

1-1-2nd mid CP

1. A _____ is a place on the disk where a group of related data is stored. :-> file
2. Basic operations performed on files is/are _____ :-> opening, reading and closing
3. getw() is used to _____ :-> read an integer from a file
4. ftell() is used to _____ :-> give the current position of a file
5. fopen() is used to _____ :-> creating and opening a file
6. What does FILE *fp indicate? :-> fp as a pointer to datatype FILE
7. The mode r is used to open a file for _____ :-> read only
8. The mode a is used to open a file for _____ :-> adding data
9. The mode w+ is used for _____ operations. :-> reading and writing
10. If a non-existing file is opened in read mode then _____ occurs. :-> Error
11. Standard i/o routines are _____ :-> fopen(), getw(), rewind()
12. When end of file is reached getc() returns _____ :-> EOF
13. The function putc() is used for _____ purpose. :-> write a character
14. The first argument in fprintf() is used for _____ :-> file pointer
15. Status-inquiry-library functions are _____ :-> feof and ferror
16. Which of the following is an not error situation? :-> opening an existing file
17. The feof() function is used to test _____ condition. :-> end of file
18. feof() returns a non-zero integer value if _____ :-> all the data has been read
19. The ferror() function is used to report _____ :-> status of file indicated
20. feiror() takes _____ as argument. :-> file pointer
21. If an error is detected by ferror(), then it returns _____ :-> non zero integer
22. fopen() returns _____ value when file can't be opened using fopen(). :-> NULL
23. fseek(fp, 0L, 1) indicates _____ :-> stays at current position
24. fseek(fp, -m, 1) indicates _____ :-> Go backward by m bytes
25. fseek() returns _____ value when file pointer moves beyond the file boundaries. :-> -1
26. ewind() is used for _____ :-> reset the position to start of file
27. The first byte in a file is numbered _____ :-> 0
28. fseek()s used for _____ :-> sets the position to desired point in file
29. getc() is used to _____ :-> Read a character
30. To store data in a file in the secondary memory _____ is/are needed to OS. :-> Filename, Data

Structure, Purpose

31. A File is identified using _____ :-> File Descriptor
32. Each System call read or write returns count of _____ :-> No of bytes transferred
33. The return value 0 bytes for a system call indicate _____ :-> End of a file
34. The prototypes of all System calls are available in _____ file. :-> syscalls.h
35. A program can open at about _____ number of files simultaneously. :-> 20
36. _____ function is used remove the file name from the file system. :-> unlink
37. lseek will take the pointer to the _____ of the file. :-> Position specified
38. rewind will get the pointer back to _____ :-> beginning
39. Files in the standard library are described by _____ :-> File pointers
40. File pointer is a pointer to _____ of the buffer. :-> Next character
41. How is a variable accessed from another file. :-> The global variable is referenced via the extern specifier
42. Global variables that are declared static are _____ :-> Allocated on the heap
43. A File is identified using _____ :-> File Descriptor
44. Each System call read or write returns count of _____ :-> No of bits transferred
45. The return value 0 bytes for a system call indicates _____ :-> End of a file
46. The prototypes of all System calls are available in _____ file. :-> syscalls.h
47. Symbolic constants are defined as: :-> #define s1 = s2

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48. The library function `exit()` causes an exit from:->the block in which it occurs
49. What is the output of the following program : `main () { int x, y; void change (int *, int *); x = 40 ; y = 80 ; change (&x, &y) ; void change (int *, int *) ; printf ("%d %d", x, y) ; } void change (int *a, int *b) { int k ; k = * a; *a = *b ; *b = k ; } :->80 40`
50. Which of the following would compute the square of x in 'C' :->`pow (x, 2)`
51. Which of the following is a correct way of defining a symbolic constant `pie` in C :->`#define pie 3.142`
52. The values of actual arguments are assigned to the formal arguments on a basis:->one to one
53. In case both external and auto variables are declared with the same name in a program, the priority is given to which of the variables :->auto variable
54. The header file that must be included at the beginning of a C program to use a library function `cos` is:->`math.h`
55. Any program in C contains atleast :->one function
56. 'C' language by default allows :->call by value
57. String handling functions are kept in :->`string.h`
58. The lifetime of external variables is:->throughout the program
59. `#directive` must be present :->before the main function
60. How many values a function can return at a time :->only one
61. Which of the following statement is wrong with respect to a storage class:->by default a storage class is static
62. Preprocessing is typically done in:->either before or at the beginning of compilation
63. The register class cannot be used for all types of variables. This is because :->number of bits in the register are less than the size of some variable types
64. When both called function and calling function are same, then the process is said to be :->recursion
65. Recursive functions are executed in:->last in first out order
66. `#define PI 3.142` is a kind of :->Preprocessor directive
67. Observe following function declaration and choose the best answer: `int divide (int a, int b = 2) :-`
>Variable b will have value 2 if not specified when calling function
68. A function that calls itself for its processing is known as:->Recursive Function
69. We declare a function with _____ if it does not have any return type:->void
70. Arguments of a function are separated with:->comma (,)
71. The keyword `endl`:->Ends current line and starts a new line in cout statement.
72. Strings are character arrays. The last index of it contains the null-terminated character:->\0
73. Variables inside parenthesis of function declarations have _____ level access:->Local
74. What error will the following function give on compilation? `f(int a, int b) { int a; a=20; return a; } :-`
>Redeclaration of a
75. Will the following function work? `f1 (int a, int b) { return (f2(20)); } f2 (int a) { return (a * a); } :->Yes`
76. How many times the following program will print "Jamboree"? `#include < stdio.h > Void main() { Printf("\n Jamboree"); main(); } :->Till the Stack doesn't overflow`
77. Which of the following is the correct output for the program given below? `#include < stdio.h > Void main() { int fun(int); int i=fun(10); printf("%d\n", -i); } int fun(int i) { return (i++); } :->9`
78. If an int is 2 bytes wide then which of the following is the correct output for the program given below?
`#include < stdio.h > Void fun(char **); Void main() { Char *argv[]={ "ab", "cd", "ef", "gh" }; fun(argv); } Void fun(char **p) { Char *t; t = (p+=sizeof(int))[-1]; printf("%s", t); } :->cd`
79. Which of the following is the correct output for the program given below? `#include < stdio.h > int fun(int); void main() { float k=3; fun (k=fun(fun(k))); Printf("%f", k); } fun (int i) { i++; return i; } :->5.000000`
80. The keyword used to transfer control from a function back to the calling function is:->return
81. `#include < stdio.h > Void main() { int i=3, j=4, k, l; k=addmult(i, j); l=addmult(i, j); printf("\n%d%d", k, l); } int addmult(int ii, int jj) { int kk, ll; kk=ii+jj; ll=ii*jj; return (kk, ll); } :->12 12`

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82. Which of the following statements are correct about the function given below? long fun(int num) { int i; long f=1; for(i=1;i<=num;i++) f=f*i; return(f); } :->The function calculates the factorial value of an integer.
83. Which of the following is the correct output for the program given below? #include <stdio.h> #define SQR(x) (x*x) void main() { int a, b=3; a=SQR(b+2); printf("\n%d",a); } :->11
84. Which of the following is the correct output for the program given below? #include <stdio.h> #define SQUARE(x) x*x; Void main() { float s=10,u=30,t=2,a; a=2*(s-u*t)/SQUARE(t); printf("Result: %f",a); } :->Result: 100.000
85. What will be the output of the following program? #include <stdio.h> #define FUN(i,j) i##j void main() { int val1=10; int val2=20; printf("%d",FUN(val1, 2)); } :->20
86. What will be the output of the following program? #include <stdio.h> #define MAN(x,y)((x)>(y)?(x):(y); Void main() { int i=10,j,k; j=5; k=0; k=MAN(++i,j); printf("%d%d%d",i,j,k); } :->12 6 12
87. What will be the output of the following program? #include <stdio.h> #define FUN(arg) do { \ If(arg) \ Printf("Have fun&","n"); \ } while(i--) Void main() { int i=2; FUN(iHave fun& Have fun& Have fun& } :->Have fun&
88. Would the following typedef work? typedef #include i; :->No
89. Will it result into an error if a header file is included twice? :->Yes
90. main() { static int var = 5; printf("%d",var--); if(var) main(); } :->5 4 3 2 1
91. main() { extern int i; i=20; printf("%d",i); } :->Linker Error: Undefined 'i'
92. #define square(x) x*x main() { int i; i = 64/square(4); printf("%d",i); } :->64
93. #include <stdio.h> #define a 10 main() { #define a 50 printf("%d",a); } :->50
94. #define clrscr() 100 main() { clrscr(); printf("%d\n",clrscr()); } :->100
95. #define f(g,g2) g##g2 main() { int var12=100; printf("%d",f(var,12)); } :->100
96. main() { show(); } void show() { printf("I'm the greatest"); } :->Compiler error
97. main() { main(); } :->Run time error: Stack OverFlow
98. int i=10; main() { extern int i; { int i=20; { const volatile unsigned i=30; printf("%d",i); } printf("%d",i); } printf("%d",i); } :->30 20 10
99. #include <stdio.h> main() { register i=5; char j[]="hello"; printf("%s:%d",j,i); } :->Prints hello 5
100. #include <stdio.h> aaa() { printf("hi"); } bbb() { printf("hello"); } ccc() { printf("bye"); } main() { int (*ptr[3])(); ptr[0]=aaa; ptr[1]=bbb; ptr[2]=ccc; ptr[2](); } :->Prints bye
101. main() { int i; i = abc(); printf("%d",i); } abc() { _AX = 1000; } :->1000
102. main() { int a=0; int b=20; char x=1; char y=10; if(a,b,x,y) printf("hello"); } :->hello
103. void main() { static int i=5; if(--i) { main(); printf("%d",i); } } :->0 0 0 0
104. void main() { int k=ret(sizeof(float)); printf("\n here value is %d",++k); } int ret(int ret) { ret += 2.5; return(ret); } :->7
105. #define prod(a,b) a*b main() { int x=3,y=4; printf("%d",prod(x+2,y-1)); } :->10
106. What will print if following code is executed. char* myFunc (char *ptr) { Ptr+=3; return (ptr); } int main() { char *x,*y; x= HELLO ; y=myFunc(x); printf(y= %s\n ,y); return 0; } :->Lo
107. main() { void swap(); int x=10,y=8; swap(&x,&y); printf("x=%d y=%d",x,y); } void swap(int *a, int *b) { *a ^= *b, *b ^= *a, *a ^= *b; } :->10 8
108. What will be the output of the following program? #include #define MESS Junk Void main() { Printf("MESS"); } :->MESS
109. What will be output of following program? #include <stdio.h> void main() { int a = 320; char *ptr; ptr = (char *)&a; printf("%d",*ptr); getch(); } :->64
110. What will be output of following program? #include <stdio.h> #include void main() { void (*p)(); int (*q)(); int (*r)(); p = clrscr; q = getch; r = puts; (*p)(); (*r)("Hello"); (*q)(); } :->Hello
111. What will be output of following program? #include <stdio.h> void main() { int i = 3; int *j; int **k; j=&i; k=&j; printf("%u %u %d",k,*k,**k); } :->Address, Address, 3

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112. What will be output of following program? #include <stdio.h> void main() { char far *p=(char far *)0x55550005; char far *q=(char far *)0x53332225; *p = 80; (*p)++; printf("%d",*q); getch(); } :->81
113. What will be output of following program? #include <stdio.h> #include void main() { char *ptr1 = NULL; char *ptr2 = 0; strcpy(ptr1, "c"); strcpy(ptr2, "questio is"); printf("\n%s %s", ptr1, ptr2); getch(); } :->(null) (null)
114. What will be output of following program? #include <stdio.h> void main() { int huge *a=(int huge *)0x59990005; int huge *b=(int huge *)0x59980015; if(a==b) printf("power of pointer"); else printf("power of c"); getch(); } :->power of pointer
115. What will be output of following program? #include <stdio.h> #include void main() { register a = 25; int far *p; p=&a; printf("%d",*p); getch(); } :->Compilation error
116. What will be output of following program? #include <stdio.h> #include void main() { char far *p,*q; printf("%d %d", sizeof(p), sizeof(q)); getch(); } :->4 2
117. What will be output of following program? #include <stdio.h> void main() { int a = 10; void *p = &a; int *ptr = p; printf("%u", *ptr); getch(); } :->10
118. What will be output of following program? #include <stdio.h> #include void main() { int register a; scanf("%d",&a); printf("%d",a); getch(); } //if a=25 :->Compilation error
119. What will be output of following program? #include <stdio.h> void main() { char arr[10]; arr = "world"; printf("%s",arr); getch(); } :->Compilation error
120. What will be output of following program? #include <stdio.h> #include void main() { int a,b,c,d; char *p = (char *)0; int *q = (int *)0; float *r = (float *)0; double *s = 0; a = (int)(p+1); b = (int)(q+1); c = (int)(r+1); d = (int)(s+1); printf("%d %d %d %d",a,b,c,d); } :->1 2 4 8
121. What will be output of following program? #include <stdio.h> #include void main() { int a = 5, b = 10, c; int *p = &a, *q = &b; c = p - q; printf("%d", c); getch(); } :->1
122. What will be output of following program? #include <stdio.h> unsigned long int (*avg())[3] { static unsigned long int arr[3] = {1,2,3}; return &arr; } void main() { unsigned long int (*ptr)[3]; ptr = avg(); printf("%d", *(*ptr+2)); getch(); } :->3
123. What will be output of following program? #include <stdio.h> void main() { int i = 5, j; int *p, *q; p = &i; q = &j; j = 5; printf("value of i : %d value of j : %d", *p, *q); getch(); } :->5 5
124. What will be output of following program? #include <stdio.h> void main() { int i = 5; int *p; p = &i; printf(" %u %u", *p, *p); getch(); } :->Address Address
125. What will be output of following program? #include <stdio.h> void main() { int i = 100; printf("value of i : %d addresss of i : %u", i, &i); i++; printf("nvalue of i : %d addresss of i : %u", i, &i); getch(); } :->value of i : 100 addresss of i : Address value of i : 101 addresss of i : Address
126. What will be output of following program? #include <stdio.h> void main() { int I = 3; int *j; int **k; j = &i; k = &j; printf("%u %u %u", i, j, k); } :->3 Address Address
127. The statement int **a ; :->is syntactically and semantically correct
128. Consider the following declaration. int a, *b = &a, **c = &b ; The following program fragment a = 4 ; * * c = 5 ; :->assigns 5 to a
129. If the statement b = (int *) ** c ; is appended to the following program fragment, then Consider the following declaration. int a, *b = &a, **c = &b ; The following program fragment a = 4 ; * * c = 5 ; :->value of b becomes 5
130. static char wer [3] [4] = { " bag", "let", "bud" } ; char (*ptr) [4] = wer ; The possible output of printf("%d %d", ptr, ptr+1); is :->262 266
131. static char wer [3] [4] = { " bag", "let", "bud" } ; char (*ptr) [4] = wer ; The possible output of printf("%d %d", wer [1], wer [1] +1); is :->162 163
132. static char wer [3] [4] = { " bag", "let", "bud" } ; char (*ptr) [4] = wer ; The possible output of printf("%d %d", wer, wer + 1) ; is :->262 266
133. static char wer [3] [4] = { " bag", "let", "bud" } ; char (*ptr) [4] = wer ; putchar (*wer [1] +1)) :->prints c

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134. static char wer [3] [4] = { " bag", "let", "bud" } ; char (*ptr) [4] = wer ; In which of the following cases will the character 't' be printed ? i. putchar (*(ptr + 1) + 2) ; ii. putchar (*(wer [1] + 2)) ; iii. putchar (*(ptr + 1) + 2) ; iv. none of the above :-> i & ii
135. Choose the correct statements. i. Address is the numeric value associated with a memory location. ii. Two variables can have the same address. iii. Address is bound to a variable by the compiler. iv. Value of a variable can be an address :-> i & iv
136. Feature for accessing a variable through its address is desirable because i. call by reference can be simulated ii. call by value can be simulated iii. a function can return more than one value iv. excessive use of global variables can be avoided :-> i, iii & iv
137. If x is an array of integer, then the value of & x [i] is same as that of :-> x + i
138. Pick the correct answers. If x is an one dimensional array, then i. &x [i] is same as x + i - 1 ii. * (x + i) is same as * (&x[i]) iii. * (x + i) is same as x [i] iv. * (x + i) is same as * x + i :-> ii & iii
139. Let x be an array. Which of the following cannot be present in the left hand side of an assignment statement ? i. x ii. x + i iii. * (x + i) iv. & x [i] :-> i, ii & iv
140. Let x be an array. Which of the following operations are illegal ? i. ++ x ii. x + i iii. x ++ iv. x * 2 :-> i, iii & iv
141. Consider the declaration char x [] = "WHATIZIT" ; char * y = "WHATIZIT" ; Pick the correct answers :-> The output of puts (x) and puts (y) will be the same
142. Consider the declarations char first (int *) (char, float) ; int second (char, float) ; which of the following function invocation is valid ? :-> first (second) ;
143. The declaration int (*p) [5] ; means :-> p is a pointer to a 5 element integer array
144. Consider the two declarations void *voidPtr ; char *charPtr ; Which of the following assignments are syntactically correct ? :-> voidPtr = charPtr
145. Which of the following operators can be applied to pointer variables(s) ? :-> Casting
146. The statement int **a ; :-> is syntactically and semantically correct
147. consider the following declaration. int a, *b = &a, **c = &b ; The following program fragment a = 4 ; ** c = 5 ; :-> assigns 5 to a
148. If the statement b = (int *) ** c ; is appended to the above program fragment, then :-> value of b becomes 5
149. consider the following declaration static char wer [3] [4] = { " bag", "let", "bud" } ; char (*ptr) [4] = wer ; The possible output of printf ("%d %d", ptr, ptr+1) ; is :-> 262 266
150. consider the following declaration static char wer [3] [4] = { " bag", "let", "bud" } ; char (*ptr) [4] = wer ; The possible output of printf ("%d %d", wer [1], wer [1] + 1) ; is :-> 162 163
151. consider the following declaration static char wer [3] [4] = { " bag", "let", "bud" } ; char (*ptr) [4] = wer ; The possible output of printf ("%d %d", wer, wer + 1) ; is :-> 262 266
152. consider the following declaration static char wer [3] [4] = { " bag", "let", "bud" } ; char (*ptr) [4] = wer ; the possible output of putchar (*(wer [1] + 1)) ; :-> prints e
153. consider the following declaration static char wer [3] [4] = { " bag", "let", "bud" } ; char (*ptr) [4] = wer ; In which of the following cases will the character 't' be printed ? i. putchar (*(ptr + 1) + 2) ; ii. putchar (*(wer [1] + 2)) ; iii. putchar (*(ptr + 1) + 2) ; iv. none of the above :-> i & ii
154. Choose the correct statements. i. Address is the numeric value associated with a memory location. ii. Two variables can have the same address. iii. Address is bound to a variable by the compiler. iv. Value of a variable can be an address. :-> i & iv
155. Feature for accessing a variable through its address is desirable because i. call by reference can be simulated ii. call by value can be simulated iii. a function can return more than one value iv. excessive use of global variables can be avoided which of the above statements is correct :-> i, iii & iv
156. Pointers are used for array subscripts because they :-> Are faster
157. If p is a pointer to the array then p++ :-> Points to next element of the array
158. Output of this program is _____ main() { int i=5; printf("%d%d%d%d%d", i++, i--, ++i, --i, i); } :-> 45545

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159. Output of the program is ____ void main() { int const * p=5; printf("%d",++(*p)); } :-
>Compiler error
160. Output of the program is ____ . main() { char *str1="abcd"; char str2[]="abcd"; printf("%d %d %d", sizeof(str1), sizeof(str2), sizeof("abcd")); } :->2 5 5
161. A given pointer can point to ____ types:->Many
162. In this program dp is ____ pointer char *dp = NULL; { char c; dp = &c; } :->Dangling
163. The & operator can be applied to ____ :->Variables
164. void *ptr; myStruct myArray[10]; ptr=myArray; which of the following is the correct way to increment the variable "ptr"? :->ptr=ptr+sizeof(myStruct);
165. How will you free the allocated memory? :->free(var-name);
166. What is the similarity between a structure, union and enumeration? :->All of them let you define new data types
167. What will be the output of the program? #include <stdio.h> int main() { union a { int i; char ch[2]; }; union a u; u.ch[0]=3; u.ch[1]=2; printf("%d, %d, %d\n", u.ch[0], u.ch[1], u.i); return 0; } :->3, 2, 515
168. What will be the output of the program? #include <stdio.h> int main() { union var { int a, b; }; union var v; v.a=10; v.b=20; printf("%d\n", v.a); return 0; } :->20
169. What will be the output of the program? #include <stdio.h> int main() { struct value { int bit1:1; int bit3:4; int bit4:4; } bit; printf("%d\n", sizeof(bit)); return 0; } :->2
170. What will be the output of the program? #include <stdio.h> int main() { enum days {MON=-1, TUE, WED=6, THU, FRI, SAT}; printf("%d, %d, %d, %d, %d, %d\n", MON, TUE, WED, THU, FRI, SAT); return 0; } :->-1, 0, 6, 7, 8, 9
171. What will be the output of the program? #include <stdio.h> int main() { enum status {pass, fail, absent}; enum status stud1, stud2, stud3; stud1 = pass; stud2 = absent; stud3 = fail; printf("%d %d %d\n", stud1, stud2, stud3); return 0; } :->0, 2, 1
172. What will be the output of the program? #include <stdio.h> int main() { int i=4, j=8; printf("%d, %d, %d\n", i|j&j|i, i|j&j|i, i^j); return 0; } :->12, 12, 12
173. What will be the output of the program? #include <stdio.h> int main() { struct emp { char *n; int age; }; struct emp e1 = {"Dravid", 23}; struct emp e2 = e1; strcpy(e2.n, e1.n); printf("%s\n", e1.n); return 0; } :->DRAVID
174. What will be the output of the program? #include <stdio.h> int main() { struct node { int data; struct node *link; }; struct node *p, *q; p = (struct node *) malloc(sizeof(struct node)); q = (struct node *) malloc(sizeof(struct node)); printf("%d, %d\n", sizeof(p), sizeof(q)); return 0; } :->2, 2
175. What will be the output of the program? #include <stdio.h> int main() { struct byte { int one:1; }; struct byte var = {1}; printf("%d\n", var.one); return 0; } :->-1
176. What will be the output of the program? #include <stdio.h> int main() { enum days {MON=-1, TUE, WED=6, THU, FRI, SAT}; printf("%d, %d, %d, %d, %d, %d\n", ++MON, TUE, WED, THU, FRI, SAT); return 0; } :->Error
177. What will be the output of the program? #include <stdio.h> struct course { int courseno; char coursename[25]; }; int main() { struct course c[] = { {102, "Java"}, {103, "PHP"}, {104, "DotNet"} }; printf("%d", c[1].courseno); printf("%s\n", (*(c+2)).coursename); return 0; } :->103 Dotnet
178. What will be the output of the program? #include <stdio.h> int main() { enum value {VAL1=0, VAL2, VAL3, VAL4, VAL5} var; printf("%d\n", sizeof(var)); return 0; } :->2
179. Point out the error in the program? struct emp { int ecode; struct emp *e; }; :->No Error
180. Point out the error in the program? typedef struct data mystruct; struct data { int x; mystruct *b; }; :->No Error
181. Point out the error in the program? #include <stdio.h> int main() { struct a { category:5; scheme:4; }; printf("size=%d", sizeof(struct a)); return 0; } :->Error: bit field type must be signed int or unsigned int
182. Point out the error in the program? struct emp { int ecode; struct emp e; }; :->Error: in structure declaration

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