C Programming
Multiple Choice Questions

1.) Developer of 'C' language is _____.
   a.) Dennis Richie   c.) Bill Gates
   b.) Ken Thompson   d.) Peter Norton

2.) C language developed in _____.
   a.) 1970   c.) 1976
   b.) 1972   d.) 1980

3.) C is _____ level language.
   a.) High   c.) Middle
   b.) Low   d.) Machine

4.) C is available for which OS?
   a.) DOS   c.) Unix
   b.) Windows   d.) All of above

5.) Which symbol is used for pre-processor statement?
   a.) !   b.) #   c.) ~   d.) ;

6.) Which of the following is a scalar data type?
   a.) Float   c.) Array
   b.) Union   d.) Pointer

7.) Which of the following are tokens in C?
   a.) Keywords   c.) Constants
   b.) Variables   d.) All of above

8.) Which is the valid range of "int" data type?
   a.) 0 to 256   c.) -32767 to +32768
   b.) -32768 to +32767   d.) No particular range

9.) Which symbol is used to terminate a statement?
   a.) !   b.) #   c.) ~   d.) ;

10.) Which escape sequence character is a line terminator?
   a.) \a   b.) \b   c.) \m   d.) \n

11.) Which escape sequence character is used to beep from speaker?
   a.) \a   b.) \b   c.) \m   d.) \n

12.) Character constants should be enclosed between _____.
   a.) Single Quotes   c.) Both A and B
   b.) Double Quotes   d.) None of these

13.) String constants should be enclosed between _____.
    a.) Single Quotes   c.) Both A and B
    b.) Double Quotes   d.) None of these

14.) Which of the following is invalid?
    a.) ' '   b.) " "   c.) 'a'   d.) 'abc'

15.) The maximum length of a variable in C is _____.
    a.) 8   b.) 16   c.) 32   d.) 64

16.) The maximum size of 'float' variable is _____.
    a.) 1 byte   b.) 2 bytes   c.) 4 bytes   d.) 8 bytes

17.) The maximum size of 'double' variable is _____.
    a.) 1 byte   b.) 2 bytes   c.) 4 bytes   d.) 8 bytes

18.) A declaration of float a; double b; occupies _____ of memory.
    a.) 1 byte   b.) 6 bytes   c.) 10 bytes   d.) 12 bytes

19.) The size of a string variable is _____.
    a.) 1 byte   b.) 10 bytes   c.) 20 bytes   d.) Not specific

20.) Which is an example of compounded assignment statement?
    a.) a=5   b.) a=b   c.) a=b=c   d.) a+=10

21.) The operator && is used for _____.
    a.) Value assignment   c.) Logical comparison
    b.) Increment by 1   d.) Condition Checking

22.) The operator & is used for _____.
    a.) Bitwise AND   c.) Pointer to the variable
    b.) Logical AND   d.) None of these

23.) The equality operator is represented by _____.
    a.) :=   b.) .EQ   c.) =   d.) ==

24.) Operator's precedence determines which operator is _____.
    a.) Faster   c.) Take no argument
    b.) Take less memory   d.) Evaluated first

25.) The bitwise AND is used for _____.
    a.) Masking   c.) Division
    b.) Comparison   d.) Shifting bits

26.) The operator << is used for _____.
    a.) Shifting bits to left   c.) Equality Checking
    b.) Shifting bits to right   d.) None of these

27.) Which of the following has the HIGHEST precedence?
    a.) *   b.) ==   c.) =>   d.) +

28.) The associability of = operator is _____.
   a.) Right to Left   c.) None of these
   b.) Left to Right   d.) All of above

29.) Which operator has LOWEST priority?
   a.) ++   b.) %   c.) || d.) ()

30.) Which operator has HIGHEST priority?
   a.) ()   b.) || c.) %   d.) ++

31.) Integer Division results in _____.
   a.) Truncating the fractional part   c.) Floating value
   b.) Rounding the fractional part   d.) An error is generated

32.) Which is a Ternary Operator?
   a.) ? :   b.) *   c.) sizeof   d.) ^

33.) The typecast operator is _____.
   a.) cast ()   c.) //
   b.) (data type)   d.) " "

34.) Explicit type conversion is known as _____.
   a.) Separation   c.) Conversion
   b.) Casting   d.) Disjunction

35.) a+=4 means _____.
   a.) a=a+4   c.) a=4
   b.) a+4=a   d.) a=4+4

36.) p++ executes faster than p=p+1 because _____.
   a.) p uses registers   c.) p++ is a single instruction
   b.) ++ is faster than +   d.) All of above

37.) Which statement is correct?
   a.) C Library functions provide I/O facilities
   b.) C inherent I/O facilities
   c.) C doesn't have I/O facilities
   d.) Both (a) and (c)

38.) Header files in C contain _____.
   a.) Compiler Commands   c.) Header information of C Programs
   b.) Library functions   d.) Operators for files

39.) Which pair is used for single character I/O.?
   a.) getchar() and putchar()   c.) input() and output()
   b.) scanf() and printf()   d.) None of these

40.) The printf() returns _____ value when an error occurs.
   a.) Positive value   c.) Negative Value
   b.) Zero   d.) None of these

41.) Identify wrong statement:
    a.) putchar(65)   c.) putchar("x")
    b.) putchar('x')   d.) putchar('\n')

42.) An Ampersand in scanf() before the name of a variable denotes _____.
    a.) Actual Value   c.) Address
    b.) Variable Name   d.) Data Type

43.) Symbolic constants can be defined using _____.
    a.) #define   c.) symbols
    b.) const   d.) None of these

44.) Null character is represented by _____.
    a.) \n   b.) \0   c.)\o   d.)\e

45.) Which header file is essential for using strcmp() function.?
    a.) string.h   c.) text.h
    b.) strings.h   d.) strcmp.h

46.) malloc() used in Dynamic Memory Allocation is available in _____.
    a.) stream.h   c.) alloc.h
    b.) malloc.h   d.) stdio.h

47.) Testing & Conversion character functions in C are available in _____.
    a.) ctype.h   c.) math.h
    b.) string.h   d.) conio.h

48.) C supports _____ Looping statements.
    a.) 5   b.) 3   c.) 6   d.) 8

49.) A statement differs from an expression by terminating with a _____.
    a.) Semicolon (;)   c.) NULL
    b.) Colon (:)   d.) dot (.)

50.) Which of the following is an unconditional control structure?
    a.) Do-while   c.) goto
    b.) if-else   d.) for

51.) Which of the following is a keyword is used for a storage class.?
    a.) printf   c.) auto
    b.) external   d.) scanf

52.) In C language 'a' represents _____.
    a.) a digit   c.) a character
    b.) an integer   d.) a word

53.) The number of Arithmetic operators in C language is _____.
    a.) 4   b.) 5   c.) 6   d.) 7

54.) How many keywords are available in 'C'?
    a.) 32   b.) 34   c.) 36   d.) 30

55.) Advantage of UNION over STRUCTURE is _____.
    a.) Memory Storage   c.) Memory Screen
    b.) Memory Location   d.) None of these

56.) Maximum number of elements in the array declaration " int arr[5][8]; " is _____.
    a.) 28   b.) 32   c.) 35   d.) 40

57.) Array subscripts in C always start at _____.
    a.) 1   b.) -1   c.) as per programmer   d.) 0

58.) Which is the correct way to declare a pointer?
    a.) int ptr;   b.) *int *ptr;   c.) int *ptr;   d.) *int ptr;

59.) Output of the printf("2.3f\n",17.23478) will be _____.
    a.) 17.23478   c.) 17.2348
    b.) 17.235   d.) 17.23

60.) What will be the value of the following:
        1. floor(5.8)
        2. floor(-5.8)
    a.) -5,-6   c.) -5,6
    b.) 5, -6   d.) 5,6

61.) What would be the value of X after execution of the following statements?
```
int x,y=10;
char z='a';
x=y+z;
```
    a.) Invalid   c.) 107
    b.) 17   d.) 10a

62.) What will be the output the following:
```
#include<stdio.h>
#include<conio.h>
void main()
{
    int *i, *j, a=12, b=2, c ;
    c= (a=a+b, b=a/b, a=a*b, b=a-b);
    i= &c;
    printf ("%d",--(*i));
}
```
    a.) 93   c.) 91
    b.) 92   d.) 90

63.) Study the following program:
```
#include<stdio.h>
#include<conio.h>
void main()
{
    int a=7,b=5;
    switch(a/a%b)
    {
```

```
                case 1: a=a-b;
                case 2: a=a+b;
                case 3: a=a*b;
                case 4: a=a/b;
                default:  a=a;
            }
        printf("%d", a);
    }
```

What will be the output?
a.) 7   b.) 5   c.) 2   d.) None of above

64.) A _____ operator applies to two operands, while a _____ operator applies to a single operand.
a.) Binary, Unary   c.) Unary, Ternary
b.) Ternary, Binary   d.) None of these

65.) A _____ is a place where we can store values. Size of INT is _____ bits.
a.) int, 2   c.) variable, 16
b.) variable, 2   d.) int, 16

66.) Variable consist of letters, numbers and _____. You can't use _____.
a.) Underscore, keyword   c.) Identifier, keyword
b.) Alphabets, underscore   d.) Underscore, identifier

67.) Study the following C program:
```
#include<stdio.h>
#include<conio.h>
void main()
{
        char *str1,*str2,*str3;
        str1="India is my";
        str2="!!yrtnuoC";
        str3="Gujarat";
        clrscr();
        strncat(str1,strrev(str2),strlen(str3));
        puts(str1);
}
```
What will be the value of STR1 after execution of the above program?
a.) India is my Country!!
b.) India is my !!yrtnuoC
c.) India is my Country
d.) None of these

68.) Study it:
```
#include<stdio.h>
#include<conio.h>
void main()
{
        int count=1,digit=0;
        while(digit<=9)
```

```
        {
                ++count;
                ++digit;
        }
        printf("%d",count);
}
```
What will be the output?

a.) 10   b.) 9   c.) 11   d.) 12

69.) What will be the output of following program?
```
#include<stdio.h>
#include<conio.h>
void main()
{
        int i, j, k;
        j=5;
        i= 2*j/2;
        k=2*(j/2);
        printf("i=%d \n k=%d", i, k);
}
```
a.) i=5, k=5   c.) i=5, k=4

b.) i=4, k=4   d.) i=4, k=5

70.) Study the following program:
```
#include<stdio.h>
#include<conio.h>
void main()
{
        int a, b, c;
        a=2;
        b=2*(a++);
        c=2*(++a);
        printf("b=%d \n c=%d",b,c);
}
```
a.) b=4,c=6   c.) b=3, c=6

b.) b=3,c=8   d.) b=4, c=8

71.) Study the following program:
```
#include<stdio.h>
#include<conio.h>
void main()
{
        int *ptr, i;
        i=12;
        *ptr=i * i;
        ++i;
        printf("%d  %d", i, *ptr);
}
```
a.) 12, 144   b.) 13, 144   c.) 13, 0   d.) None of these

72.) Study the following program:
```
#include<stdio.h>
#include<conio.h>
void main()
{
        int a=3;
        switch(a)
        {       case 1:         printf("One");
                case 3:         printf("Three");
                case 5:         printf("Five");
                case 7:         printf("Seven");
                default:        printf("Odd");
                break;    }
```
What will be the output of above program?
a.) Three   c.) Three Five Seven Odd
b.) Three Five Odd   d.) Three Five Seven

73.) Study the following program:
```
#include<stdio.h>
#include<conio.h>
union example
{
        int i;
        float f;
        double d;
};
void main()
{
        union example e;
        printf("\n Size of union is: %d", size of(e));
}
```
What will be the output of this program?
a.) 8   b.) 6   c.) 10   d.) 14

74.) Study the following program:
```
#include<stdio.h>
#include<conio.h>
void main()
{
        int i=0, X=0;
        do
        {
                if(i%5==0)
                {
                        X++;
                }
                ++i;
        } while (i <20);
}
```
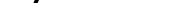What will be the output of this program?
a.) X=4   b.) X=20   c.) X=25   d.) X=10

75.) Study the following program:
```
#include<stdio.h>
#include<conio.h>
void main()
{
        int i=0, X=0;
        while (i<20)
        {
                if(i%5==0)  {   X+=i;  }
                i++;
        }
        printf("X=%d", X);
}
```
What will be the output of above program?
a.) X=30   c.) X=25
b.) X=20   d.) X=10

76.) Study the following program:
```
#include<stdio.h>
#include<conio.h>
void main()
{
        int i, n=2;
        for(i=0; i<2; i++)
        {
                if(!(i<=n) && (++n==i))
                        n=n+2;
                else
                        n=n-2;
        }
}
```
What will be the output of this program?
a.) 3   b.) 4   c.) 2   d.) None of these

77.) Symbol of Magnetic Tape is

a.)   b.)   c.)   d.)

78.) Which is not a symbol of Flow-Chart.?

a.)   b.)   c.)   d.) None of above

79.) Pre-programming technique is.??
a.) Flow Chart   c.) Dry Run
b.) Algorithm   d.) All of Above

80.) Which is the step by step representation of program creation?
   a.) Algorithm
   b.) Dry Run
   c.) Flow Chart
   d.) None of Above

81.) Dry Run is a _____.
   a.) Tabular Development
   b.) Graphical Representation
   c.) Step by Step Development
   d.) None of Above

82.) 'B' language is developed by_____.
   a.) Martin Richards
   b.) Dennis Ritchie
   c.) Ken Thompson
   d.) Berian Kerningham

83.) Which of the following symbol is use for single line comment?
   a.) //
   b.) /* …… */
   c.) \\
   d.) ;

84.) Which is not the graphical representation of program creation?
   a.) Algorithm
   b.) Dry Run
   c.) Flow Chart
   d.) (A) and (B) both

85.) ANSI C permits the use of as many as _____ case labels.
   a.) 258   b.) 259   c.) 257   d.) 256

86.) Structure template is terminated by symbol _____.
   a.) Semicolon (;)
   b.) Comma (,)
   c.) Space ( )
   d.) Underscore (_)

87.) ? : is _____ operator.
   a.) Logical
   b.) Bitwise
   c.) Assignment
   d.) Conditional

88.) Which symbols used to define an array?
   a.) [ ]
   b.) < >
   c.) { }
   d.) ( )

89.) Find the error:
```
void main()
{
    int a=11 ;
    if(a>0);
        printf("Its POSITIVE");
    else
        printf("Its NEGATIVE");
}
```
   a.) getch(); is missing
   b.) statement missing
   c.) misplaced else
   d.) None of above

90.) Which is a relational operator?
   a.) &&
   b.) >=
   c.) ? :
   d.) /* …… */

91.) To check whether string is in upper case or not, which function is used?
    a.) toupper ()   c.) isupper()
    b.) upper ()   d.) None of above

92.) pow(), abs() & sqrt() are situated in _____ header file.
    a.) stdio.h, math.h, ctype.h   c.) ctype.h
    b.) string.h   d.) math.h

93.) Which is not the part of UDF?
    a.) Prototype of Function   c.) Definition of Function
    b.) Calling of Function   d.) None of above

94.) How compare that two strings are equal or not?
    a.) strcmp()   c.) strrev()
    b.) strcat()   d.) strchr()

95.) Which is a storage class?
    a.) auto   c.) register
    b.) static   d.) All of above

96.) 64 bits occupied by which data type?
    a.) double   c.) unsigned int
    b.) long double   d.) int

97.) Which special symbol is allowed for variable declaration _____?
    a.) Under Score (_)   c.) Caret (^)
    b.) Tiled (~)   d.) Colon (:)

98.) < , > are used for _____.
    a.) Function Call   c.) Link to Header file
    b.) Array   d.) Function Definition

99.) Percentage style of "unsigned int" is _____.
    a.) %ld   c.) %u
    b.) %c   d.) %lu

100.) _____as an alternative of simple if…else statement.
    a.) Conditional Operator   c.) ? : Operator
    b.) Ternary Operator   d.) All of above

101.) Which is not an Entry Control.?
    a.) for loop   c.) do…while loop
    b.) while loop   d.) All of above

102.) How many types of operators are there?
    a.) 7   c.) 10
    b.) 9   d.) 8

103.) What is the output of below program?

```
void main()
{
    int a=11,b ;
```

```
        b=a++
        printf("\n\t B: %d", b);
        getch();
    }
```

    a.) Error   b.) 12   c.) 11   d.) None of above

104.) a -=b is equivalent to _____.
    a.) a=b-a   c.) b=b-a
    b.) a=a-b   d.) b=a-b

105.) { } are used to group statements together as in a function, or in the body of a loop. Such a grouping is known as _____.
    a.) Statement   c.) Loop
    b.) Block   d.) Process

106.) Which is the Escape Sequence character?
    a.) \n   c.) \a
    b.) \o   d.) (A) and (B) both

107.) Null character is represented by _____.
    a.) NULL   c.) \0
    b.) \o   d.) All of above

108.) _____ Symbol behaves as STYLE while using with one variable and as REMINDER while using with two variable/values.
    a.) &   b.) %   c.) *   d.) #

109.) _____ and _____ are used to test more than one condition.
    a.) &&, || b.) <=, >=   c.) ==, !=   d.) <, >

God Bless You