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Home Terms Contact 2020 © MeritNotes Our Questions & Answers C focus on all areas of programming language C that cover 100+ themes in C. These topics are selected from C Kernighan Programming Language & Ritchie, the most authoritative book about C. - 1000 + Multiple Options Questions & Answers in C with explanation - Many MCQs with code C / programming snippets and its output - Each MCQ file focuses on a specific topic in C - C programming code compiled and tested on x86-32 bit Linux systems Who should practice these C questions? - Anyone who wants to sharpen their skills on the C programming language – Anyone who prepares for an aptitude test in C (such as an objective type of test and a C coding written test) – Everyone prepares for interviews (campus/off-campus interviews), walk-in interview and corporate interviews) - Anyone preparing for entrance exams and other competitive exams (GATE & GRE) - All - Experienced, Freshers and Students Here's a list of Questions & Answers on C Programming with 100+ topics: 1. Questions & Answers on Data Types, Operators and Expressions in C The section contains questions and answers about variable names, datatypes, constants, declarations, arithmetic operators, relational and logical operators, type conversions, bit solution operators, assignment operators, increment and decline operators, conditional expressions, evaluation order, and priority. 2. Questions about the flow management statement in Part C of the Section contains questions about the switch statement, if-then-other statements, for and while loops, break and continue, goto and labels. 3. Questions and Answers to C Functions and Structure of the Program Section contains questions and answers to basic functions, external variables, variable range, static and registration variables, automatic variables, c-preprocessor, file inclusion, macro substitution and conditional inclusion. 4. Questions about indicators and fields in Part C The section contains questions about indicators and addresses, function arguments, fields, arithmetic arithmetic, character and function indicators, multidimensional fields, the initialization of pointer fields, command-line arguments, and complex declarations. 5. Questions and answers about structures, disciplines, and bit fields in C Section contains questions and answers about the basics of structures, functions, structure fields, structure pointer, self-target structures, table search, typedefs, branches, and bit fields. 6. Questions about input and output in C Section contains questions about standard input and output, formatted inputs and outputs, variable length argument, file access, error handling, line input and output, string operations, character class testing, ungetc, storage management, mathematical functions, random spelling, file operations, printing and scanning. 7. Questions & Answers on Floating Point & Sizeof Operator in C the type and size of the keyword. Float Datatype - 1 Float Datatype - 2 Keyword Size 1 Keyword size - 2 8. Questions about enumerations and typedefs in section C contain questions about enums and typedef. Enums - 1 Enums - 2 Typedef 9. Questions & Answers on String Operations in C Section contains questions and answers about string operations, character processing, and errors. 10. Questions about Library C The section contains questions about mathematical functions, general aids, diagnostics, lists of variable arguments, non-local jumps, localization, signal manipulation, standard definition, implementing defined limits, date and time functions. 11. Questions and Answers to Dynamic Memory Allocation in C Section contains questions and answers about static and dynamic memory allocation, dma functions, memory leaks, and padlocks. 12. Questions concerning reprocessor C The section contains questions relating to pragmats, stringizers, conditional pre-process directives and token concatenation. 13. The questions and answers to the various topics in section C contain questions and answers on inline, endianness, recursion and signed qualifications. Inline Endianness Recursion Signed Qualifier Sample C Programming Questions & Answers: 1. Comment on the output of the following code: #include <stdio.h> main() { char *p = 0; *p = 'a'; printf(value in pointer p is %c, *p); } a) Prints b) Prints 0 c) Compilation time error d) Error starting time error Show response Reply: d Output: \$cc pgm.c\$ a.out Segmentation error (kernel dump) 2. What is the output of this code C? #include <stdio.h> main() { if (sizeof(int) > -1) printf(True else printf(False); } a) True b) False View Answer:b Output: \$ cc pgm.c \$ a.out False 3. What is the output of this C code? #include <stdio.h> main() { char *p = Sanfoundry C-Test; p[0] = 'a'; p[1] = 'b'; printf(%s, p); } a) abnfoundry C-Test b) Sanfoundry C-Test c) Compilation time error d) Error running time error Show response Reply: d Output: \$cc pgm.c\$ a.out Segmentation error (kernel error dumped) 4. What is the output of this code C? #include <stdio.h> int main() { float f = 0.1; if (f == 0.1) printf (True); else printf(False); } a) True b) False View Answer:a Output: \$cc pgm.c \$ a.out False 5. What is the output of this C code? #include <stdio.h> main() { int n = 0, m = 0; if (n > 0) if (m > 0) printf (True); else printf(False); } a) True b) False c) No output will be printed d) Run Time Error View Answer: c Output: \$ cc pgm.c \$ a.out \$ If you liked any of these questions and would like to learn a lot of deep C secrets, you will try to work on a complete set of C questions and answers listed above. This will tremendously help anyone trying to crack a code or conversation. Here is a list of the best reference books in the C programming language. I wish you the best in your efforts to learn and master the C programming language! Manish Bhojwasi, a technology veteran with 20+ years @Cisco & Wipro, is the founder and CTO in On je Linux Kernel Developer & SAN Architect a je vásivý kompetenčného vývoja v</stdio.h> <stdio.h> <stdio.h> <stdio.h> Areas. He lives in Bangalore and provides targeted training for IT professionals in Linux Kernel, Linux Debugging, Linux Device Drivers, Linux Networking, Linux Storage, Advanced C Programming, SAN Storage Technologies, SCSI Internals & Storage Protocols such as iSCSI & Fiber Channel. Stay connected with him @LinkedIn 1. What will be the output of the next arithmetic expression? 5+3*2%10-8*6 a) -37 b) -42 c) -32 d) -28 Ans: a 2. What will be the outcome of the next statement? int a=10; printf(%d &i,a,10); (a) error (b) 10 (c) 10 10 (d) none of the following Ans: d 3. What will be the outcome of the next statement? printf(%X%X%x%x%x,11,10,'s',12); (a) error (b) basic (c) Bas94c (d) none of the following Ans: b 4. What will be the outcome of the following statements? int a = 4, b = 7,c; c = a = b; printf(%i,c); (a) 0 (b) error (c) 1 (d) value of ans garbage: and 5. What will be the outcome of the following statements? int a = 5, b = 2, c = 10, i = a>b invalid main() { printf(hello); main(); } a) 1 b) 2 c) infinite number d) none of these Ans: c 6. What will be the output be if you compile and execute the following c code? struct marks{ int p:3; int c:3; int m:2; void main(){ struct marks s={2,-6,5}; printf(%d %d%d,s.p,s.c,s.m); } a) 2 -6 5 b) 2 -6 1 c) 2 2 1 d) Compiler error e) None of these Ans: c 7. What will be the outcome of the following statements? int x[4] = {1,2,3}; printf(%d %d %D,x(1),x(1),x(1)); (a) 03%D (b) 000 (c) 032 (d) 321 Ans: c 8. What will be the outcome of the next statement? printf(3 + goodbye); (a) goodbye (b) goodbye c) bye d) goodbye Ans: d 9. What will be the outcome of the following statements? long int a = scanf(%ld%ld,&a,&a); printf(%ld,a); (a) error (b) value of garbage (c) 0 (d) 2 Ans: b 10. What will be the output of the next program? #include blank main() { int = 2; switch (a) { case 1: printf(goodbye); break, case 2: continuation; case 3: printf(bye); } } a) error b) goodbye c) bye d) byegoodbye Ans: a 11. What will be the outcome of the following statements? int i = 1;j; j=i— -2; printf(%d,j), (a) error (b) 2 (c) 3 (d) -3 Ans: c 12. What will be the output of the next program? #include main() { int x,y = 10; x = y * NULL; printf(%d,x); } a) error b) 0 c) 10 d) value of garbage Ans: b 13. What will be the outcome of the following statements? char x[] = hello hello; printf(%d%d,sizeof(*x),sizeof(x)); a) Act 18/2018 Z.z. What will be the output of the following declarations? int =5,b=6,c=9,d; d=(ac?1:2):(c&b?6:8)); printf(%d,d); (a) 1 (b) 2 (c) 6 (d) Ans error: d 15. What will be the outcome of the following statements? int i = 3; printf(%d%d,i,i++); (a) 34 (b) 43 (c) 44 (d) 33 Ans: b 16. What will be the output of the next program? #include main() { int a = 36, b = 9; printf(%d,a>>b/2); } a) 9 b) 7 c) 5 d) none of the following Ans: a 17. int testarray[3][2][2] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12}; What value does testarray (1) contain in the sample code above? (a) Act 18/2018 Z.z. d) 9 Ans: 18. neplatné hlavné() { int=10,b=20; char x=1,y=0; if(a,b,x,y) { printf(EXAM); } } Čo je výstup? a) XAM je vytlačená b) skúška je vytlačená c) Komplilátor Chyba d) Nič nie je vytlačené Ans: d 19. Aký je výstup nasledujúceho kódu? #include prázdna main() { int s=0; zatial' čo(s++<10)> # definuje 10 hlavných() { printf(%d.,a); foo(); printf(%d,a); } neplatné foo() { #undef a #define a 50 } a) 10..10 b) 10..50 c) Chyba d) 0 Ans: c 20. main() { struct { int i; } xyz; (*xyz)->i=10; printf(%d,xyz.i); } Aký je výstup tohto programu? a) program nebude zostavovať b) 10 c) Boh vie len d) adresa I Ans: b 21. Čo sa stane, ak v programe C pripradíte hodnotu prvku poľa, ktorého dolný index presahuje veľkosť poľa? A. Prvok bude nastavený na 0. B. Komplilátor by nahlásil chybu. C. Program môže zlyhať, ak sa prepíšu niektoré dôležité údaje. D. Veľkosť poľa by primerane rástla. Ans: C 22. Aký by bol výstup nasledujúceho programu? #include main() { char str[]="065AB; printf(n%d, sizeof(str)); } a) 7 b) 6 c) 5 d) chyba Ans: b 23. Aká bude hodnota a po vykonaní nasledujúceho kódu #define štvorec(x) x*x a = štvorec (2+3) a) 25 b) 13 c) 11 d) 10 Ans: c 24. #include void func() { int x = 0; statický int y = 0; x++; y++; printf(%d — %dn, x, y); } int main() { func(); func(); return 0; } Čo bude vyššie uvedený kód tlačiť, keď je popravený? a) 1 — 1 1 — 1 b) 1 — 1 2 — 1 c) 1 — 1 2 — 2 d) 1 — 1 1 — 2 Ans: d 25. dlhý faktoriál (dlhý x) { ???? návrat x * faktoriál (x - 1); } S tým, čo si nahradí? ???? aby sa funkcia uvedená vyššie vrátiť správnu odpoved? a) ak (x == 0) vráti 0; b) návrat 1; c) ak (x > 2) návrat 2; d) ak <1 return 1; Ans: d 26. int y[4] = {6, 7, 8, 9}; int *ptr = y + 2; printf("%dn", ptr[1]); What is printed when the sample code above is executed? a) 6 b) 7 c) 8 d) 9 Ans: d 27. int i = 4; switch (i) { default: ; case 3: i += 5; if (i == 8) break; i *= 2; } i -= 4; break; case 8: i += 5; break; } printf("i = %dn", i); What will be the output of the sample code above be? a) i = 5 b) i = 8 c) i = 10 Ans: a 28. What will be output if you will compile and execute the following c code? void main() { if (printf("cquestionbank")) printf("I know c"); else printf("I know c++"); } (a) I know c (b) I know c++ (c) cquestionbankI know c (d) cquestionbankI know c++ (e) Compiler error Answer: (c) 29. What will be output if you will compile and execute the following c code? #define call(x) #x void main() { printf("%s",call(c/c++)); } (a)c (b)c++ (c)#c/c++ (d)c/c++ (e)Compiler error Answer: (d) 30. What will be output if you will compile and execute the following c code? #define message "union is power of c" void main() { clrscr(); printf("%s",message); getch(); } (a) union is power of c (b) union is power of c (c) union is Power of c (d) Compiler error (e) None of these Answer: (b) 31. What will be output if you will compile and execute the following c code? 1= return= 1;= ans:= d= 26.= int= y[4]={6, 7, 8, 9};= int= += 2;= printf("%dn",= ptr[= 1]=);= what= is= printed= when= the= sample= above= is= executed?= a)= 6= b)= 7= c)= 8= d)= 9= ans:= d= 27.= int= i=4; switch= (i)= {= default= ;= case= 3:= i= +5; if= (= i== 8)= {= i= +5; break;= case= 8:= i= +5; break;= }= printf("i=%dn", i);= what= will= the= output= of= the= sample= code= above= be?= a)= i=5 b)= i=8 c)= i=9 d)= i=10 ans:= a)= 28.= what= will= be= output= if= you= will= compile= and= execute= the= following= c= code?= void= main()= {= if(printf("cquestionbank"))= printf("i= know= c");= else= printf("i= know= c++");= }= (a)= i= know= c= (b)= i= know= c+= (c)= cquestionbankI= know= c+= (d)= cquestionbankI= know= c++= (e)= compiler= error= answer:= (c)= 29.what= will= be= output= if= you= will= compile= and= execute= the= following= c= code?= #define= call(x)= #x void= main()= {= printf("%s",call(c/c++));= }= (a)c= (b)c++= (c)#c/c++= (d)c/c++= (e)compiler= error= answer:= (d)= 30.= what= will= be= output= if= you= will= compile= and= execute= the= following= c= code?= #define= message= "union= is= power= of= c"= void= main()= {= clrscr();= printf("%s",message);= getch();= }= (a)= union= is= power= of= c= (b)= union= is= power= of= c= (c)= compiler= error= none= of= these= answer:= (b)= 31.= what= will= be= output= if= you= will= compile= and= execute= the= following= c= code?= #define= message= "union= is= power= of= c"= void= main()= {= clrscr();= printf("%s",message);= getch();= }= (a)= union= is= power= of= c= (b)= compiler= error= (e)= none= of= these= answer:= (b)= 31.= what= will= be= output= if= you= will= compile= and= execute= the= following= c= code?= #define= message= "union= is= power= of= c"= void= main()= {= if(printf("cquestionbank"))= printf("I know c");= else= printf("I know c++");= }= (a) I know c (b) I know c++ (c) cquestionbankI know c (d)

message "union is power of c" void main() { clrscr(); printf("%s", message); getch(); } (a) union is power of c (b) union is Power of c (c) union is Power of c (d) Compiler error (e) None of these Answer: (b) 31. What will be output if you will compile and execute the following c code? > (x</10)> (x</10)> main() { int a=25, clrscr(), printf(%o %x,a,a), getch(), } a) 25 25 b) 025 0x25 c) 12 42 d) 31 19 e) None of the following answers: d) 32. What will the output be if you compile and execute the following c code? invalid main() { int i=0, if(i==0){ i=((5,(i=3)),i=1); printf(equal), } (a) 5 (b) 3 (c) 1 (d) equals (e) None of the above answers: (c) 33.What will the output be if you compile and execute the following code c? int external x; invalid main() printing(%d,x); x=2; getch(); } int x=23; (a) 0 (b) 2 (c) 23 d) Compiler error e) None of the following answers: c) 34.What will the output be if you compile and execute the following code c? invalid main(){ int a,b; a=1,3,15; b=(2,4,6); clrscr(); printf(%d,a+b); getch(); } (a) 3 b) 21 c) 17 d) 7 (e) Response to compiler error: d) 35.What will the output be if you compile and execute the following code c? invalid main(){ static principal, int x, x=call(main), clrscr(), printf(%d,x), getch(), } int call(int address){ address++; return address, } int call() int address){ address++; return address; } int call(int address){ address++; return address; } int call(a) 0 b) 1 c) Compiler error d) Compiler error e) None of these responses: b) 36. What will the output be if you compile and execute the following c code? #include string.h invalid main(){ clrscr(); printf(%d %d,sizeof(string),strlen(string)); getch(), } a) 6 6 b) 7 7 c) 6 7 d) 7 6 e) None of the following answers: d) 37. Type c the program that displays the mouse pointer and the position of the pointer. (V x coordinates, y coordinates)? Answer: #include dos.h #include stdio.h invalid main () { union REGS i, o; int x,y,k; //show mouse pointer i.x.ax=1; int86(0x33,&i,&o); while(!kbit()) //its value will be false, when we press a key in the key plate { i.x.ax=3, //get mouse position x=o.x.cx; y=o.x.dx, clrscr(); printf(%d , %d),x,y), delay(250), int86(0x33,&i,&o); } getch(); } 38.What will the output if you compile and execute the following c code? invalid main(){ int huge*p=(int huge*)0XC0563331; int huge*q=(int huge*)0xC2551341; *p=200; printf(%d,*q); } (a)0 (b)Garbage value (c)null (d) 200 (e)Compiler error response: (d) 39.What will the output be if you compile and execute the following code c? struct mark{ int p:3; int c:3; int m:2; }; void main(){ struct marks s={2,-6,5}; printf(%d %d%d,s.p,s.c,s.m); } (a) 2 -6 5 b) 2 -6 1 c) 2 2 1 d) Compiler error e) None of the following answers: c) 40.What will be the output if you compile and execute the following code c? void main(){ if(prtf(cquestionbank)) prtf(I know c); else prtf(I know c++); (a) I know c (b) I know c ++ (c) cquestionbankViem c (d) cquestionbankI know c++ (e) Compiler error Answer: (c) 41.What will the output if you compile and execute the following c code? #define(x) #x main(){ printf(%s,call(c/c++)); } a)c (b)c++ c)#c/c++ e)Response to compiler error: d) 42. What will the output be if you compile and execute the following c code? #define is power of c invalid main(){ clrscr(); printf(%s,message); getch(); } a) union is the power c(b) of the Union's competence c (c) union is performance c (d) Compiler error (e) None of the following answers: (b) 43. What will the output be if you compile and execute the following c code? void main(){ int i=25, clrscr(); printf(%o %x,a, getch(), } a) 25 25 b) 025 0x25 c) 12 42 d) 31 19 e) None of the following answers: d) 44. What will the output be if you compile and execute the following c code? void main(){ int i=0, if(i==0){ i=((5,(i=3)),i=1); printf(%d,i), } else prtf(equal), } (a) 5 (b) 3 (c) 1 (d) equal to (e) None of the above answers: (c) 45.What will be the output if you compile and execute the following code c? int external x; invalid main() printing(%d,x); x =2; getch(); } int x=23; (a) 0 b) 2 c) 23 d) Compiler error e) None of the following answers: c) 46.What will the output be if you compile and execute the following code c? invalid main(){ int a,b, a=1,3,15, b=(2,4,6), clrscr(), printf(%d,a+b); getch(), } a) 3 b) 21 c) 17 d) 7 (e) Compiler error response: d) 47.What will the output be if you compile and execute the following code c? invalid main(){ static principal, int x, x=call(main), clrscr(), printf(%d %d,sizeof(string),strlen(string)); getch(), } a) 6 6 b) 7 7 c) 6 7 d) 7 6 e) None of the following answers: d) 49.What will the output be if you compile and execute the following code c? invalid main(){ int huge*p=(int huge*)0XC0563331; int huge*q=(int huge*)0xC2551341; *p=200; printf(%d,*q); } (a)0 (b)Value of garbage (c)null (d) 200 (e)Compiler error Reply: (d) 50.What will the output be if you compile and execute the following code c? struct tags{ int p:3; int c:3; int m:2; }; void main(){ struct marks s={2,-6,5}; printf(%d %d%d,s.p,s.c,s.m); } (a) 2 -6 5 b) 2 -6 1 c) 2 2 1 d) Compiler error e) None of the following answers: c) C Programming Objective questions Pdf :: 51.What will the output be if you compile and execute the following code c? void main(){ if(prtf(cquestionbank)) prtf(I know c); (a) I know c (b) I know c ++ (c) cquestionbankViem c (d) cquestionbankI know c++ (e) Compiler error Answer: (c) 52.What will the output if you compile and execute the following c code? #define(x) #x main(){ printf(%s,call(c/c++)); } a)c b)c++ c)#c/c++ e)Compiler error response: d) 53. What will the output be if you compile and execute the following c code? #define union is the power of c invalid main(){ clrscr(); printf(%s,message); getch(); } a) union is the competence c b) union ispower c c) union is performance c d) error compiler e) None of the following answers: b) 54. What will the output if you compile and execute the following c code? void main(){ int i=25, clrscr(); printf(%o %x,a, } a) 25 25 b) 025 0x25 c) 12 12 (d) 31 19 (e) None of the following answers: (d) 55.What will the output be if you compile and execute the following c code? void main(){ int i=0, if(i==0){ i=((5,(i=3)),i=1); printf(%d,i), } else prtf(equal), } (a) 5 (b) 3 (c) 1 (d) equals (e) None of the above answers: (c) 56.What will the output be if you compile and execute the following code c? int external x; invalid main() printing(%d,x); x =2; getch(); } int x=23; (a) 0 b) 2 (c) 23 d) Compiler error e) None of the following answers: c) 57.What will the output be if you compile and execute the following code c? invalid main(){ int a,b; a=1,3,15; b=(2,4,6); clrscr(); getch(); } (a) 3 b) 21 c) 17 d) 7 (e) Compiler error Reply: d) 58.What will the output be if you compile and execute the following code c? invalid main(){ static main, int x, x=call(main), clrscr(), printf(%d,x), getch(), } int call(int address){ address++; return address; } int call(int address){ address++; return address; } int call(a) 0 b) 1 (c) Garbage value d) Compiler error e) None of the following Answer: (b) 59.What will the output be if you compile and execute the following c code? #include string.h invalid main(){ clrscr(); printf(%d %d,sizeof(string),strlen(string)); getch(), } a) 6 6 b) 7 7 c) 6 7 d) 7 6 e) None of the following answers: d) 60.What will the output be if you compile and execute the following code c? invalid main(){ int huge*p=(int huge*)0XC0563331; int huge*q=(int huge*)0xC2551341; *p=200; printf(%d,*q); } (a)0 (b)Value of garbage (c)null (d) 200 (e)Response to compiler error: d) 61. Who is the father of C? A. Bjarne Stroustrup B. Dennis Ritchie C. James A. Gosling D. Dr. E.F. Codd Ans : B 62. C Language developed on _____ ? A. AT & T's Bell Laboratories of the USA in 1972 B. AT & T's Bell Laboratories of the USA in 1970 C. Sun Microsystems in 1973 D. Cambridge University in 1972 Ans : A 63. For a 16-bit compiler, the allowed range for whole constants is _____ ? A. -3,4e38 to 3,4e38 B. -32767 to 32768 C. -32768 to 32767 D. -32668 to 32667 Ans : C 64. C programs are converted to machine language with the help of A. An Editor B. Compiler C. Operating System D. None of the above Ans: B 65. Variable C cannot begin with a. Alphabet B. Number C. Special symbol other than underscore D.b. and c) Ans: D 66. Which of the following is allowed in arithmetic instruction C A. [] B. {} C. () D. None of the above Ans: C 67. Which of the following shows the correct hierarchy of arithmetic operations in C A. / + * – B. * – / + C. + – / * D. * / + – Ans: D 68. What is a field? A. A field is a collection of variables that are of a different data type. B. Array is a collection of variables that have the same data type. C. The field is not a collection of variables that are of the same data type. D. None of the above. Ans : B 69. What is the right path to the initialisation field? A. int number[6] = { 2, 4, 12, 5, 45, 5 } ; B. int n{} = { 2, 4, 12, 5, 45, 5 } ; C. int n{6} = { 2, 4, 12 } D. int n(6) = { 2, 4, 12, 5, 45, 5 } ; Ans : And 70. The field elements are stored in memory locations _____. A. Sequential B. Random C. Sequential and Random D. None of the above Ans: A 71. What is the right way to access the value of a variable book structure(price, page)? A. printf(%d%d, book.price, book.page); B. printf(%d%d, price.book, page.book); C. printf(%d%d, price::book, page::book); D. printf(%d%d, price->books, page->book); Ans : A 72nd perror() function used ? A. Work as well as printf() B. prints the error message specified by compiler C. Prints the garbage value assigned to compiler D. None of the above Ans: B 73. Bitwise operators can work on? A. Double and B. swims and doubles C. ints and floats D. ints and chars Ans: D 74. What are C tokens? A. Smallest individual units of program C B. Basic element recognized by compiler C. Largest individual units of the program D. A & B Both Ans : D 75. What are keywords? A. Keywords have some predefine meanings and these meanings may be changed. B. Keywords have a certain unknown meaning, and you can't change those meanings. C. Keywords have some predefine meanings and these meanings cannot be changed. D. None of the above Ans: C 76. What is constant? A. Constants have fixed values that do not change during program B. Constants have unknown values that may change during program D. None of the above Ans: A 77. What is the correct way to declare constant in C? A. int constant var = 10; B. int const var = 10; C. const int var = 10; D. B& C Both Ans : D 78. Which operators are known as theern operator? A.::? B. ?, ; C. ?, ; D. None of Avobe Ans: B 79. In the switch statement, each case instance value must be _____? A. Constant B. Variable C. Special symbol D. None of avobe Ans: 80. What is the job of breaking a keyword? A. Stop executing program B. Restart running program C. Exit from loop or switch statement D. None of avobe Ans : C 81. What is the function? A. A function is a block of reports that perform some specific tasks. B. Function is the base modular unit. A function is usually designed to perform a specific task. C. A function is a block of code that performs a specific task. It has a name and is reusable D. All the above Ans : D 82. Which of the following sentences is true? A. The body until the loop is done at least once. B. Body do ... while the loop is done at least once. C. Body do ... while the loop is executed zero or more times. D. For the loop can never be used instead of a moment loop. Ans : B 83. A binary tree with 27 nodes has branches _____ null. A. 54 B. 27 C. 26 D. None of the above Ans: D 84. Which of the following is not a linear data structure? A. Field B. Binary tree C. Front D. Tray Ans: B 85. Recursive functions are performed in? A. First in the first of order B. Load balancing C. Fashion D. Last in the first Out Order Ans: D D The queue is a _____ list. A. LIFO B. LILO C. FILO D. FIFO Ans: D 87. Copy f (%d, 10 ? 0 ? 5:1:12); will print? A. 10 B. 0 C. 12 D. 1 Ans: D 88. Represent the hierarchical relationship between elements, which data structure is appropriate? A. Priority B. Tree C. Dqueue D. All the above Ans: B 89. Which of the following data structures is a linear type? A. Strings B. Front C. Lists D. All the above Ans: D 90. Statement copy (%c, 100); will print? A. Prints 100 B. Print garbage C. Prints ASCII equivalent to 100 D. None of the above Ans: C 91. The _____ memory allocation function modifies the previous reserved space. A. calloc B. free C. malloc D. realloate Ans: D 92. The number of binary trees formed with 5 nodes is A. 30 B. 36 C. 108 D. 42 Ans: D 93. Language C is A. Contextually free language B. Contextually sensitive language C. Common language D. None of the above Ans: A 94. The worst time complexity of the AVL tree is better compared to the binary search engine for A. Search and paste operations B. Search and delete operations C. Insert and delete Operations Ans : D 95. In which tree does the height of its left substrate and right substrate differ by almost one for each node? A. Binary Search Tree B. AVL Tree C. Threaded Binary Tree D. Complete Binary Tree Ans: B 96. C is _____ Language? A. Low level B. High level C. Mounting level D. Machine level 97. The default parameter upload mechanism is called A. Call by value B. Call by reference C. Call by address D. Call by Ans name: A 98. What is Dequeue? A. Elements can be added from the front B. Elements can be removed from either the front or rear C. Elements can be added from the rear D. None of the above Ans: B 99. In which linked list is the address of the last node null? A. Doubly linked list B. Circular list C. Singles linked list D. None of the above Ans: C 100. What is the correct syntax to declare a constant pointer? A. int *const constPtr; B. Constant constPtr; C. const int *constPtr; D. A and C as Ans: D C MCQs Pdf Download :: ::

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