



Dr.G.R.Damodaran College of Science

(Autonomous, affiliated to the Bharathiar University, recognized by the UGC) Re-
accredited at the 'A' Grade Level by the **NAAC** and ISO 9001:2008 Certified
CRISL rated 'A' (TN) for MBA and MIB Programmes

I B.Sc.(IT) [2017-2020]

Semester I

CORE: C Programming – 112A.

Multiple Choice Questions.

1. Who developed the C language?

- A. Ken Thompson
- B. Bjarne Stroustrup.
- C. Dennis Ritchie
- D. Kernighan.

ANSWER: C

2. When was the C language developed?

- A. 1970
- B. 1972
- C. 1975
- D. 1976

ANSWER: B

3. Where was the C language developed?

- A. Microsoft Corporation.
- B. Sun Microsystem
- C. AT&T Bell Laboratory.
- D. CERN, European Particle Physics Laboratory

ANSWER: C

4. C programs uses another program called _____ to type and instructs the machine to execute and also it uses _____ program to convert into machine language.

- A. editor, compiler
- B. compiler, editor
- C. operating system, editor.
- D. compiler, utility program.

ANSWER: A

5. Which language was the predecessor of C?

- A. A
- B. BCPL
- C. C
- D. CPL

ANSWER: C

6. Which is not a character of C?

- A. \$
- B. ^
- C. ~
- D. |

ANSWER: A

7. An identifier cannot start with ____

- A. _
- B. uppercase alphabet.
- C. lowercase alphabet.
- D. #

ANSWER: D

8. _____ are the words whose meaning has already been explained to the C compiler.

- A. constant
- B. keywords
- C. variables
- D. integer

ANSWER: B

9. Identify the derived data type in C from the following:

- A. int
- B. float
- C. char
- D. union

ANSWER: D

10. _____ instruction is used to control the sequence of execution of various statements in a C program.

- A. Type
- B. Control
- C. Arithmetic
- D. Program

ANSWER: B

11. String constants are represented within _____.

- A. single quotes.
- B. double quotes.
- C. curly braces.
- D. square brackets.

ANSWER: B

12. In C a variable cannot contain _____.

- A. blank spaces
- B. hyphen
- C. decimal point
- D. all the above

ANSWER: D

13. Statement terminator is represented by _____.

- A. .:

B. blank.

C. ;.

D. \n

ANSWER: C

14. An escape sequence commences with _____.

A. \

B. /

C. >

D. <

ANSWER: A

15. Which is an invalid variable name?

A. x

B. _x

C. #x

D. x1

ANSWER: C

16. What is the maximum value of a signed data type that is 8 bits in size?

A. 2 to the power of 7.

B. 2 to the power of 8.

C. (2 to the power of 7) minus 1.

D. (2 to the power of 8) minus 1.

ANSWER: C

17. Among the following, which escape sequence does not have any specific meaning

A. \t

B. \a

C. \b

D. \c

ANSWER: D

18. The operator % yields _____

A. quotient value.

B. remainder value.

C. percentage value.

D. fractional part of the division

ANSWER: B

19. The operator % can be applied only to _____.

A. float values.

B. double values.

C. character values.

D. integer values

ANSWER: D

20. Integer division results in _____.

A. rounding of the fractional part of the quotient.

B. truncating the fractional part of the quotient.

C. floating value.

D. syntax error.

ANSWER: B

21. AND (&&), OR (||) and NOT (!) are called _____ operators.

- A. logical
- B. binary
- C. relational
- D. bitwise

ANSWER: A

22. _____ operators allows comparing two values to see whether they are equal, unequal, greater than or less than.

- A. Logical
- B. Relational
- C. Conditional
- D. Assignment

ANSWER: B

23. Identify the relational operator from the following.

- A. &&.
- B. >.
- C. ||.
- D. !.

ANSWER: B

24. The symbol of left shift operator is _____.

- A. <.
- B. << .
- C. <=.
- D. <<<.

ANSWER: B

25. The symbol of right shift operator is _____.

- A. >=.
- B. >>>.
- C. >>.
- D. >.

ANSWER: C

26. Logical right shift results in _____.

- A. maintaining the leftmost bit value.
- B. zero is shifted to the leftmost bit position.
- C. one is shifted to the rightmost bit position.
- D. zero is shifted to the rightmost position.

ANSWER: B

27. The associativity of ++ operator is _____.

- A. right to left.
- B. left to right.
- C. a for arithmetic expression and b for pointer expression.
- D. a for pointer expression and b for arithmetic expression

ANSWER: A

28. The associativity of comma operator is _____.
- A. right to left.
 - B. left to right.
 - C. option a for arithmetic expression and b for pointer expression.
 - D. option a for pointer expression and b for arithmetic expression

ANSWER: B

29. Arithmetic right shift results _____.
- A. zero is shifted to the leftmost bit position
 - B. one is shifted to the rightmost bit value.
 - C. maintains the leftmost bit value.
 - D. zero is shifted to the rightmost bit position.

ANSWER: C

30. Which operator has the highest priority?
- A. ++.
 - B. %.
 - C. +.
 - D. /.

ANSWER: A

31. If there is any error while opening a file, fopen will return_____.
- A. EOF.
 - B. NULL.
 - C. END.
 - D. 0.

ANSWER: B

32. What is the value of the following expression? $i = 1; i = (i \ll 1 \% 2)$
- A. 2.
 - B. 2.1.
 - C. 3.0.
 - D. syntax error.

ANSWER: B

33. Header files in C contain _____.
- A. compiler commands.
 - B. library functions.
 - C. header information of C programs.
 - D. operators for files.

ANSWER: B

34. The function putchar() uses _____.
- A. no argument.
 - B. one argument that is a character variable.
 - C. one argument that is the ASCII value of a character.
 - D. one argument, that is a string.

ANSWER: A

35. The function scanf() returns _____.
- A. the actual values read for each argument.
 - B. the number of successfully read input values.
 - C. no value (void).
 - D. ASCII values of the characters read.

ANSWER: B

36. The function printf() returns _____.
- A. the actual values displayed for each argument.
 - B. no value (void).
 - C. the number of characters displayed.
 - D. ASCII values of the characters read.

ANSWER: C

37. Identify the correct statement : given double x;
- A. scanf("%d",&x);
 - B. scanf("%lf",&x);
 - C. scanf("%g",&x);
 - D. scanf("^d",&x);

ANSWER: A

38. What is the output of the following code? `main() { printf("%c",'A'); }`
- A. X
 - B. A
 - C. 65
 - D. error

ANSWER: B

39. What is the output of the following code? `main(){printf"%d",'A'); }`
- A. X
 - B. A
 - C. 65
 - D. error

ANSWER: C

40. The control statement that allows user to make a decision from the number of choices is called a _____.
- A. if
 - B. else if
 - C. switch
 - D. for

ANSWER: C

41. `main(){int x,y,z; printf("%d\n",z>=y>=x?10:20);}` What might be the value of x, y, and z, if 20 has to be printed?
- A. 0,0,0.
 - B. -1,-1,-2.
 - C. -1,0,1.
 - D. None of the above

ANSWER: D

42. What will be the result of the following program if the inputs are 2 3? `main() { int a,b; printf("Enter the two numbers"); scanf("%d%d",a,b); printf("%d+%d=%d",a,b,a+b); }`

- A. $2+3=5$.
- B. syntax error.
- C. will generate run time error/core dump.
- D. $a+b=5$

ANSWER: B

43. Structural programming approach makes use of _____.

- A. modules.
- B. control structures.
- C. user defined data types.
- D. all of the above.

ANSWER: D

44. A null statement can be represented by a _____.

- A. newline.
- B. blank space.
- C. semicolon.
- D. colon.

ANSWER: A

45. A block is enclosed within a pair of _____.

- A. { }
- B. ()
- C. //
- D. \\\

ANSWER: A

46. Identify the unconditional control structure from the following:

- A. do-while.
- B. switch-case.
- C. goto.
- D. if.

ANSWER: C

47. The minimum number of times the while loop is executed is _____.

- A. 0.
- B. 1.
- C. 2.
- D. cannot be predicted.

ANSWER: A

48. Infinite loop is _____.

- A. useful for time delay.
- B. useless.
- C. used to terminate execution.
- D. not possible.

ANSWER: A

49. The break statement is used to _____.

- A. continue the next iteration of a loop construct.
- B. exit the block where it exists and continues further sequentially.
- C. exit the outermost block even if it occurs inside the innermost block and continues further sequentially.
- D. terminate the program.

ANSWER: B

50. The continue statement is used to _____.

- A. continue the next iteration of a loop construct.
- B. exit the block where it exists and continues further.
- C. exit the outermost block even if it occurs inside the innermost.
- D. continue the compilation even an error occurs in a program.

ANSWER: A

51. If default statement is omitted and there is no match with case labels _____.

- A. no statement within switch-case will be executed.
- B. syntax error is produced.
- C. executes all the statements in the switch-case construct. .
- D. executes the last case statement only

ANSWER: A

52. C is an example of _____.

- A. object oriented language.
- B. structured programming language.
- C. object based language.
- D. component based language.

ANSWER: B

53. The syntax of if statement is _____.

- A. if expression then program-statement.
- B. if(expression) program-statement.
- C. if(expression) then program-statement.
- D. if expression {program-statement}.

ANSWER: B

54. Omitting the break statement from a particular case _____.

- A. leads to a syntax error.
- B. causes execution to terminate after that case.
- C. causes execution to continue all subsequent cases.
- D. causes execution to branch to the statement after the switch statement.

ANSWER: C

55. Storage class controls _____.

- A. life time of a variable. .
- B. scope of a variable.
- C. linkage of a variable.
- D. all of the above

ANSWER: D

56. Scope of a variable refers to _____.

- A. the duration for which the variable retains a given value during the execution of a program.

- B. the portion of a program in which the variable may be visible.
- C. the value of the variable.
- D. linkage of a variable.

ANSWER: D

57. Which of the following are C preprocessors?

- A. #ifdef.
- B. #define.
- C. #endif.
- D. All of the above.

ANSWER: D

58. Which is not a storage class?

- A. auto.
- B. struct.
- C. typedef.
- D. static.

ANSWER: B

59. Global variables are_____.

- A. Internal.
- B. External.
- C. Static.
- D. None of the above.

ANSWER: B

60. Array is used to represent _____.

- A. a list of data items of integer data type.
- B. a list of data items of real data type.
- C. a list of data items of different data type.
- D. a list of data items of same data type.

ANSWER: D

61. Array name is _____.

- A. an array variable.
- B. a common name shared by all elements.
- C. a keyword.
- D. not used in a program.

ANSWER: B

62. One-dimensional array is known as _____.

- A. vector.
- B. table.
- C. matrix.
- D. an array of arrays.

ANSWER: A

63. The array elements are represented by _____.

- A. index values.
- B. subscripted variables.
- C. array name.

D. size of an array.

ANSWER: B

64. Array element occupies _____.

- A. subsequent memory locations.
- B. random location for each element.
- C. varying length of memory locations for each element.
- D. no space in memory.

ANSWER: A

65. The address of the starting element of an array is _____.

- A. represented by subscripted variable of the starting element.
- B. can not be specified.
- C. represented by the array name.
- D. not used by the compiler.

ANSWER: C

66. Identify the wrong statement.

- A. subscripts are also known as indices.
- B. array variables and subscripted variables are same.
- C. array variables and subscripted variables are different
- D. array name and subscripted variables are same.

ANSWER: D

67. Array subscripts in C always start at _____.

- A. -1
- B. 0
- C. 1
- D. any value

ANSWER: B

68. Maximum number of elements in the array declaration `int x[10]`; is _____

- A. 9
- B. 10
- C. 11
- D. undefined

ANSWER: B

69. Maximum number of elements in the array declaration `int y[5][8]`; is _____

- A. 10
- B. 20
- C. 30
- D. 40

ANSWER: D

70. Two-dimensional array elements are stored in _____.

- A. column major order.
- B. row major order.
- C. both a and b.
- D. random order.

ANSWER: B

71. Array declaration _____.

- A. requires the number of elements to be specified.
- B. does not require the number of elements to be specified.
- C. assumes default size as 0.
- D. is not necessary.

ANSWER: A

72. To initialize a 5 element array all having value 0 is given by _____.

- A. `int num[5]={0};`
- B. `int num[5]={0,0,0,0,0}`
- C. both a and b
- D. `int num[5]={ }`

ANSWER: C

73. How many values can a function can return in C programming?

- A. one.
- B. two.
- C. three.
- D. many.

ANSWER: A

74. The program execution starts from _____.

- A. the function which is first defined.
- B. `main()` function
- C. the function which is last defined.
- D. the function other than `main()`.

ANSWER: B

75. How many `main()` functions can be defined in a C program?

- A. 1
- B. 2
- C. 3
- D. any number of times

ANSWER: A

76. A function is identified by an open parenthesis following _____.

- A. a keyword.
- B. an identifier other than keywords.
- C. an identifier including keywords.
- D. an operator.

ANSWER: C

77. A function with no action _____.

- A. is an invalid function.
- B. produces syntax error.
- C. is allowed and is known as dummy function.
- D. not allowed.

ANSWER: C

78. Parameters are used _____.

- A. to return values from the called function.
- B. to send values from the calling function.
- C. both a and b.
- D. to specify the data type of the return value.

ANSWER: C

79. The value obtained in the function is given back to main by using _____ keyword?

- A. return
- B. static
- C. new
- D. volatile

ANSWER: A

80. Identify the correct statement from the following:

- A. function can be defined more than once in a program.
- B. function definition cannot appear in any order.
- C. functions cannot be distributed in many files.
- D. one function cannot be defined within another function definition.

ANSWER: D

81. The parameters in a function call are _____.

- A. actual parameters.
- B. formal parameters.
- C. dummy parameters.
- D. optional

ANSWER: A

82. The parameters in a function definition are _____.

- A. actual parameters.
- B. formal parameters.
- C. dummy parameters.
- D. optional.

ANSWER: B

83. Recursive call results when _____.

- A. a function calls itself.
- B. a function1 calls another function, which in turn calls the function1.
- C. both a & b.
- D. a function calls another function

ANSWER: C

84. The storage class allowed for parameters is _____.

- A. auto storage class.
- B. static storage class.
- C. extern storage class.
- D. register storage class.

ANSWER: C

85. Functions have _____.

- A. file scope.
- B. local scope.

- C. block scope.
- D. function scope.

ANSWER: A

86. The function floor(x) in math.h _____.
- A. returns the value rounded down to the next lower integer.
 - B. returns the value rounded up to the next higher integer.
 - C. the next lower value.
 - D. the next higher value.

ANSWER: A

87. The function strcpy(s1,s2) in string.h _____.
- A. copies s1 to s2.
 - B. copies s2 to s1.
 - C. appends s1 to end of s2.
 - D. appends s2 to end of s1.

ANSWER: B

88. The function strcat(s1,s2) in string.h _____.
- A. copies s1 to s2.
 - B. copies s2 to s1.
 - C. appends s1 to end of s2.
 - D. appends s2 to end of s1.

ANSWER: D

89. The function strcmp(s1,s2) returns zero _____.
- A. if s1 is lexicographically less than s2.
 - B. if s1 is lexicographically greater than s2.
 - C. if both s1 and s2 are equal.
 - D. if s1 is empty string.

ANSWER: C

90. The function toupper(ch) in ctype.h _____.
- A. returns the upper case alphabet of ch.
 - B. returns the lower case alphabet of ch.
 - C. returns the upper case if ch is lower case, and lower case if ch is upper case.
 - D. is a user-defined function

ANSWER: A

91. The function tolower(ch) in ctype.h _____.
- A. returns the upper case alphabet of ch.
 - B. returns the lower case alphabet of ch.
 - C. returns the upper case if ch is lower case, and lower case if ch is upper case.
 - D. is a user-defined function.

ANSWER: B

92. Which of the following would compute the square of x in C?
- A. pow(2,x);
 - B. pow(x,2);
 - C. x**2;
 - D. powe(x,2);

ANSWER: B

93. All standard C library <math.h> functions return what data type?

- A. decimal
- B. float
- C. double
- D. int

ANSWER: C

94. Pointers are supported in _____.

- A. FORTRAN
- B. PASCAL
- C. C
- D. both b and c

ANSWER: D

95. Pointer variable may be assigned _____.

- A. an address value represented in hexadecimal.
- B. an address value represented in octal.
- C. the address of another variable.
- D. an address value represented in binary.

ANSWER: C

96. The operators exclusively used in connection with pointers are_____.

- A. * and /
- B. & and *
- C. & and |
- D. - and >

ANSWER: B

97. Identify the wrong declaration statement from the following:

- A. int *p, a=10.
- B. int a=10,*p=&a.
- C. int *p=&a, =10 .
- D. options a and b.

ANSWER: C

98. Identify the invalid expression, int num=15, *p=&num.

- A. *num.
- B. *(&num).
- C. *&num.
- D. **&p.

ANSWER: A

99. How does the compiler differentiate address of operator from bitwise AND operator?

- A. By using the number of operands and position of operands.
- B. By seeing the declaration.
- C. Both options a and b.
- D. By using the value of the operand

ANSWER: A

100. The address of operator returns _____.

- A. the address of its operand.
- B. 1 value.
- C. both options a and b.
- D. r value.

ANSWER: A

101. Pointer variable may be initialized using _____.

- A. static memory allocation.
- B. dynamic memory allocation.
- C. both options (a) and (b).
- D. a positive integer.

ANSWER: C

102. The number of arguments used in malloc () is _____.

- A. 0
- B. 1
- C. 2
- D. 3

ANSWER: B

103. The function used for dynamic deallocation of memory is _____.

- A. destroy ().
- B. delete ().
- C. free ().
- D. remove ().

ANSWER: C

104. The pointers can be used to achieve _____.

- A. call by function.
- B. call by reference.
- C. call by name.
- D. call by procedure.

ANSWER: B

105. Identify the correct statement for given expression: float fnum [10], *fptr = fnum.

- A. fnum is pointer variable.
- B. fnum is a fixed address and not a variable.
- C. fnum is an array variable.
- D. fnum is an address that can be modified.

ANSWER: B

106. Given int a[5];how to declare array in the function definition if the function call is sort(a)?

- A. sort(int *a).
- B. sort(int a[5]).
- C. both options (a) and (b).
- D. sort(int a).

ANSWER: C

107. Given int *p1,**p2,***p3,v=25; How to obtain the value of v using pointer variable?

- A. *p1

- B. **p2
- C. ***p3
- D. all the above

ANSWER: D

108. The declaration float *a[5];is _____.

- A. an ordinary array.
- B. a pointer to an array.
- C. an array of pointers.
- D. pointer to an array.

ANSWER: C

109. The arguments argc in main() counts _____.

- A. the number of command line strings including the execution command.
- B. the number of command line strings excluding the execution command.
- C. the number of lines in a program.
- D. the number of characters in a program.

ANSWER: A

110. In the declaration double (*pf)(); _____.

- A. pf is a pointer to a function.
- B. pf is a function returning pointer.
- C. pf is a pointer to array.
- D. pf is an array of pointers.

ANSWER: A

111. Declaration int *(*p) int (*a)(i) is?

- A. a pointer to function that accepts an integer argument and returns an integer
- B. a pointer to a, which returns an integer
- C. a pointer to subroutine, which returns result of evaluations
- D. a pointer to a which returns only a pointer

ANSWER: A

112. Omitting the break statement from a particular case _____.

- A. leads to a syntax error.
- B. causes execution to terminate after that case.
- C. causes execution to continue all subsequent cases.
- D. causes execution to branch to the statement after the switch statement

ANSWER: C

113. Storage class controls _____.

- A. life time of a variable.
- B. scope of a variable.
- C. linkage of a variable.
- D. all of the above.

ANSWER: D

114. Scope of a variable refers to _____.

- A. the duration for which the variable retains a given value during the execution of a program.
- B. the portion of a program in which the variable may be visible.
- C. the value of the variable.

D. linkage of a variable.

ANSWER: D

115. A variable with external linkage refers to _____.

- A. the duration for which the variable retains a given value during the execution of a program.
- B. the same value for every occurrence of that variable in a particular file.
- C. the same value in every source file where source program spans over multiple files.
- D. block scope.

ANSWER: C

116. Which is not a storage class?

- A. auto
- B. struct
- C. typedef
- D. static

ANSWER: B

117. What does extern means in a function declaration?

- A. The function has global scope.
- B. The function need not be defined.
- C. Nothing really.
- D. The function has local scope only to the file it is defined in.

ANSWER: C

118. Array is used to represent _____.

- A. a list of data items of integer data type.
- B. a list of data items of real data type.
- C. a list of data items of different data type.
- D. a list of data items of same data type.

ANSWER: D

119. A do-while loop is useful when we want that the statement within the loop must be executed?

- A. only once
- B. at least once
- C. more than once
- D. none of the above

ANSWER: B

120. `int y[4] = {6,7,8,9}; int *ptr = y+2; printf("%d\n",ptr[1]);`What is printed when the sample code above is executed?

- A. 7
- B. 8
- C. 9
- D. 10

ANSWER: C

121. Strcat function adds null character _____.

- A. Only if there is space
- B. Always
- C. Depends on the standard
- D. Depends on the compiler

ANSWER: B

122. What memory function should be used to allocate memory in which all bits are initialized to 0?

- A. calloc.
- B. malloc.
- C. alloc.
- D. memalloc.

ANSWER: A

123. `int *const size = 10;` If the address of size is 3024, then `size ++` is _____.

- A. 11.
- B. 3025.
- C. 3026.
- D. invalid.

ANSWER: D

124. The amount of memory to be allocated for the following array of pointers `short *p[4];` is _____.

- A. no memory
- B. 4 bytes
- C. 6 bytes
- D. 16 bytes

ANSWER: D

125. `int x = 1; int *ptr=malloc(sizeof(int)); ptr=&x; x+2; *ptr+3;` Is there anything wrong with the above code?

- A. No ,x will be set to 2.
- B. No, x will be set to 3.
- C. Yes, There will be a memory overwrite.
- D. Yes, There will be a memory leak.

ANSWER: C

126. `main () { int a[4][2]; int b=0,x; int i,y; for (i=0; i<4; i++) for(y=0;y<2;y++) a[i][y] = b++ x=*(a+2)-1; }` What is the value of x in the above samples?

- A. 2
- B. 3
- C. 4
- D. 5

ANSWER: B

127. `float (*f[5] ());` This declaration represents _____.

- A. pointer to function returning array of float.
- B. pointer to array of pointer to function returning float.
- C. array of pointers to function returning array of float.
- D. array of pointers to function returning float.

ANSWER: D

128. How would you round off a value from 1.66 to 2.0?

- A. `ceil(1.66)`
- B. `floor(1.66)`
- C. `roundup(1.66)`
- D. `roundto(1.66)`

ANSWER: A

129. `int a=1; b=2; c=3; *pointer; pointer=&c; a=c/*pointer; b=c; printf("a=%d b=%d",a,b);` What will be the output?

- A. a=1 b=3.
- B. a=3 b=3.
- C. 2
- D. Error

ANSWER: D

130. Which are valid?

- A. Pointers can be added.
- B. Pointers can be subtracted.
- C. Integers can be added to pointers.
- D. All correct.

ANSWER: A

131. p and q are pointers to the same type of data items. Which of these are valid?

- A. `*(p+q)`.
- B. `*(p-q)`.
- C. `*p-*q`.
- D. none of the above

ANSWER: C

132. `int *i float *f; char *c;` Which are valid castings?

- A. `(int*)&c`.
- B. `(float*)&c`.
- C. `(char*)&i`.
- D. all of the above.

ANSWER: A

133. What is the result of the expression or the following declaration? `int A []={ 1,2,3,4,5};*A+1-*A+3`

- A. 2
- B. -2
- C. 4
- D. none of the above

ANSWER: C

134. Which function definition will run correctly?

- A. `int sum(int a, int b) return (a + b);`
- B. `int sum(int a, int b) {return (a + b);}`
- C. `int sum(a, b) return (a + b);`
- D. both a and b are correct

ANSWER: B

135. Structure is a data type in which _____.

- A. each element must have the same data type.
- B. each element must have pointer type only.
- C. each element may have different data type.
- D. no element is defined.

ANSWER: C

136. C provides a facility for user defined data type using _____.

- A. pointer.
- B. function.
- C. structure.
- D. array.

ANSWER: B

137. Structure declaration _____.

- A. describes the prototype.
- B. creates structure variable.
- C. defines the structure function.
- D. is not necessary.

ANSWER: A

138. A structure _____.

- A. can be read as a single entity.
- B. cannot be read s a single entity.
- C. can be displayed as a single entity.
- D. has a member variable that cannot be individually read.

ANSWER: B

139. A structure can have _____.

- A. pointers as its members.
- B. scalar data type as its members.
- C. structure as its member.
- D. all the above.

ANSWER: C

140. In a structure definition, _____.

- A. initialization of structure members are possible.
- B. initialization of array of structures are possible.
- C. both options a and b.
- D. initialization of array of structures are not possible

ANSWER: C

141. The operator exclusively used with pointer to structure is _____.

- A. ..
- B. ->
- C. []
- D. *

ANSWER: B

142. If one or more members of a structure is created, then the structure is known as _____.

- A. nested structure.
- B. invalid structure.
- C. self-referential structure.
- D. unstructured structure.

ANSWER: A

143. The changes made in the members of a structure are not available in the calling function if

- _____.
- A. pointer to structure is passed as argument.
 - B. the members other than pointer type are passed as arguments.
 - C. structure variable passed as argument.
 - D. both options a and b.

ANSWER: A

144. Identify the wrong statement.
- A. Structure variable can be passed as argument.
 - B. Pointer to structure can be passed as argument.
 - C. Member variable of a structure can be passed as argument.
 - D. none of the above.

ANSWER: D

145. Structure is used to implement the _____ data structure.
- A. stack
 - B. queue
 - C. tree
 - D. all the above

ANSWER: D

146. A bit field is _____.
- A. A pointer variable in a structure.
 - B. One bit or set of adjacent bits within a word.
 - C. A pointer variable in a union.
 - D. Not used in C.

ANSWER: B

147. The C preprocessors are specified with _____ symbol.
- A. *.
 - B. #.
 - C. @.
 - D. &.

ANSWER: B

148. FILE is of type _____ ?
- A. int type
 - B. char * type
 - C. struct type
 - D. array type

ANSWER: C

149. The way to access file are accessed through_____.
- A. by using library functions.
 - B. by using system calls.
 - C. both options a and b.
 - D. to use a linker.

ANSWER: C

150. Low level files are accessed through _____.
- A. system calls.

- B. library functions.
 - C. linker.
 - D. loader.
- ANSWER: A

Staff Name
Kanchana N .