statement(s) is/are correct?
(A) Linker is a program that takes one or more object generated by a Computer and assembles them into a single executable program
(B) Linker is a program that takes one or more source program files and assembles them into a single executable program
(C) Linker is a program that translates a high-level language progrmn into its equivalent object code
(D) None of the above

38. Which of the Following is not a Translator program?
(A) Assembler (B) Compiler
(C) Interpreter (D) Linker

39. A Linker
(A) Combines different modules of the program
(B) Allows user to write a program
(C) Finds out errors
(D) Is used to debug '3 program

40. 'C' can be used on platform(s),
(A) MS-DOS operating system
(B) Linux operating system
(C) Windows operating system
(D) All the above

41. Which of the following is an assembly language instruction?
(A) 1.00E+15 (B) ADD AX 14
(C) X = X + Y (D)(SET! X Y)

42. Consider the following statements:
(i) Compilers and Interpreters are used to find errors.
(ii) Compilers are faster when compared to the interpreters

Which of the following statement is correct?
(A) Both the statements are correct
(B) Only first statement is correct
(C) Only Second statement is correct
(D) Both the statements are wrong

43. Which of the following language is easy to debug?
(A) Assembly language
(B) Machine language
(C) All high-level languages
(D) All the above

44. Which of the following saves the generated object code?
(A) Interpreter (B) Linker
(C) Compiler (D) Loader

45. Advantage(s) of interpreters over compliers are _
(A) They are less complex programs than compliers
(B) They need less memory space for execution than compliers
(C) Syntax error in a program statement is detected during processing of that statement
(D) All of them

46. FORTRAN stands for-
(A) Foreign translator
(B) Formula Transmission
(C) Formula Translator
(D) Formula Transaction

47. Which one of the following is an example of machine language?
(A) ADD r1, r2 (B) 10010111
(C) y - y+2 (D) printf(\ "Welcome \ ");

48. Assembly languages are High Level languages
(A) The statement is correct
(B) The statement is wrong
(C) The statement is partially correct
(D) None of above

49. Which files are linked by a Linker?
(A) Source Files
(B) Object Files
(C) Executable Files
(D) Text Files

50. Which of the following is a business oriented language?
(A) FORTRAN (B) PASCAL
(C) C (D) COBOL

ANSWERS

1. A	6. D	11. B	16. C	21. D	26. B	31. C	36. C	41. B	46. C
2. A	7. A	12. C	17. A	22. D	27. D	32. A	37. A	42. A	47. B
3. C	8. D	13. C	18. D	23. B	28. C	33. D	38. D	43. C	48. B
4. D	9. B	14. B	19. D	24. A	29. C	34. B	39. A	44. C	49. B
5. B	10. A	15. D	20. C	25. C	30. D	35. D	40. D	45. D	50. D

Prepared By:- Mr. Pawar A. B.

1. Which statement(s) is used to terminate the current loop immediately and transfer control to the statement immediately following that loop?

(A) Exit
(B) break
(C) Both exit & break
(D) None of above

2. Which of the following statement is true?

1. Every program is an algorithm.
2. Every algorithm is a program.

(A)Both (B) Only 1
(C) Only 2 (D) Neither 1 nor 2

3. Which of the following is an iterative control structure?

(A)Decision Making
(B) Sequential
(C)Jump
(D) Loop

4. Which of the following structures are used in computer programs

(A)Sequential (B) Decision
(C) Iterative (D) All of above

5. Instructions in algorithms should be

(A)Precise
(B) Unambiguous
(C)Precise & Unambiguous
(D) None of above

6. Which of the following statement does not belong to structured programming?

(A) while (B)do_while
(C) for (D) goto

7. As compared to a flowchart, it is easier to modify the of program logic when program modifications are necessary.

(A) Macro flowchart
(B) Micro flowchart
(C) Terminal
(D) Pseudo code.

8. Algorithm halts in

(A) Finite time
(B) Infinite time
(C) Logarithmic time
(D) Exponential time

9. In which discipline(s), an algorithm is used ?

(A) Mathematics
(B) Computing
(C)Linguistics
(D) All of above

10. The __ flow chart symbol(s) represents one way flow of control.

(A)Processing (B) Decision
(C) Terminal (D) All above

11. What is an infinite loop?

(A) It is an endless loop
(B) It means multiple loops
(C) It is a nested loop
(D) It is an unclosed loop

12. The normal flow of flowchart is from
(A) Left to Right
(B) Right to Left
(C) A & D
(D) Top to Bottom

13. Which tool shows textual design solution
(A) Flowchart
(B) Structure chart
(C) Pseudo code
(D) Algorithm

14. Finiteness property of an Algorithm is
(A) The number of steps in the algorithm should be finite.
(B) The algorithm should terminate after a finite no. of times.
(C) For all possible combinations of input data, the algorithm terminates after a finite no. of steps
(D) None of above

15. Pseudo code consists of and omits .
(A) Structural conventions of programming languages; subroutines, variable declarations or language-specific syntax
(B) Subroutines; structural conventions of programming languages
(C) Variable declarations; language-specific syntax
(D) Subroutines; Functions

16. Terminal symbol in a flow chart indicates
(A)Decision (C) Process
(B) End (D) None above

17. -------- Statement is used to indicate the end of a 'DO ... WHILE' construct in the pseudo code
(A) END DO (B) DOEND
(C) END (D) CLOSE

18. A good algorithm is not
(A) Simple and powerful
(B) Clear for implementation
(C) Dependent on a particular machine
(D) Effective

19. English statements that follow a loosely defined syntax & are used to convey the design of an algorithm is called
(A) Program (B) Flowchart
(C) Pseudo code (D) None of the above.

20. A flowchart is used in __ of the software development.
(A) Implementation phase
(B) Testing phase
(C) Analysis phase
(D) Design phase

21. Indentation is used to format
(A) Program source code

(B) Object code
(C) Executable code
(D) All of the above

22. Consider the following statements regarding algorithms:
(a) Each instruction of an algorithm should be executed in a finite time
(b) One or more instructions of an algorithm should not be repeated infinitely
(c) Any program is an algorithm

(A) A, B, C and D are true
(B) Only A, Band D are true
(C) Only B, C and D are true
(D) Only A, Band C are true

23. Another name for pseudo code is
(A) Imitation code
(B) Flowchart
(C) Program
(D) Algorithm

24. How many basic symbols are available to draw a flowchart?
(A) 4 (B) 6
(C) 8 (D) 7

25. Which of the following is not the way to represent an algorithm?
(A) As an executable code
(B) As a program
(C) As a flowchart
(D) As a pseudo code

26. Consider the following statements and determine which of the following is correct?
(a) Indentation makes programs more readable and simpler to understand
(b) Indentation is compulsory while writing a program

(A) Only (a) is true
(B) Only (b) is true
(C) Both (a) & (b) are true
(D) Both (a) & (b) are false

27. The valid symbol(s) in flowchart is/are _
(A) Connector
(B) Terminal Symbol
(C) Processing Symbol
(D) All of above

28. The algorithm cannot be represented as
(A) A flowchart
(B) a program
(C) a process
(D) a pseudo code

29. A decision symbol can be used for
(A) A two way branch decision
(B) A three way branch decision
(C) Multiple way branch decision
(D) All of the above

30. What is a Hungarian notation?

(A) Notation for writing Loops
(B) Notation for Manipulating Pointers
(C) Notation for writing Variable Names
(D) Flowchart Notation

31. Each step in an algorithm should be performed in a time.
(A) Finite (B) Infinite
(C) short (D) Long.

32. Which of the following statement is not appropriate?
(A) Indentation improves the performance of the program.
(B) Indentation is needed to make the program more readable.
(C) Indentation helps the program to distinguish control statements.
(D) Indentation makes the program easy to debug.

33. The structured programming languages are also known as languages.
(A) Object oriented
(B) Procedure oriented
(C) Modular programming
(D) All the above

34. A Symbol is used in a flowchart to represent arithmetic and data movement instructions.
(A) Flow lines (B) Processing
(C) Input/output (D) Terminal.

35. The with arrowheads are used to indicate the flow of an operation, that is, the exact Sequence in which the instructions are to be executed.
(A) Flow lines (B) Processing
(C) Decision (D) Terminal.

36. The use of an algorithm is not intended for
(A) Modularizing the programs
(B) Documentation
(C) Writing variable names
(D) Debugging

37. Which of the following is a low level language?
(A) C
(B) LISP
(C) Machine Level Language
(D) JAVA

38. Which of the following language is best suited for system-level programming?
(A) BASIC (B) C
(C) LISP (D) JAVA

39. Which of the following sequence is correct?
(A) Source code - compiler - object code - linker - executable code
(B) Source code -linker - object code compiler - executable code
(C) Object code - compiler - source code - linker - executable code
(D) Object code -linker - source code - compiler - executable code

40. The computer software has been classified into two categories. They are _
(A) Hardware & Software
(B) Input & Output
(C) System Software & Application software
(D) Linker & Loader

41. A 'C' program is portable means it

(A) Can run on any machine
(B) Can write on any machine
(C) Can read from as well as write to any machine
(D) All of the above

42. Which programming language is machine independent?
(A) Machine level language
(B) Assembly level language
(C) High level language
(D) Both A and B

43. A program that aids in effective execution of user programs is called
(A) Application program
(B) System program
(C) Both System and Application program
(D) N either System nor Application program

44. instruct the assembler to perform certain actions during the assembly of programs
(A) Assembler directives
(B) Compiler directives
(C) Declarative statements
(D) Imperative statements

45. is an example of a High Level language.
(A) C ++ (B) Assembly language.
(C) Java (D) Both A & C

46. Low level languages are _
(A) Machine level language
(B) Assembly level language
(C) High level language
(D) Both A and B

47. Language is understood by a computer without using translation as (A) Assembly language
(B) Symbolic language
(C) Machine language
(D) Higher level language

48. Application software can be for _
(A) Operating system
(B) Translator
(C) General-purpose application & Application specific solutions
(D) All of the above

49. Which of the following is the easiest language to learn and use to write programs? (A) High level language
(B) Machine level language
(C) Assembly level language
(D) Middle level language

50. Which of the following language is predecessor to C Programming Language? (A) A (B) B
(C) C++ (D) BCPL

ANSWERS

1. B 2. B 3. D 4. D 5. C 6. D 7. D 8. A 9. B 10. A

B.

11. A 12. D 13. C 14. C 15. A 16. B 17. A 18. C 19. C 20. D
21. A 22. D 23. A 24. B 25. A 26. A 27. D 28. C 29. D 30. C
31. A 32. A 33.C 34. B 35. A 36. C 37. C 38. B 39. A 40. C
41. A 42. C 43. B 44. A 45. D 46. D 47. C 48. C 49. A 50. B

1. **:ow will you write comment in a 'C' Program?**
   A. //
   B. // //
   C. /* */
   D. /*
2. **Which of the following is FALSE in C?**
   A. Keyword can be used as variable names
   B. Variable names can contain a digit
   C. Variable names do not contain a blank space
   D. Capital letters can be used in variable names
3. **=n 'C' rithmetic instruction cannot contain**
   A. Variables
   B. Constants
   C. Variable names on right side of =
   D. Constants on left side of =
4. **An expression contains relational operators, assignment operators and arithmetic operators. In the absence of parentheses, they will be evaluated in which of the following order**
   A. Assignment, Relational, Arithmetic
   B. Assignment, Relational, Assignment
   C. Relational, Arithmetic, Assignment
   D. Assignment, Arithmetic, Relational
5. **In b=6.6/a+2*n; which operation will be performed first?**
   A. 6.6/a
   B. a+2
   C. 2*n
   D. Depends upon compiler
6. **Which among the following is not a structured data type in C?**
   A. Union
   B. Pointer
   C. String
   D. Structure
7. **Which of the following operator is used to write expression in 'C'?**
   A. {}
   B. ( )
   C. [ ]
   D. None of above
8. **Values of data items of types int, float, char are displayed by writing _____ in printf statement in C**
   A. %d, %f, %s

B. %f, %d, %c
C. %d, %d, %c
D. %d, %f, %c

9. The general form of printf statement is

A. printf (\" format string \" list of variables)
B. print (\"list of variables\" format sting)
C. printf (\"format string list of variables \")
D. print (\" format sting \" list of variables)

10. The statement in 'C' is terminated by

A. {
B. :
C. ,
D. None above

11. The general form of for statement in C is

A. for (initialize counter, increment, test counter)
B. for (increment counter; initialize counter; test counter)
C. for (test counter; increment counter; initialize counter)
D. for (initialize counter; test counter; increment counter)

12. Difference between 'while' and 'do-while'

(A) \ 'while \ ' loop executes one or more times and \ 'do-while \' executes zero or more times (B) Both \ 'while \ ' loop and \ 'do- while \' executes one or more times
(C) Both \ 'while \' loop and \ 'do-while \ ' executes zero or more times
(D) \ 'while \ ' loop executes zero or more times and \ 'do-while \' executes one or more times

13. To avoid the repetition of same code we are using.

(A) Array (C) Function
(B) Function (D) Structure

14. Number of functions that might be called in a 'C' program is __

(A) 5 (B) 6
(C)Any number of functions
(D) 1

15. void main()

```
{
        int a=12,b=12;
          if(a=b)
        printf("a and b are equal");
}
```

What will be the output of the sample code shown above?
(A) 12
(B) Run time error
(C) Compile time error
(D) a and b are equal

16. Every recursive version has an equivalent (but possibly more or less complex) iterative version, and vice versa: validate this statement.

(A) It is true sometimes
(B) TRUE
(C) FALSE
(D) None of above

17. Which element of the array does the expression num*4+ references where 'num' isa name of array?

(A)Forth
(B)Third
(C)Fifth
(D)First

18. In a ' C ' expression, how is a logical' AND ' represented?

(A) & (B) II
(C) AND (D) &&

19. How do you include a system header file called stdio.h in a ' C ' source file?

(A) #include<stdio.h>
(B) #incl \ "stdio.h \"
(C) #includefile<stdio>
(D) #include stdio.h

20. Which one of the following variable name is NOT a valid name?

(A)go_cart (B)go4it
(C)4season (D)run4

21. Which of the following shows the correct priority of arithmetic operators in ' C ' ? (Priority for leftmost operator is highest and priority for the rightmost operator is lowest. Operators with equal priority are separated with the word' or'

(A)**, * or t, + or-
(B)**, *, t, +, -
(C)**, t, *, +, ¬
(D)t or *, + or -

22. Which of the following statement transfers the control to the beginning of the loop?

(A) exit (B)break
(C)continue (D)None above

23. A ' do-while' 100.;;> is useful when the statements within the loop must be executed:

(A) Only once
(B)At least once
(C)More than once
(D)None of the above

24. Assuming an unsigned integer is represented using 16 bits, the maximum value that an integer constant can have is

(A)256 (B)32768
(C)65536 (D)128

25. The break statement is used to exit from?

(A)an \ 'if\ ' statement
(B) \ 'for \' statement
(C)Both from the \ 'if\' and \ 'for \ ' statement (D)The main function

26. The two way selection is implemented using statement.

(A)case
(B)else---if
(C)switch
(D)if---else

27. The getch() function in' C' is_

(A) User defined function
(B) Library function
(C) Both above
(D) None above

28. A pointer is a

(A) Derived data type
(B) User defined data type
(C) Abstract data type
(D) All of the above

29. Which of the following is correct way of declaring a float pointer

(A)float ptr (B)float *ptr
(C)*float ptr (D)None above

30. In code shown below, which is the line that contains an error?

```
int fun(int x, y)
{
        int z;
        return z;
}
```

(A) 1 (C)3
(B) (D)4

31. Which of the following statements are true for the following Program?

```
#include<stdio.h>
void mainO
{
int x=10, y=100%9;
for(i=l;i<=10;i++)
  if(x!=y);
printf( \ "x=%dy=%d \" ,x,y);
 }
```

(A) The printffunction is called 10 times
(B) The program will produce the output x=10 y=1
(C) The ; after if(x!=y) would produce an error
(D) The program will not produce any output

32. The printf statement is used to _

(A) Print the message on the console

(B)Read the data from keyboard

(C)To store the value in the memory

(D)None ofthe above

33. Which of the following is not infinite loop?

(A) int i=l; while(l) int i=l; while(l){i++;}

(B) fore; ;);

(C) int True=O, false; while(True) { False=I;}

(D) int y,x=O;

34. Array can be initialized, provided they are

(A)Automatic (B)external

(C)static (D)both B & C

35. Which of the following' C '. statement is syntactically correct?

(A)for( ); (B)for(;);

(C)for(,); (D)for(; ;)

36. Which one of the following is not a valid character specification for C language?

(A)ASCII (C)Digit

(B) Control (D) for(; ;)

37. The string manipulation function appends a string to the end of another string

(A)stradd (B)strcat

(C)strcmp (D)strcpy

38. In what sequence the initialization, testing and execution of the body is done in a ' do-while' loop

(AHnitialization, execution of the body, testing

(B)Execution of the body, initialization, testing

(C) Hnitialization, testing, execution of the body

(D)N one of the above

39. Which of the following is not a integer constant in ' C '?

(A) \ 'C\ r (B)-

(C)45 (D)l.2

40. A ' return' statement is used _ .

(A)To return the value from a function

(B)To exit from the program

(C)To terminate the iterative loop

(D)All of the above

41. The strcat() function is used __ .

(A)To copy string

(B) To compare string

(C)To reverse the string

(D) None of these.

42. An array is the data type.

(A) Primary (B)Derived

(C)User defined (D)empty

43. An end of a string is denoted by the ___ character.

(A)Enter key (B)\\0

(C)\\ \ \ (D)/0

44. The syntax of the array declaration is:

(A)datatype nameofarray [size];

(B)nameofarray [size];

(C)datatype nameofarray ;

(D)all of above

45. A ' continue' statement is used

(A)To terminate a loop

(B)To continue a loop

(C)To continue a program

(D)None of these

46. If'a' is a variable defined in a 'C' program then &a denotes the __

(A)Content of a

(B)Address of a

(C)Both A and B

(D)None of these

47. Which of the following loops executes at least once, though it is not satisfying the condition?

(A)while loop (B)do--while loop

(C)for loop (Dhf-else

48. If int x = 2945, what is the value of the expression (xllOO)%lO?

(A)5 (B)9

(C)294 (D)0.5

49. If int x = 2945, what is the value of the expression x!10?

(A)5 (B)294

(C)294.5 (D)2

50. Hint x = 2945, what is the value of the expression x%10?

(A)294 (B)5

(C)294.5 (D)0.5

ANSWER

1. C 2. A 3. D 4. B 5. A 6. B 7. B 8. D 9. A 10. D

11. D 12. D 13. C 14. C 15. D 16. B 17. C 18. D 19. A 20. C

21. D 22. C 23. B 24. C 25. C 26. D 27. B 28. A 29. B 30. A

31. B 32. A 33. C 34. D 35. D 36. B 37. B 38. A 39. D 40. A

41. D 42. B 43. B 44. A 45. B 46. B 47. B 48. B 49. B 50. B

1. **A sentinel is called as a _____**

   A. Variable B.Counter C. True value D. Flag value

2. Which digit(s) is /are used in a binary number system?

A. 0 and 2
B. 1 and -1
C. 0 and 1
D. 0 & 1 & 2

3. ROM is the _____
   A. Volatile memory
   B. Non-volatile memory
   C. Virtual memory
   D. None of above
4. RAM stands for_____
   A. Read only memory
   B. Random access memory
   C. Recently Acquired memory
   D. Read Ahead memory
5. Which of the following is not type of the printer?
   A. Dot matrix printer
   B. Laser printer
   C. Drum printer
   D. Scanner
6. Which of the following is not part of the computer?
   A. Monitor
   B. Hard disk
   C. RAM
   D. Printer
7. The operation included in the instruction set of a computer are _____
   A. Logical
   B. Arithmetic
   C. Input-Output
   D. All of above
8. The main memory is also called as the _____
   A. Primary memory
   B. Cache memory
   C. Secondary memory
   D. Auxiliary memory
9. What will be the hexadecimal equivalent of the binary number 1111
   A. D
   B. F
   C. C
   D. E
10. The difference between main memory and secondary storage is that the main memory is _____ and the secondary storage is _____
    A. Temporary, permanent

B. Permanent, temporary
C. Slow, fast
D. None of above

11. Secondary storage is also known as _____
A. Primary Memory
B. Ancillary Memory
C. An Auxiliary Memory
D. Read only Memory

12. What does IBM stands for?
A. Indian Business Machine
B. International Business Machine
C. Indian Business Model
D. International Business Model

13. CD-ROM is a _____
A. Semiconductor memory
B. Optical memory
C. Magnetic memory
D. None of above

14. A logical system uses _____number system.
A. Binary
B. Decimal
C. Octal
D. Hexadecimal

15. Base of hexadecimal number system is.
A. 2
B. 8
C. 10
D. 16

16. How many nibbles a byte contains?
A. 2
B. 8
C. 4
D. 6

17. The 2's complement of 1000 is
A. 111
B. 10
C. 1000
D. 1

18. The condition is tested at the _____of loop in a 'while ' statement
A. Start
B. End
C. Middle

D. Any Where

19. The arithmetic operations are carried out using _____.
    A. Output Device
    B. ALU
    C. Memory Device
    D. Timing and Control Unit
20. Base of octal number system is.
    A. 2
    B. 8
    C. 10
    D. 16
21. Which is the smallest unit of memory?
    A. Byte
    B. Nibble
    C. Bit
    D. Word
22. What is the octal equivalent of the decimal number 33?
    A. 38
    B. 39
    C. 40
    D. 41
23. Laptop are also known as _____ Computers
    A. Mainframe
    B. Super
    C. Notebook
    D. Personal
24. After counting 0, 1, 10, 11, the next binary number is _____
    A. 11
    B. 100
    C. 101
    D. 111
25. The binary number system uses base of
    A. 2
    B. 8
    C. 10
    D. 16
26. How many bits a byte contains?
    A. 2
    B. 8
    C. 4
    D. 6
27. Which of the following is not a program planning tool?

A. Flowchart
B. Structure chart
C. Pseudo codes
D. Loop

28. Common sentinel values use a 'Null' character for indicating
A. The end of a null –terminated string.
B. The last string.
C. The previous of last string.
D. None of above

29. Actual execution of instructions in a computer takes place in
A. ALU
B. Control unit
C. Storage unit
D. None of above

30. The use of mathematical logic for computer programming is also called _____
A. Physical programming
B. Logical programming
C. View programming
D. Computer programming

31. Information retrieval is faster from
A. Floppy disk
B. Magnetic tape
C. Hard disk
D. None of above

32. The basic operation performed by a computer are
A. Arithmetic operation
B. Logical operation
C. Input and Output
D. All of above

33. Pseudo code instructions are phrases written in a _____
A. Machine language
B. Assembly language
C. High level language
D. Natural language

34. Which device is used commonly as the standard pointing device in a Graphical User Environment
A. Keyboard
B. Mouse
C. Joystick
D. Track ball

35. Which of the following is an input device?
A. Monitor
B. Mouse

C. Printer
D. Editor

36. Which of the following is an output device?
A. Monitor
B. Keyboard
C. Touch-screen
D. Mouse

37. Which technology is used in reading a Compact disk?
A. Mechanical
B. Electrical
C. Electro Magnetic
D. Optical

38. Which of the following have the fasted access time?
A. Semiconductor Memories
B. Magnetic Disks
C. Magnetic Tapes
D. Compact Disks

39. Which of the following is the smallest & fastest computer?
A. Super computer
B. Quantum computer
C. Micro computer
D. Mini computer

40. Primary memory stores _____
A. Input Data only
B. Instructions only
C. Output Data only
D. All of above

41. Which of the following device has a limitation that we can only read information from it but cannot erase or modify it
A. Floppy Disk
B. Hard Disk
C. Tape Drive
D. CDROM

42. Which device can understand the difference between data and instructions?
A. Input device
B. Output device
C. Memory
D. Microprocessor

43. From a _____ we can only read the information. We cannot erase or modify the information
A. Floppy Disk
B. Hard Disk
C. Tape Drive

D. CDROM

44. What is the other name for LAN card?
    A. Network Interface Card
    B. Network Connector
    C. Modem
    D. Internet Card
45. Which of the following storage device can store maximum amount of data?
    A. Floppy Disk
    B. Hard Disk
    C. Compact Disk
    D. DVD
46. Which of the following is the larger manufacturer of Hard Disk Drives?
    A. IBM
    B. Seagate
    C. Microsoft
    D. 3M
47. Which number system is usually followed in a typical 32-bit computer?
    A. Binary
    B. Decimal
    C. Hexadecimal
    D. Octal
48. Which of the following cables can transmit data at high speeds?
    A. Coaxial cable
    B. Fiber Optic Cable
    C. Twisted pair Cable
    D. UTP Cable
49. The program stored in ROM is known as _____
    A. Hardware
    B. Software
    C. Firmware
    D. ROMware
50. The octal number system includes _____.
    A. Only the digits 0 to 7
    B. Only the digits 0 to 8
    C. Only the digits 0 to 9
    D. Only the digits 0 and 1

Answers

1.D	2.C	3.B	4.B	5.D	6.D	7.D	8.A	9.B	10.A	11.C	
12.B	13.B	14.A	15.D	16.A	17.C	18.B	19.B	20.B	21.C	22.D	23.C
24.B	25.A	26.B	27.D	28.A	29.A	30.B	31.C	32.D	33.D	34.B	

35.B 36.A 37.D 38.A 39.B 40.D 41.D 42.D 43.D 44.A 45.B
46.B 47.B 48.B 49.C 50.A

1. One bite equals _____ bits
   A. 7
   B. 8
   C. 10
   D. 12
2. The information in the form of data is stored in _____
   A. Memory data register
   B. Memory address register
   C. Memory access register
   D. Memory arithmetic register
3. Who among the following is a Personal Computer manufacturer?
   A. CISCO
   B. IB
   C. Kodak
   D. APC
4. Which of the following is considered as auxiliary storage device?
   A. Disk
   B. RAM
   C. ROM
   D. Cache
5. Which of the following type of memory is used during execution of program instruction?
   A. RAM
   B. CDROM
   C. FDD
   D. HDD
6. EPROM can be used for _____
   A. Erasing the contents of ROM
   B. Reconstructing contents of ROM
   C. Erasing & reconstructing contents of ROM
   D. Duplicating ROM
7. The valid symbol(s) in flowchart is/are _____
   A. Connector
   B. Terminal symbol
   C. Processing symbol
   D. All of above
8. A file has to be created in the hard disk. Which one of the following parts of an operating system is useful in this context?
   A. Processor management
   B. Memory management
   C. Secondary memory management

D. Process scheduler

9. Printout of contents of main memory and registers are taken in _____
   A. Debugging
   B. Memory dump
   C. Hand simulation of program code
   D. Putting print statement in program code
10. When a key is pressed on the keyboard, which standard is used for converting the keystroke into the corresponding bits
   A. ANSI
   B. ASCII
   C. EBCDIC
   D. ISO
11. Central processing unit consist of
   A. Input and output unit
   B. Control unit and arithmetic logic unit
   C. Storage unit
   D. None of above
12. CPU is acronym for
   A. Computer program unit
   B. Central processing unit
   C. Central programing unit
   D. None of above
13. The memory location address are limited to a range of values from _____
   A. 00000 to 9ffff(16)
   B. 00001 to 9ffff(16)
   C. 00010 to 9ffff(16)
   D. 10000 to 9ffff(16)
14. Which out of the following is not a type of operation performed by a computer
   A. Arithmetic
   B. Logical
   C. Emotional
   D. Mathematical
15. Result of logical operation is _____
   A. Boolean
   B. Integer
   C. Character
   D. String
16. CISCO manufactures
   A. Software
   B. Processors
   C. Cables
   D. Network equipments

17. The earlier calculating device is
    A. Abacus
    B. Clock
    C. Difference engine
    D. None of these
18. The first mechanical computer designed by Charles Babbage was called
    A. Abacus
    B. Processor
    C. Calculator
    D. Analytical engine
19. What will be the subtraction of following binary numbers (1111) – (1100)
    A. 100
    B. 11
    C. 101
    D. 10
20. In computer technology, information means
    A. Raw data
    B. Useful data
    C. Alphanumeric data
    D. Program
21. What is the first phase of Program development Life Cycle?
    A. Design
    B. Testing
    C. Coding
    D. Analysis
22. The processor execute the instruction from the _____
    A. RAM
    B. Pen drive
    C. CDROM
    D. HARD DRIVE
23. What will be the addition of the binary numbers (1111)+(1100)
    A. 11011
    B. 10011
    C. 110110
    D. 10111
24. What will be the BCD equivalent of the decimal number 12?
    A. 0001 0010
    B. 0010 0001
    C. 0010 1000
    D. 1000 0100
25. The place where programs & data are stored temporarily during processing is
    A. Main memory

B. Secondary memory
C. Hard disk
D. CD-ROM

26. Which of the following is a storage device?
A. Store room
B. Printer
C. CPU
D. Pen Drive

27. Find the odd man
A. CDROM
B. ROM
C. EPROM
D. PROM

28. Which of the following unit is used with computer system?
A. Gifabyte
B. Kilobyte
C. Megabyte
D. All of above

29. What will be the binary equivalent of hexadecimal number 8?
A. 10
B. 1000
C. 1110
D. 110

30. What of the following unit is not used to count the speed of a printer
A. Character Per Second
B. Dot Per Inches
C. Page Per Minute
D. All of above

31. Which device is used as the standard input device in a textual user interface?
A. Keyboard
B. Mouse
C. Joystick
D. Track ball

32. What will be the decimal equivalent of the binary number 10000
A. 32
B. 16
C. 8
D. 24

33. ALU is called the _____ of a computer.
A. Heart
B. Master Dispatcher
C. Primary Memory

D. All

34. _____ gives a computer its unique address across the network.
    A. System Address
    B. SYSID
    C. Process ID
    D. IP Address
35. Which of the following consortium looks for the standard representation of data in the Internet?
    A. ISOC
    B. W3C
    C. IEEE
    D. IETE
36. Which of the following is not just an output device?
    A. Plotter
    B. Printer
    C. Flat Screen
    D. Touch Screen
37. Which hardware was used by first generation computer?
    A. Vacuum tubes
    B. Transistor
    C. VLSI
    D. IC\'s
38. Which of the following statement(s) is/are correct?
    I. An algorithm consists of series of steps to be performed to solve a problem.
    II. To a given problem there may be more than one algorithm.
    A. I is correct
    B. II is correct
    C. I & II are correct
    D. I & II are wrong
39. Base of decimal number system is _____.
    A. 2
    B. 8
    C. 10
    D. 16
40. Base of binary number system is _____.
    A. 2
    B. 8
    C. 10
    D. 16
41. What is the binary equivalent of decimal number 27?
    A. 11101
    B. 10111
    C. 11011

D. 11110

42. RAM(random access memory)is _____ memory
    A. Not volatile
    B. volatile
    C. write only
    D. All of above
43. Modern computers use _____
    A. LSI /VLSI chip
    B. Vacuum tubes
    C. SSI chips
    D. MSI chips
44. Primary storage is _____ as compared to secondary storage.
    A. Allow and inexpensive
    B. Fast and inexpensive
    C. Fast but expensive
    D. Slow and expensive
45. Which of the following statements are related to the machine language?
    A. Difficult to learn
    B. First generation language
    C. Machine-dependent
    D. All of above
46. Assembly languages consist of _____ instructions
    A. Mnemonics
    B. Opcodes
    C. Operands
    D. Fields
47. Pascal is a structured programming language, meaning that the flow of control is structured into standard statements except Statement
    A. if then else
    B. for do
    C. repeat Until
    D. go to
48. _____ governs the sequencing of control through program
    A. Control structure
    B. Control program
    C. Control time
    D. All of above
49. What is the name of the software that allows us to view web pages?
    A. Browser
    B. Mail Client
    C. FTP Client
    D. Messenger

50. Which of the following is application software
    A. Tally
    B. AutoCAD
    C. MS-Office
    D. All of above

Answers

1.B	2.A	3.D	4.A	5.A	6.C	7.D	8.C	9.B	10.B	11.B	12.B
13.A	14.C	15.A	16.D	17.A	18.D	19.B	20.B	21.D	22.A	23.A	24.A
25.A	26.D	27.A	28.D	29.B	30.B	31.A	32.B	33.A	34.D	35.B	36.D
37.A	38.C	39.C	40.A	41.C	42.B	43.A	44.C	45.D	46.A	47.D	48.A
49.A	50.D										

1. The keyword 'void' in function declaration indicates _____
   A. The function will return \'int\' type of value
   B. The function will return a default value
   C. A function not returning any value
   D. The function will return \'void\'type of value

2. The _____ format specification is used to write a long integer variable.
   A. %d
   B. %dd
   C. %ld
   D. %if

3. Constants in 'C' refer to _____
   A. A fixed value that do not change during the execution of the program.
   B. A fixed value that can change during execution of the program
   C. A fixed value that can change after compilation of the program
   D. A fixed value that can change after linking the program

4. Which of the following function is used to send the output to the console?
   A. Scanf
   B. Getch
   C. Printf
   D. Clrscr

5. =n 'C' a semicolon is used _____
   A. To terminate a statement
   B. To break a loop
   C. To give a comment
   D. None

6. If a=3, b=0 and c=4, what is the value of the expression a && b || c
   A. 1
   B. 2
   C. 3
   D. 4

7. The logical 'OR' operator is denoted by a ____ symbol in C program

A. &&
B. ||
C. |
D. &

8. Which one of the following is a logical operator?

A. =
B. &&
C. <>
D. +

9. Two – way selection is implemented using the _____ statement.

A. If-else
B. for
C. switch
D. Nested if else

10. 'switch' statement is used to make a decision _____

A. To switch the processor to execute some other program
B. Between two alternatives
C. Amongst many alternaives
D. None of these

11. The _____ format specification is used to read or to write a Short integer variable.

A. %c
B. %d
C. %hd
D. %f

12. 'break' statement is used _____

A. To terminate a loop and execute the next statement
B. To skip a loop and terminate the program
C. To continue a loop and execute next statement
D. Execute a next statement

13. Which of the following statements determines if the contents of string1 are same as string2? (Where string1 and string2 are well formed string.)

A. if (string1 == string2)
B. if (string1, string2)
C. if (strcmp (string1,string2) ==0)
D. if (strcmp (string1, string2) <0)

14. The binary expressions are formed by an _____ Combination.

A. Operand-operator-operand
B. Operator-operand
C. Operator-operand-operator
D. Operand-operator

15. The 'sizeof' operator tells us the size of a type or a primary expression in terms of number of __ .

A. Bytes
B. Bits
C. Nibbles
D. Words

16. Which one of the following is an Arithmetic operator?

A. *
B. ||

C. &
D. None above

17. The loop condition is tested at the _____ of the 'do while' contruct
A. Start
B. End
C. Middle
D. Start & End

18. variables are named area of _____ that is used to hold data
a.Memory location(s)
b.Row and column number on a monitor
c. Row and column number on a printer
d.None of the above

19. In do-while loop, loop condition is checked at the _____.
A. Beginning of loop
B. End of loop
C. End of program
D. Start of program

20. Which of the following control structures are used in the iteration logic-
A. if then if else
B. do while repeat Until
C. do & while
D. do while if else

21. goto statement is used to –
A. Pass the control anywhere in the program.
B. Execute a statement for multiple statements.
C. Execute a single statement from set of multiple statements.
D. All of above

22. Switch statement allows us to –
A. Make a decision from the number of choices.
B. Execute a statement at least ones before checking a condition
C. Execute a statement for multiple times
D. None of the above

23. In case statement (case <xxx>we can give
A. Character or integer constant
B. Expression with variable
C. Character or integer variable
D. All of the above

24. We can use _____ to perform a set of instructions repeatedly.
A. Switch
B. Loop
C. Header file
D. Conditional statement

25. =n the syntax "while (xxx)" xxx denotes –
A. Condition
B. Statement
C. Function
D. Variable

26. Out of the following _____ is a loop.
A. Switch

B. While
C. Continue
D. Break

27. The condition in a loop should become _____ Sometime, otherwise loop would be executed forever (infinite loop).
A. False
B. Equal
C. True
D. None

28. =n the syntax "xxx(int a a 10 a++' xxx means –
A. While
B. For
C. If
D. Switch

29. n "else" statement is always associate with –
A. For
B. While
C. Case
D. If

30. Statement should be ended with –
A. Semicolon
B. Full stop
C. Hyphen
D. Comma

31. Which loop executes statements within a loop at least ones?
A. While
B. Both A & C
C. for
D. do While

32. What does continue statement do?
A. Take the control back to the starting of loop, bypassing the remaining statement.
B. Executes all remaining statements concurrently.
C. Break the loop and take the control outside of loop
D. None of the above

33. Switch can be replaced by –
A. For loop
B. =f else statements
C. While loop
D. All above

34. While statement can be used to show menu at least ones in menu drive program.
A. Do while
B. While
C. For
D. =f Else

35. A block which accepts parameters and can return a value is called as –
A. Loop
B. Preprocessor
C. Preprocessor
D. Function

36. Select valid function call for function "void display() ,printf(":ellow World") -"
A. display()
B. Call display()
C. Display;
D. display();

37. Arguments/Parameters are use to –
A. Get return value for a function
B. Pass input value to a function
C. To call a function
D. Define a function

38. Any function by default return an _____ value.
A. Int
B. Char
C. Float
D. Double

Answers

1.C	2.C	3.A	4.C	5.A	6.C	7.A	8.B	9.B	10.A	11.C	12.C
	13.A	14.C	15.A	16.B	17.A	18.B	19.A	20.B	21.B	22.A	23.A
	24.A	25.B	26.A	27.B	28.A	29.B	30.D	31.A	32.D	33.A	34.B
	35.A	36.D	37.D	38.B							