Certificate Course in C&C++ Exam on 29 . 08. 2021

This exam is conducted to access the Course Outcome.

*Required

1.   Name: *

   _____

2.   Class: *

   _____

3.   Section (PEM, PCM, CBZ, etc.): *

   _____

4.   Q.1 C language was invented in which laboratories?   1 point

   Mark only one oval.

   ( ) Uniliver Labs

   ( ) IBM Labs

   ( ) AT&T Bell Labs

   ( ) Verizon Labs

5.   Q.2 Which of the following is not a compound assignment operator?   1 point

   Mark only one oval.

   ( ) /=

   ( ) +=

   ( ) %=

   ( ) ==

6.   Q.3 Choose a correct statement about C Escape Sequences.   1 point

Mark only one oval.

⬭ \n produces new line.

⬭ \t produces one tab space (white spaces)

⬭ \b produces one Backspace

⬭ All the above

7.   Q.4 Which of the following operators takes only integer operands?   1 point

Mark only one oval.

⬭ +

⬭ *

⬭ /

⬭ %

8.   Q.5 In C programming language, which of the following type of operators   1 point
      have the highest precedence?

Mark only one oval.

⬭ Relational Operators

⬭ Equality Operators

⬭ Logical Operators

⬭ Arithmetic Operators

9. Q.6 What is the output of the C Program.?   1 point

```
int main()
{
   int a=0;
   a = 14%-5 - 2;
   printf("%d", a);
   return 0;
}
```
Mark only one oval.

⬭ 0

⬭ -4

⬭ -2

⬭ 2

10. Q.7 What is the output of the C Program.?   1 point

```
int main()
{
   int a=0;
   a = 10 + 2 * 12 / 3 * 2 + 5;
   printf("%d", a);
   return 0;
}
```
Mark only one oval.

⬭ 19

⬭ 31

⬭ 11

⬭ 25

11.   Q.8 For the following statement find the values generated for p and q?   1 point

```
int p = 1, q = 1;
p = q++;
p = --q;
```

Mark only one oval.

⬭ 0 0

⬭ 2 2

⬭ 1 2

⬭ 1 1

12.   Q.9 Output of an arithmetic expression with integers and real numbers   1 point
       is ___ by default.

Mark only one oval.

⬭ Depends on the numbers used in the expression.

⬭ Integer

⬭ Real number

⬭ None of the above

13.   Q.10 Which among the following is not a logical or relational operator?   1 point

Mark only one oval.

⬭ !=

⬭ ==

⬭ ||

⬭ =

14. Q.11 What is the output of the program?   1 point

```
main()
{
    float a = 5;
    printf("%f", a);
}
```

Mark only one oval.

( ) 5

( ) 5.0

( ) 5.00

( ) 5.000000

15. Q.12 Operator % in C Language is called _____.   1 point

Mark only one oval.

( ) Percentage operator

( ) Quotient operator

( ) Modulus operator

( ) Division operator

16. Q.13 Choose a syntax for C Ternary Operator from the list.   1 point

Mark only one oval.

( ) condition ? expression1 : expression2

( ) condition : expression1 ? expression2

( ) condition ? expression1 < expression2

( ) condition < expression1 ? expression2

17.	Q.14 Choose a right value of the statement.	int a = 3.5 +	1 point
	4.5;

Mark only one oval.

○ a = 0

○ a = 7

○ a = 8

○ a = 8.0

18.	Q.15 The process of drawing a flowchart for an algorithm is called ___	1 point

Mark only one oval.

○ Performance

○ Evaluation

○ Algorithmic Representation

○ Flowcharting

19.	Q.16 What are the types of Constants in C Language.?	1 point

Mark only one oval.

○ Primary Constants

○ Secondary Constants

○ Basic Constants and Advanced Constants

○ Primary Constants and Secondary Constants

20. Q.17 Oval symbol in a flowchart indicates   1 point

Mark only one oval.

◯ Start or End

◯ Processing

◯ Input and Output

◯ Decision

21. Q.18 Which of the following is a valid variable name declaration?   1 point

Mark only one oval.

◯ int &z10;

◯ int z_10;

◯ int 10_Za;

◯ int Z 10

22. Q.19 Find a correct C Keyword below.   1 point

Mark only one oval.

◯ breaker

◯ go to

◯ shorter

◯ default

23. Q.20 Types of Integers are?   1 point

Mark only one oval.

◯ short

◯ int

◯ long

◯ All the above

24.   Q.21 Sizes of short, int and long in a Turbo C/C++ compiler in bytes are?   1 point

Mark only one oval.

◯ 2, 2, 4

◯ 2, 4, 4

◯ 4, 8, 16

◯ 8, 8, 16

25.   Q.22 Find a C Storage Class below.   1 point

Mark only one oval.

◯ static

◯ auto

◯ register & extern

◯ All the above

26.   Q.23 A register variable is stored in a Register. Where does a Register   1 point
       Present in a Computer?

Mark only one oval.

◯ RAM

◯ ROM

◯ CPU

◯ DMA

27.   Q.24 Choose a right statement   1 point

Mark only one oval.

◯ Variables of type auto are stored in Stack memory.

◯ Variable of type Static are stored in Segmented Memory

◯ Variables of type register are stored in Micro Processor Memory.

◯ All the above.

28.   Q.25 C Language is a successor to which language?   1 point

Mark only one oval.

◯ FORTRAN

◯ D Language

◯ BASIC

◯ B Language

29.   Q.26 C is _____ type of programming language?   1 point

Mark only one oval.

◯ Object Oriented

◯ Procedural

◯ Bit level language

◯ Functional

30.   Q.27 A C program is a combination of?   1 point

Mark only one oval.

◯ Statements

◯ Functions

◯ Variables

◯ All of the above

31.   Q.28 An Identifier may contain?   1 point

Mark only one oval.

◯ Letters a-z, A-Z in Basic character set. Unicode alphabet characters

◯ Underscore _ symbol

◯ Numbers 0 to 9 Unicode Numbers in other languages

◯ All of the above

32.   Q.29 An Identifier can start with?   1 point

Mark only one oval.

◯ Alphabet

◯ Underscore (_) sign

◯ Any character that can be typed on a keyboard

◯ All of the above

33.   Q.30 A Variable of a particular type can hold only a constant of the same 1 point
       type. Choose right answer.

Mark only one oval.

◯ TRUE

◯ FALSE

◯ It depends on the place the variable is declared.

◯ None of the above.

34.   Q.31 Each statement in a C program should end with?   1 point

Mark only one oval.

◯ ; (Semicolon)

◯ : (Colon)

◯ . (Period)

◯ None of the above.

35.   Q.32 Which of the following is valid real constant   1 point

Mark only one oval.

◯ '222.2'

◯ "222.2"

◯ 222.2

◯ None of the above

36.   Q.33 All keywords in C are in _____   1 point

Mark only one oval.

◯ Lower Case letters

◯ Upper Case letters

◯ None of the above

◯ Camel Case letters

37.   Q.34 What is the output of C program?   1 point

```
int main()
{
    int a=456;
    printf("*%-6d*",a);
}
```
Mark only one oval.

◯ *456*

◯ * 456*

◯ *456 *

◯ *000456*

38.   Q.34 What is the output of C program?   1 point

```
int main()
{
    int a=456;
    printf("*%-6d*",a);
}
```
Mark only one oval.

◯ *456*

◯ * 456*

◯ *456 *

◯ *000456*

39.   Q.35 For a typical program, the input is taken using ____   1 point

Mark only one oval.

◯ scanf()

◯ printf()

◯ both a and b

◯ none of the above

40.   Q.36 What will be the output of the following C code?   1 point

```
main()
{
    int x = 0;
    if (x == 0)
        printf("One");
    else
        printf("Two");
    printf("Three");
}
```

Mark only one oval.

◯ One

◯ Two

◯ TwoThree

◯ OneThree

41.   Q.37 Which of the following is branching statement of C language?   1 point

Mark only one oval.

◯ if statement

◯ if...else statement

◯ switch statement

◯ All of the above

42. Q.38 Choose a right C Statement.   1 point

Mark only one oval.

⬭ Loops or Repetition block executes a group of statements repeatedly.

⬭ Loop is usually executed as long as a condition is met.

⬭ Loops usually take advantage of Loop Counter

⬭ All of the above

43. Q.39 Which loop is guaranteed to execute at least one time.   1 point

Mark only one oval.

⬭ for

⬭ while

⬭ do-while

⬭ None of the above

44. Q.40 Which loop is faster in C Language?   1 point

Mark only one oval.

⬭ for

⬭ while

⬭ do-while

⬭ All work at same speed

45. Q.41 Array can be considered as set of elements stored in contiguous   1 point
     memory locations but having _____.

Mark only one oval.

⬭ Same data type

⬭ Different data type

⬭ Same scope

⬭ None of these

46.   Q.42 How many bytes the array price occupies?   float price[10];   1 point

Mark only one oval.

○ 4 bytes

○ 10 bytes

○ 20 bytes

○ 40 bytes

47.   Q.43 Choose correct statement about Functions in C Language.   1 point

Mark only one oval.

○ A Function is a group of c statements which can be reused any number of times

○ Every Function has a return type

○ Every Function may no may not return a value

○ All the above

48.   Q.44 The default parameter passing mechanism is   1 point

Mark only one oval.

○ call by value

○ call by reference

○ call by value result

○ None of these.

49.   Q.45 What are the uses of C Structures?   1 point

Mark only one oval.

○ structure is used to implement Linked Lists, Stack and Queue data structures

○ Structures are used in Operating System functionality like Display and Input taking

○ Structure are used to exchange information with peripherals of PC

○ All the above

50.   **Q.46 Which of the following is the correct way of declaring a float pointer?**   1 point

Mark only one oval.

○ float ptr;

○ float *ptr;

○ *float ptr;

○ None of the above

51.   **Q.47 Choose the best answer. Prior to using a pointer variable.**   1 point

Mark only one oval.

○ It should be declared.

○ It should be initialized.

○ It should be both declared and initialized.

○ None of the above

52.   **Q.48 A pointer is**   1 point

Mark only one oval.

○ A variable that stores address of an instruction

○ A variable that stores address of another variable

○ A keyword used to create variables

○ None of the above

53.   **Q.50 Which Feature of OOP illustrated the code reusability?**   1 point

Mark only one oval.

○ Polymorphism

○ Abstraction

○ Encapsulation

○ Inheritance

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