S-V P-II U-II MCQ Test 15.01.2021

*Required

1.   Name: *

   _____

2.   Q.1 Choose a right answer for the statement: int a = 10 + 4.867;   1 point

   Mark only one oval.

   ◯ a = 15

   ◯ a = 14.867

   ◯ a = 14

   ◯ compiler error

3.   Q.2 Input/output function prototypes and macros are defined in which   1 point
   header file?

   Mark only one oval.

   ◯ conio.h

   ◯ stdio.h

   ◯ dos.h

   ◯ stdlib.h

4.   Q.3 Which is executed quickly?   1 point

   Mark only one oval.

   ◯ p+1

   ◯ ++p

   ◯ p++

   ◯ Both ++p and p++

5.   Q.4 Which of the following correctly shows the hierarchy of arithmetic   1 point
     operations in C?

Mark only one oval.

⬭ / * + -

⬭ / + * -

⬭ * - / +

⬭ + - / *

6.   Q.5 What is the type of the given expression if x is of type float, y is of   1 point
     type int?   y = x + y;

Mark only one oval.

⬭ int

⬭ float

⬭ There is no type for an assignment expression

⬭ long

7.   Q.6 Result of a logical or relational expression in C is?   1 point

Mark only one oval.

⬭ 0 or 1

⬭ True or False

⬭ 0 if expression is false and any positive number if expression is true

⬭ None of the above

8.   Q.7 Which bitwise operator is suitable for checking whether a particular   1 point
      bit is on or off?

      Mark only one oval.

      ◯ && operator

      ◯ || operator

      ◯ & operator

      ◯ ! operator

9.   Q.8 Output of an arithmetic expression with integers and real numbers is   1 point
      ___ by default.

      Mark only one oval.

      ◯ Depends on the numbers used in the expression.

      ◯ Integer

      ◯ Real number

      ◯ None of the above

10.   Q.9 Which operator from the following has the lowest priority?   1 point

      Mark only one oval.

      ◯ Comma operator

      ◯ Assignment operator

      ◯ Arithmetic operator

      ◯ Conditional operator

11.   Q.10 Which of the following header declares mathematical functions   1 point
       and macros?

       Mark only one oval.

       ◯ math.c

       ◯ math.h

       ◯ stdmath.h

       ◯ None of the above

12.   Q.11 Choose right answer of below program.   1 point

```
int main()
{
    float c = 3.5 + 4.5;
    printf("%d", (int)c);
    return 0;
}
```
       Mark only one oval.

       ◯ 8.0

       ◯ 8.000000

       ◯ 7

       ◯ 8

13.   Q.12 What is the output of the below C program?   1 point

```
int main()
{
    int a=0;
    a = 5<2 ? 4 : 3;
    printf("%d", a);
    return 0;
}
```

Mark only one oval.

- 4
- 3
- 5
- 2

14.   Q.13 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.14 What is the value of x in the following statement? 1 point

int x = 8 + 5 / 2 * 4;

Mark only one oval.

○ 24

○ 26

○ 16

○ 18

16. Q.15 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

17.   Q.16 What is the output of the C statement.?   1 point

```
int main()
{
    int a=0;
    a = 5<2 ? 4 : 3;
    printf("%d", a);
    return 0;
}
```

Mark only one oval.

- [ ] 4
- [ ] 3
- [ ] 5
- [ ] 2

18.   Q.17 What value does the variable y have after ALL of the code above   1 point
       executes?

```
int x, y, z;
x=3;
y=4;
z = ++x * y++;
```

Mark only one oval.

- [ ] 16
- [ ] 12
- [ ] 15
- [ ] 20

19.   Q.18 What will be output of the following C code?   1 point

```
main()
{
    int a=1, b=3;
    b= a++ + a++ + a++ + a++ + a++;
    printf("a=%d \n b=%d",a,b);
}
```

Mark only one oval.

- a = 6, b = 15
- a = 1, b = 3
- a = 1, b = 15
- a = 2, b = 4

20.   Q.19 Which of the following operators takes only integer operands?   1 point

Mark only one oval.

- +
- *
- /
- %

21.   Q.20 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

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