

Program: FE(All branches)

Curriculum Scheme: Revised 2016

Examination: First Year Semester II

Course Code: FEC205

Course Name: Structured Programming Approach

Time: 1 hour

Max. Marks: 50

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Note to the students:- All the Questions are compulsory and carry equal marks .

Q1.	C was developed by
Option A:	Alan Turing b
Option B:	Charles Babbage
Option C:	Ada Lovelace
Option D:	Dennis Ritchie
Q2.	The process through which n user can find error(s) in a program is called
Option A:	Compiling
Option B:	Searching
Option C:	Debugging
Option D:	Processing
Q3.	A 2D diagram to represent the steps to be followed to solve a problem is known as
Option A:	Flow-chart
Option B:	Pseudo-code
Option C:	Algorithm
Option D:	Program
Q4.	Compiler helps in the translation from
Option A:	Integer to binary
Option B:	High-level program to binary digits
Option C:	High-level language to machine level language
Option D:	Pseudo code to computer program
Q5.	The precedence (from highest to lowest) of arithmetic operators is
Option A:	%, *, /, +, -
Option B:	%, +, /, *, -
Option C:	+, -, %, *, /
Option D:	%, +, -, *, /
Q6.	What is the default return type if it is not specified in function definition?
Option A:	void
Option B:	integer

Option C:	double
Option D:	float
Q7.	<p>Consider the following C program</p> <pre> main() { int x, y, m, n; scanf ("%d %d", &x, &y); /* x > 0 and y > 0 */ m = x; n = y; while (m != n) { if(m>n) m = m - n; else n = n - m; } printf("%d", n); } </pre> <p>What does the program computes?</p>
Option A:	x + y using repeated subtraction
Option B:	x mod y using repeated subtraction
Option C:	the greatest common divisor of x & y
Option D:	the least common multiple of x & y
Q8.	<p>What is the error in the following program</p> <pre> #include<stdio.h> int f(int a) { a > 20? return(10): return(20); } int main() { int b; b = f(20); printf("%d\n", b); return 0; } </pre>
Option A:	Error: Return statement cannot be used with conditional operators
Option B:	Error: Prototype declaration
Option C:	Error: Two return statements cannot be used in any function
Option D:	No error
Q9.	In C, parameters are always
Option A:	Passed by value
Option B:	Passed by reference
Option C:	Non-pointer variables are passed by value and pointers are passed by reference

Option D:	Passed by value result
Q10.	Which of the following is true about return type of functions in C?
Option A:	Functions can return any type
Option B:	Functions can return any type except array and functions
Option C:	Functions can return any type except array, functions and union
Option D:	Functions can return any type except array, functions, function pointer and union
Q11.	<p>What will be the output?</p> <pre>#include <stdio.h> int main() { printf("%d", main); return 0; }</pre>
Option A:	Address of main function
Option B:	Compiler Error
Option C:	Runtime Error
Option D:	Some random value
Q12.	In C language the last character of a string is
Option A:	\n
Option B:	\0
Option C:	\b
Option D:	\t
Q13.	For an array a[100][100], let us assume that the main memory is byte addressable and that the array is stored starting from memory address 0. So the address of a[40][50] is
Option A:	4040
Option B:	4050
Option C:	5040
Option D:	5050

Q14.	<pre>#include<stdio.h> #include<string.h> int main() { char str1[20] = "hello", str2[20] = " world"; printf("%s", strcpy(str2, strcat(str1, str2))); return 0; }</pre> <p>What will be the output?</p>
Option A:	hello
Option B:	world
Option C:	world hello
Option D:	hello world
Q15.	Which of the following cannot be a structure member?
Option A:	another structure
Option B:	function
Option C:	array
Option D:	integer
Q16.	Which of the following are themselves a collection of different data types?
Option A:	String
Option B:	Array
Option C:	Character
Option D:	Structure
Q17.	<p>What will be the output?</p> <pre>#include<stdio.h> int main() { struct xyz{ int a;}; struct xyz obj1={11}; struct xyz obj2 = obj1; printf("%d", obj2.a); obj2.a = 101; printf("%d", obj1.a); printf("%d", obj2.a); return 0; }</pre>

Option A:	1111011
Option B:	1111101
Option C:	1110111
Option D:	1110011
Q18.	<p>What will be the output?</p> <pre>#include <stdio.h> int main() { int *p, a=100; p=&100; printf("%d",*p); return 0; }</pre>
Option A:	10
Option B:	a
Option C:	address of a
Option D:	compilation error
Q19.	Choose a syntax for C Ternary Operator from the list.
Option A:	condition ? expression1 : expression2
Option B:	condition : expression1 ? expression2
Option C:	condition ? expression1 < expression2
Option D:	condition < expression1 ? expression2
Q20.	Which is correct with respect to size of the datatypes?
Option A:	char > int > float
Option B:	int > char > float
Option C:	char < int < double
Option D:	double > char > int
Q21.	Which of the datatypes have size that is variable?
Option A:	Int
Option B:	struct
Option C:	float
Option D:	double
Q22.	Actual instructions in flow charting are represented in
Option A:	circles
Option B:	boxes
Option C:	lines
Option D:	arrows

Q23.	<pre>#include <stdio.h> struct student { int no = 5; char name[20]; }; void main() { struct student s; s.no = 8; printf("hello"); }</pre> <p>What will be the output of above code?</p>
Option A:	hello
Option B:	Compile time error
Option C:	nothing
Option D:	varies
Q24.	Which one of the following is correct syntax for opening a file?
Option A:	FILE *fopen(const *filename, const char *mode)
Option B:	FILE *fopen(const *filename)
Option C:	FILE *open(const *filename, const char *mode)
Option D:	FILE open(const*filename)
Q25.	In order to fetch the address of the variable we write preceding _____ sign before variable name.
Option A:	Percent(%)
Option B:	Comma(,)
Option C:	Ampersand(&)
Option D:	Asterik(*)