

**QUESTION 2010**

Group - A  
(Multiple Choice Type Questions)

1. Choose the correct alternatives for the following:

i) The operator & is used for

- ✓a) Bitwise AND      b) Bitwise OR      c) Logical AND      d) Logical OR

ii) Coercion is related to

- ✓a) Cast Operator      b) Binary Operator      c) Ternary Operator      d) All of these

iii) The size of a character variable in 'C' is

- a) 4 bytes      b) 8 bytes      c) 16 bytes      ✓d) None of these

iv) Data type of the controlling statement of a SWITCH statement cannot be of the type

- a) int      b) char      c) short      ✓d) float

v) How long the following loop runs?

for (x=0; x=3; x++)

- a) Three times      b) Four times      ✓c) Forever      d) Never

vi) The associativity of operator ++ is from

- ✓a) left to right      b) right to left  
c) both (a) and (b)      d) none of these

vii) The CONTINUE statement cannot be used with

- a) for      ✓b) switch      c) do      d) while

viii) Output of the following program will be

```
main( )
```

```
{
```

```
Int d = 0;
```

```
If (d=5)
```

```
Printf("Right");
```

```
};
```

```
}
```

- a) Right      b) Wrong      c) WrongRight      ✓d) None of these

## POPULAR PUBLICATIONS

ix) Size of the following union (assume size of int=2; size of float=4 and size of char=1) is

```
union Jabb
```

```
{
```

```
int a;
```

```
float b;
```

```
};
```

a) 2

✓b) 4

c) 1

d) 6

x) File is a

a) data type

✓b) region of storage

c) variable

d) register

### Group - B

(Short Answer Type Questions)

2. Draw a flowchart that can check whether a supplied number is palindrome or not.  
See Topic: INTRODUCTION, Short Answer Type Question No. 4.

3. Write a program to convert binary number to its equivalent decimal number.  
See Topic: FLOW OF CONTROL, Short Answer Type Question No. 6.

4. What is a symbolic constant? What do you mean by conditional operator? What do you mean by binary operator?

See Topic: OPERATORS, EXPRESSIONS & MANAGING INPUT OUTPUT, Short Answer Type Question No. 8.

5. What is the difference between break and continue? What is a block? What is a statement terminator?

See Topic: FLOW OF CONTROL, Short Answer Type Question No. 7.

6. What is a null statement? What are local variable and global variable? What is a null string?

See Topic: FUNCTIONS, Short Answer Type Question No. 17.

### Group - C

(Long Answer Type Questions)

7. a) Write a C program to reverse an integer number without using `strrev()` and `strlen()`, subtract 9 from the reversed number and print the result. [For example, if the given number is 678, then its reverse is 876. Subtracting 9 will give 867.]

b) Describe the different classes of data types supported in C along with their keyword equivalent and sizes.

a) See Topic: FLOW OF CONTROL, Long Answer Type Question No. 16.

b) See Topic: C FUNDAMENTALS, Long Answer Type Question No. 3.



## INTRODUCTION TO PROGRAMMING

8. a) Write a program to print the series as given along with the sum:

$$1 - 2 + 3 - 4 + 5 - \dots n$$

b) Define array. Write the syntax of different types of array along with examples.

See Topic: ARRAYS, Long Answer Type Question No. 8.

9. a) What do you mean by NULL pointer? In which header file is it defined? How will you include that header file?

b) Write a program to reverse a given string of characters. You should not use `strrev()`

c) Write a program to multiply two matrices.

a) See Topic: POINTERS, Short Answer Type Question No. 7.

b) See Topic: ARRAYS, Short Answer Type Question No. 4.

10. a) "C is a high level language." Comment on the statement critically.

b) What is a preprocessor in C language? What are directives? Illustrate with examples.

c) What is macro? Give an example program to explain the working principle of macro.

See Topic: C FUNDAMENTALS, Long Answer Type Question No. 2.

11. a) What is a pointer? What are the different characteristics of a pointer?

b) "Pass by address refers to the address of a variable passed as an argument to the called function." Justify the statement.

c) Write a program to swap the values between two variables using pointers.

See Topic: POINTERS, Long Answer Type Question No. 5.