## TELANGANA UNIVERSITY

## S.S.R. DEGREE COLLEGE, NIZAMABAD (C.C:5029) I SEMESTER INTERNAL ASSESSMENT I EXAMINATIONS

## C-PROGRAMMING QUESTION BANK

## I. Fill in the blanks

- 1. Right to left & left to right are the associativity of an operator
- 2. Compiler converts a "C" program's source code into machine language
- 3. String str; declaration is not supported by C
- 4. Volatile cannot be a variable name in C
- 5. Relational operators cannot be used on structure
- 6. Result of a logical or relational expression in "C" is 0 (or) 1
- 7. In expression i = g() + f(), first function called depends on compiler
- 8. a = b = c = d = 5; method are accepted for assignment
- 9. Operation "a = a\*b+a" can also be written as a\*=b+1;
- 10. -\*/%+-= is the correct order of evaluation for the expression "z=x+y\*z/4%2-1
- 11. AC program is basically a collection of Function
- 12. C Language is well suited for structure programming
- 13. A newline character instructs the computer to move the control to the next file
- 14. C programming execution begins from main ( )
- 15. Local variable which exists and retains its value even after the control is transferred to the calling function is <u>static</u> storage class
- 16. The operator "++" is know as increment operator
- 17. The size of operator can be used to determine the length of array & structures
- 18. The standard mathematical functions are included in the math.n header file
- 19. Getch( ) function can be used to read a single character
- 20. Logical and is performed with && operator
- 21. Break statement is used for quit the current iteration
- 22. The address of the starting element of an array is represented by the array name
- 23. If switch feature is used, then <u>default case</u>, if used, can be placed anywhere
- 24. A set of names can be represented as a one dimensional array of strings
- 25. If arr is a two dimensional array of 10 rows and 12 columns, then arr[5] logically paints to the sixth row
- 26. A program loop is a defined block of statements which are repeatedly executed for certain number of times
- 27. The while loop is also referred to as entry controlled loop
- 28. At least one times the body of the do-while loop is executed
- 29. The for loop structure is a pretested loop
- 30. The keyword goto is used for transferring the control from one statement to other
- 31. The if-else statement takes care of true as well as false conditions
- 32. Same condition may be repeated for a number of times in if.... Else structure
- 33. In switch, character constants are automatically converted to integers
- 34. Each array element is stored in separate memory locations
- 35. In an array X[10] the X represents the base address
- 36. Array element of two dimensions are stored at subsequent memory locations
- 37. Array element writing starts from zero hence the statement X[0] defined can hold nothing
- 38. Fast access of array elements can be done using pointers
- 39. A character array always ends with <u>null("10") character</u>
- 40. In long K[4] the total memory occupied by the array is 16

- **II. Short Questions**
- 1. What is a compiler?
- A: A Compiler is a computer programme that perform source code into computer language
- 2. What is loader?
- A: Loader is a programme that loads machive codes of program into the system memory
- 3. What is SDLC?
- A: Software development is the process of computer programming, documenting, testing & bug firing.
- 4. What is an Algorithm?
- A: Algorithm is a finite sequence of expliate & ambiguous steps required to solve the given problem
- 5. What is cache memory?
- A: Cache memory is a very high speed semi conductor memory.
- 6. What are loops?
- A: Loops are used to repeate a set of stelmenth for no. of times
- 7. What are special control statement

Goto,

Break

Continue

Retron

- 8. What is an Array?
- A: Array is a collection of similar datalysis
- 9. What is a string?
- A: String is a sequence of characters
- 10. What is the purpose of continue statement?
- A: It is to stop dthe current iteration and begin the next iterdian from the beginning