Seat No. _____ Enrolment No.: _____

Gujarat Technological University

Diploma Engineering C to D Bridge Course Examination

Subject Code: C320702 **Date: 14- 06-2017**

Subject Name: ADVANCED COMPUTER PROGRAMMING

Time: 10:30 AM TO 12:00 PM **Total Marks: 70**

Instructions:

1. Attempt all questions.
2. Make suitable assumption wherever necessary.
3. Each question is of 1 mark.
4. Use of SIMPLE CALCULATOR is permissible. (Scientific/Higher Version not allowed)
5. English version is authentic.

No.	Question Text and Option. પ્રશ્ન અને વિકલ્પો.			
1.	The smallest element of array is called			
	A.	Lower Bound	B.	Upper bound
	C.	Range	D.	None of the Above
2.	What is the maximum number of dimension an array have in C ?			
	A.	2	B.	8
	C.	20	D.	Theoretically no limit
3.	Array is preferred to be used to hold?			
	A.	Constants	B.	Data of same type
	C.	Data of different type	D.	None of these
4.	Array is a ..... data structure			
	A.	Linear	B.	Non Linear
	C.	Complex	D.	None of these
5.	The index value of any array starts from?			
	A.	1	B.	0
	C.	-1	D.	None of these
6.	What will happen if in a C program you assign a value to an array element whose subscript exceeds the size of array?			
	A.	The element will be set to 0	B.	The compiler would report an error.
	C.	The program may crash if some important data gets overwritten.	D.	The array size would appropriately grow
7.	What does the following declaration mean? int (*ptr)[10];			
	A.	ptr is array of pointers to 10 integers	B.	ptr is a pointer to an array of 10 integers
	C.	ptr is an array of 10 integers	D.	ptr is an pointer to array
8.	In C, if you pass an array as an argument to a function, what actually gets passed?			
	A.	Value of elements in array	B.	First element of the array
	C.	Base address of the array	D.	Address of the last element of array
9.	What will happen if in a C program you assign a value to an array element whose subscript exceeds the size of array?			
	A.	The compiler would report an error.	B.	The program may crash if some important data gets overwritten.
	C.	The array size would appropriately grow	D.	The element will be set to 0.
10.	What does the following declaration mean? int (*ptr)[10];			

	A.	ptr is a pointer to an array of 10 integers	B.	ptr is array of pointers to 10 integers
	C.	ptr is an array of 10 integers	D.	ptr is an pointer to array
11.	What is the meaning of int arr[20];			
	A.	Integer array of size 20	B.	Array of size 20
	C.	Array of size 20 that can have integer address	D.	None of these
12.	Which of the following correct declares an array?			
	A.	int array[10];	B.	int array;
	C.	array array [10];	D.	array {10};
13.	What is the index number of the last element of an array with 9 element?			
	A.	9	B.	8
	C.	0	D.	Programmer-defined
14.	If array is passed as an argument to a function, what actually gets passed?			
	A.	value of element in array	B.	first element of the array
	C.	Base address of the array	D.	Address of the last element of array
15.	If you don't initialize a static array, what would be the elements set to?			
	A.	0	B.	an undetermined value
	C.	a floating point number	D.	the character constant '\0'
16.	What is NULL pointer?			
	A.	Denote pointer to 0	B.	Denote integer pointer to 0
	C.	Denote NULL pointer is the integer 0	D.	None
17.	What is wild pointer?			
	A.	Pointer which is wild in nature	B.	Pointer which has no value.
	C.	Pointer which is not initialized	D.	None
18.	Why can't I perform arithmetic on void * pointer?			
	A.	Compiler does not know the size of object	B.	Compiler does not allow Void *
	C.	Compiler don't have value to initialized	D.	None
19.	What is (void*)0?			
	A.	Representation of NULL pointer	B.	Representation of void pointer
	C.	Error	D.	None of above
20.	Can you combine the following two statements into one? char *p; p = (char*) malloc(100);			
	A.	char p = *malloc(100);	B.	char *p = (char*)malloc(100);
	C.	char *p = (char) malloc(100);	D.	char*p = (char*)(malloc)(100);
21.	In which header file is the NULL macro defined?			
	A.	stdio.h	B.	stddef.h
	C.	stdio.h and stddef.h	D.	math.h
22.	If a variable is a pointer to a structure, then which of the following operator is used to access data members of the structure through the pointer variable?			
	A.	. (dot operator)	B.	&
	C.	*	D.	->
23.	A pointer is....			
	A.	A keyword used to create variables	B.	A variable that stores address of an instruction

	C.	A variable that stores address of other variable	D.	All of the above
24.	The operator used to get value at address stored in a pointer variable is			
	A.	*	B.	&
	C.	&&	D.	||

25.	What will happen to this code ?
	int a,b, *p, *q;
	p=&a; q=&b;
	p=q;			

	A.	b is assigned to a	B.	p now points to b
	C.	a assigned to b	D.	q now points to a
26.	Explain the statement : int (*fp)(char*)			
	A.	pointer to a pointer	B.	pointer to an array of chars
	C.	pointer to function taking a char* arguments and return an int	D.	function taking a char* argument and returning a pointer to int.
27.	What is size of generic pointer in c?			
	A.	0	B.	1
	C.	2	D.	NULL
28.	What is the similarity between a structure, union and enumeration?			
	A.	All of them let you define new values	B.	All of them let you define new data types
	C.	All of them let you define new pointers	D.	All of them let you define new structures
29.	Correct syntax to pass a Function Pointer as an argument			
	A.	void pass(int (*fptr)(int, float, char)){}	B.	void pass(*fptr(int, float, char)){}
	C.	void pass(int (*fptr)){}	D.	void pass(*fptr){}
30.	Use of functions			
	A.	helps to avoid repeating a set of statements many times	B.	Enhances the logical clarity of the program
	C.	help to avoid repeated coding across programs	D.	All of above
31.	If the two strings are identical the strcmp() function returns.			
	A.	-1	B.	1
	C.	0	D.	Yes
32.	The library function used to find the last occurrence of a character in a string is			
	A.	Strnstr()	B.	Strstr()
	C.	Laststr()	D.	Strchr()
33.	Any C program			
	A.	Must contain at least one function.	B.	Need not contain any function.
	C.	None of the above.	D.	Needs input data.
34.	When a function is recursively called all the automatic variables are stored in a……			
	A.	Linked list	B.	Queue
	C.	Array	D.	Stack
35.	Which of the following function calculates the square of 'X' in C?			
	A.	Pow(2.X)	B.	Pow(X,2)
	C.	Sqr(X)	D.	Power(2,X)
36.	Functions have……..			
	A.	Local scope	B.	Block scope
	C.	File scope	D.	No scope at all
37.	The function scanf() returns……			
	A.	0	B.	ASCII value of the input read.

	C.	The number of successful read input values.	D.	The actual values read for each argument.
38.	The Recursive function are executed in a			
	A.	Parallel order	B.	First in First out
	C.	Last in Last out	D.	Random order
39.	What is Fuction?			
	A.	Function is block of code that performs a specific task.	B.	Function is a block of statements that perform some specific task.
	C.	It has a name and it is reusable.	D.	All of above.
40.	The keyword used to transfer control from a function back to the calling function is			
	A.	Return	B.	Goto
	C.	Go back	D.	Switch
41.	What will be the output of the following program code? main(){ int i= abc(10) Printf("%d",--i); } int abc(int i) { return(i++) }			
	A.	10	B.	11
	C.	9	D.	None of these

42.	What will be the output of the following program code?
	main()
	{ static int var= 5;
	printf("%d", var--);
	if (var)
	main(); }			

	A.	55555	B.	54321
	C.	Infinite loop	D.	None of these
43.	Pick the correct statements I, The body of a function should have only one return statement. II, The body of a function may have many return statements. III, A function can return only one value to the calling environment. IV, If return statement is omitted then the functions does its job but returns no value to the calling environments			
	A.	I & II	B.	II & III
	C.	I & III	D.	II & IV
44.	The Default parameter passing mechanism is			
	A.	call by value	B.	call by reference
	C.	call by value result	D.	none of these
45.	A preprocessor command			
	A.	Need not start on a new line	B.	Need not start on the first column
	C.	Has # as the first character	D.	Comes before the first executable statement.
46.	C preprocessor			
	A.	Takes care of conditional compilation.	B.	Takes cares of macros
	C.	Takes care of include files.	D.	All of the above.
47.	Which of the following are correct preprocessor directives in c? 1. #ifdef 2. #if 3. #elif 4. #undef			
	A.	1,2	B.	4
	C.	1,2,4	D.	1,2,3,4
48.	Choose the correct statement.			

	I. The scope of a macro definition need not be the entire program. II. The scope of a macro definition extends from the point of definition to the end of the file. III. new line is a macro definition delimiter. IV. A macro definition may go beyond a line.			
	A.	I & II	B.	II &III
	C.	I, II & III	D.	I,II,III &IV.
49.	In which stage the execution of code #include <stdio.h> gets by the contents of the file stdio.h			
	A.	During editing.	B.	During linking.
	C.	During execution.	D.	During preprocessing.
50.	For accessing a structure elements using a pointer , you must use ?			
	A.	Pointer operator(&)	B.	Dot operator(.)
	C.	Pointer operator(*)	D.	Arrow operator(->)
51.	Which of the following is a collection of different data types?			
	A.	String	B.	Structure
	C.	Char	D.	All of these
52.	Which of the following statement is true.			
	A.	Remember to place a semicolon at the end of definition of structure and unions	B.	it is an error to compare two structure variable
	C.	Both (A) & (B)	D.	None of these.
53.	If initialization is a part of structure then storage class can be			
	A.	Automatic	B.	Register
	C.	Static	D.	anything
54.	A structure can be member of another structure			
	A.	is called nesting of structure	B.	is called structure within structure.
	C.	Both (A) & (B)	D.	None of these.
55.	The struct is the same as a class except that			
	A.	there are no member functions.	B.	all members are public
	C.	cannot be used in inheritance hierarchy	D.	it does have a this pointer.
56.	Most appropriate sentence to describe union is			
	A.	Union are like structure.	B.	union contain members of different data types which share the same storage area in memory.
	C.	Union are less frequently used in program.	D.	Union are used for set operations.
57.	Which operator connects the structure name to its member name?			
	A.	–	B.	<-
	C.	.(dot operator)	D.	Both (b)and (c).
58.	Union is			
	A.	not a group of variable.	B.	a variable.
	C.	Both (A) & (B)	D.	None of these.
59.	feof() indicates			
	A.	error in file	B.	end of file
	C.	move to the beginning of file	D.	move to desired position in file
60.	The file iostream includes			
	A.	The declaration of the basic standard input-output library.	B.	The streams of includes and outputs of program effect.
	C.	Both of these	D.	None of these.
61.	The contents of a file will be lost if it is opened in			
	A.	'a' mode	B.	'w' mode
	C.	'w+' mode	D.	'a+' mode
62.	The fseek function			

	A.	needs three arguments	B.	makes the rewind function unnecessary
	C.	is meant for checking whether a given file exists or not	D.	both (A) & (B)
63.	ftell is			
	A.	is a function.	B.	gives the current file position indicator.
	C.	can be used to find the size of a file.	D.	All of the above.
64.	If a file is opened in w+ mode then			
	A.	after write operation reading is possible without closing and reopening	B.	reading is possible
	C.	writing is possible	D.	All of the above.
65.	If a file is opened in r+ mode then			
	A.	reading is possible	B.	writing is possible
	C.	both (A) & (B).	D.	all the above
66.	The process of accessing data stored in a tape is similar to manipulating data on a			
	A.	Queue	B.	Stack
	C.	List	D.	None of these.
67.	In the statement fprintf(fpt,"%n",i), the variable fpt is a/an			
	A.	Integer variable	B.	Arbitrarily assigned value
	C.	Pointer to a file.	D.	Special kind of variable called file.
68.	The function sprint() works like printf() , but operates on			
	A.	Data in a file	B.	stdin
	C.	stderr	D.	string
69.	The function fopen ("filename","w") returns			
	A.	Nothing	B.	A value 0 or 1 whether the file could be open or not.
	C.	A pointer to FILE filename in WRITE mode, if it is exists.	D.	A pointer to new file after creating it.
70.	getch() function is used			
	A.	to read string from file	B.	to read character from file
	C.	to read integer from file	D.	to read from file.

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