

## PTC MCQS FOR QUIZ-I (v2)

### 1) Who invented C Language.?

- A) Charles Babbage
- B) Grahambel
- C) Dennis Ritchie
- D) Steve Jobs

**Answer =C**

Explanation:

Full name is Dennis MacAlistair Ritchie. He also invented Unix Operating System along with his colleague Ken Thomson.

### 2) C Language is a successor to which language.?

- A) FORTRAN
- B) D Language
- C) BASIC
- D) B Language

**Answer =D**

### 3) C is a which level language.?

- A) Low Level
- B) High or Middle Level
- C) Low + High
- D) None

**Answer =B**

Explanation:

C is a high level language. Another example is BASIC.

### 4) Low level language is .?

- A) Human readable like language.
- B) language with big program size.
- C) language with small program size.
- D) Difficult to understand and readability is questionable.

**Answer =D**

Explanation:

Machine language looks like raw data often in the form of 1's and 0's.

### 5) High level language is a .?

- A) Human readable like language.
- B) language with small program size.

- C) language with big program size.
- D) language which is difficult to understand and not human readable.

**Answer =A**

Explanation:

Examples are C and BASIC.

**6) Which program outputs "Hello World.." .?**

A)

```
main()
```

```
{  
scanf("Hello World..");  
}
```

B)

```
main()
```

```
{  
printf("Hello World..");  
}
```

C)

```
main()
```

```
{  
print("Hello World..");  
}
```

D)

```
main()
```

```
{  
scan("Hello World..");  
}
```

**Answer =B**

**7) C is \_\_\_\_\_ type of programming language.?**

A) Object Oriented

B) Procedural

C) Bit level language

D) Functional

**Answer =B**

Explanation:

C is a procedural language. It is written in a number of steps using statements and functions.

Logic is clearly depicted in the program. Procedural language is also called Imperative

Language. Examples are COBAL, BASIC etc.

**8) What is the present C Language Standard.?**

- A) C99 ISO/IEC 9899:1999
- B) C11 ISO/IEC 9899:2011
- C) C05 ISO/IEC 9899:2005
- D) C10 ISO/IEC 9899:2010

**Answer =B**

**9) What are the new features of C11 or ISO IEC 9899 2011 standard.?**

- A) Type generic Macros, Static Assertions
- B) Multi Threading, Anonymous Unions, quick\_exit
- C) Bounds Checking Interfaces, Anonymous Structures
- D) All

**Answer =D**

**10) C language was invented in which laboratories.?**

- A) Uniliver Labs
- B) IBM Labs
- C) AT&T Bell Labs
- D) Verizon Labs

**Answer =C**

Explanation:

C was invented in Bell Laboratories in New Jersey.

**11) BCPL Language is also called..?**

- A) C Language
- B) B Language
- C) D Language
- D) None

**Answer =D**

Explanation:

B language is successor of BCPL ( Basic Combined Programming Language ). B language was invented by Ken Thomson.

**12) C language was invented to develop which Operating System.?**

- A) Android
- B) Linux
- C) Ubuntu
- D) Unix

**Answer =D**

Explanation:

C was invented to develop Unix Operating System to overcome compatibility with different Hardware Platforms.

**13) C language was invented in the year.?**

- A) 1999
- B) 1978
- C) 1972
- D) 1990

**Answer =C**

**14) C language is used in the development of .?**

- A) Databases
- B) Graphic applications
- C) Word Processors
- D) All of the above

**Answer =D**

**15) A C program is a combination of.?**

- A) Statements
- B) Functions
- C) Variables
- D) All of the above

**Answer =D**

**16) Choose correct answer..**

```
#include<stdio.h>
main()
{
/* Multi Line Comment
This line is ignored by compiler
*/
printf("Hello C..");
}
```

- A) #include is a Preprocessor Directive
- B) <stdio.h> is a header file with predefined functions like printf, scanf etc
- C) #include
- main()
- {

```
}
```

is a mandatory function to be included in every C Program.  
D) All the above

**Answer =D**

**17) Correct way of commenting a single line is.?**

- A) /\*printf("Hello C.."); printf("How are you.");
- B) //printf("Hello C.."); printf("How are you.");
- C) /\*printf("Hello C.."); printf("How are you.");\*/
- D) /printf("Hello C..");/ printf("How are you.");

**Answer =B**

Explanation:

Answer C comments two lines with Multi-Line comment or BLOCK Comment characters /\* ....\*/  
Only // is a Single Line Commenting characters.

**18) Single Line Comment // is also called.?**

- A) C++ Style Comment
- B) Java Style Comment
- C) PHP Style Comment
- D) All the above

**Answer =D**

**19) What is the output of the C Program.?**

```
int main()
{
    int a=0;
    a = 10 + 5 * 2 * 8 / 2 + 4;
    printf("%d", a);
    return 0;
}
```

- A) 124
- B) 54
- C) 23
- D) 404

**Answer = B**

Explanation:

$10 + 10 \cdot 8 / 2 + 4$   
 $10 + 80 / 2 + 4$   
 $10 + 40 + 4 = 54$

**20) What is an Identifier in C Language.?**

- A) Name of a Function or Variable
- B) Name of a Macros
- C) Name of Structure or Union
- D) All the above.

**Answer =D**

Explanation:

```
int age=25;  
//here age is an Identifier
```

**21) An Identifier may contain.?**

- A) Letters a-z, A-Z in Basic character set. Unicode alphabet characters other languages
- B) Underscore \_ symbol
- C) Numbers 0 to 9 Unicode Numbers in other languages
- D) All the above

**Answer =D**

**22) What is the number of characters used to distinguish Identifier or Names of Functions and Global variables.?**

- A) 31
- B) 32
- C) 33
- D) 28

**Answer =A**

Explanation:

First 31 characters in general. If first 31 characters are same for two different identifiers, compiler gets confused.

**23) What is length of an Identifier that is unique for Non Global Variables and Non Function Names.?**

- A) 32
- B) 63
- C) 64
- D) 68

**Answer =B**

Explanation:

if 31 is present choose. Because old compilers support up to 31 only.  
Upto first 63 characters you can show differentiation in the name of say  

```
int abcdefghijklmnopqrstuvwxyz1234567788= 10;  
int abcdefghijklmnopqrstuvwxyz1234567799 = 20;
```

**24) An Identifier can start with.?**

- A) Alphabet
- B) Underscore ( \_ ) sign
- C) Any character that can be typed on a keyboard
- D) Option A & Option B

**Answer =D**

Explanation:

Identifier is just a name given to a Function, Variable etc.

Identifier name should contain only Letter, Numbers and Underscore.

**25) C Programs are used in .?**

- A) Any Electronic device which works on some logic and Operating System.
- B) Washing machine
- C) Fridge, Microwave Ovens
- D) All the above.

**Answer =D**

Explanation:

C is very fast to execute and safe to embed along with microprocessors. Device drivers are written in C and C++.

**26) What are the types of Constants in C Language.?**

- A) Primary Constants
- B) Secondary Constants
- C) Basic Constants and Advanced Constants
- D) Primary Constants and Secondary Constants

**Answer =D**

Explanation:

Primary Constants are Integer (int), Floating Point (float) , Character (char)

Secondary Constants are Structure, Union, Array and Enum.

**27) Choose correct statements**

- A) A constant value does not change. A variable value can change according to needs.
- B) A constant can change its values. A variable can have one constant value only.
- C) There is no restriction on number of values for constants or variables.
- D) Constants and Variables can not be used in a single main function.

**Answer =A**

Explanation:

Constant value is always constant. Constant is also called Literal.

Variable can have any number of arbitrary values and once value at any point of time. Variable is also called Identifier.

**28) Find an integer constant.**

- A) 3.145
- B) 34
- C) "125"
- D) None of the above

**Answer =B**

Explanation:

An integer constant is a full or whole number without any decimal point. So 3.14 is a floating point number or Real number.

**29) Find a Floating Point constant.**

- A) 12.3E5
- B) 12e34
- C) 125.34857
- D) All the above.

**Answer =D**

Explanation:

Floating Point can be represented in two forms.

1. Fractional Form eg. 12345.67
2. Exponential Form  
(Mantissa)e(number) or (Mantissa)E(number)  
eg. 123.4567E2  
(e2 = 10 power 2 = 100)

**30) Find a Character constant.**

- A) 'A' 'a'
- B) '1' '9'
- C) '\$' '#'
- D) All the above.

**Answer =D**

Explanation:

A character constant contains only one character within Single Quotes. '. Single Quote is typed using Single Quote Double Quote Key near Enter Key in a Keyboard. Simply it is Right Single Quote.

Left Single Quote looks like this `

Right Single Quote looks like this '



**31) A Variable of a particular type can hold only a constant of the same type. Choose right answer.**

- A) TRUE
- B) FALSE
- C) It depends on the place the variable is declared.
- D) None of the above.

**Answer =A**

Explanation:

An int can hold only Integer constant.

A float can hold only Real Number constants.

A char can hold only Character constants.

**32) Choose a right statement.**

- A) int myage = 10; int my\_age = 10;
- B) int myage = 10; int my,age = 10;
- C) int myage = 10; int my age = 10;
- D) All are right

**Answer =A**

Explanation:

Only Underscore ( \_ ) symbol is allowed in a variable name i.e identifier name. Space, Comma and other special characters are not allowed.

**33) Number of Keywords present in C Language are .?**

- A) 32
- B) 34
- C) 62
- D) 64

**Answer =A**

Explanation:

Only 32 Keywords originally. Compilers are individual companies can include and use extra keywords if required. Such keywords should precede with \_\_ ( two Underscore symbols before names).

eg. \_\_mykeyword

**34) Each statement in a C program should end with.?**

- A) Semicolon ;
- B) Colon :
- C) Period . (dot symbol)
- D) None of the above.

**Answer =A**

Explanation:

e.g

```
int amount = 10;
```

```
float a,b;
```

**35) Choose a correct statement.**

- A) C Compiler converts your C program into machine readable language.
- B) C Editor allows you to type C Programs. It is just like a Notepad with extra options.
- C) Console shows the output of a C Program if it is text output.
- D) All the above

**Answer =D**

**36) Identify wrong C Keywords below.**

- A) auto, double, int, struct
- B) break, else, long, switch
- C) case, enum, register, typedef
- D) char, extern, intern, return

**Answer =D**

Explanation:

'intern' is not a keyword. Remaining are all valid keywords.

**37) Identify wrong C Keywords below.**

- A) union, const, var, float
- B) short, unsigned, continue, for
- C) signed, void, default, goto
- D) sizeof, volatile, do, if

**Answer =A**

Explanation:

'var' is not a valid keyword.

**38) Identify wrong C Keywords below.**

- A) static, while, break, goto
- B) struct, construct, signed, unsigned
- C) short, long, if, else
- D) return, enum, struct, do

**Answer =B**

Explanation:

construct is not a keyword.

All 32 Keywords are given for reference. auto, break, case, char, const, continue, default, do, double, else, enum, extern, float, for, goto, if, int, long, register, return, short, signed, sizeof, static, struct, switch, typedef, union, unsigned, void, volatile, while.

**39) Find a correct C Keyword below.**

- A) breaker
- B) go to
- C) shorter
- D) default

**Answer =D**

**40) Find a correct C Keyword below.**

- A) work
- B) case
- C) constant
- D) permanent

**Answer =B**

**41) Find a correct C Keyword.**

- A) float
- B) int
- C) long
- D) ALL the above

**Answer =D**

**42) Types of Integers are.?**

- A) short
- B) int
- C) long
- D) All the above

**Answer =D**

Explanation:

Size of int < long.

**43) Types of Real numbers in C are.?**

- A) float
- B) double
- C) long double
- D) All the above

**Answer =D**

Explanation:

Size of float < double < long double

**44) signed and unsigned representation is available for.?**

- A) short, int, long, char
- B) float, double, long double
- C) A & B
- D) None of the above

**Answer =A**

Explanation:

Real numbers like float, double and long double do not support unsigned representation.

**45) Size of a Turbo C C++ compiler is.?**

- A) 16 bit
- B) 32 bit
- C) 64 bit
- D) 128 bit

**Answer =A**

**46) Size of a GCC or Visual Studio C Compiler is.?**

- A) 16 bit
- B) 32 bit
- C) 64 bit
- D) 128 bit

**Answer =B**

**47) Sizes of short, int and long in a Turbo C C++ compiler in bytes are.?**

- A) 2, 2, 4
- B) 2, 4, 4
- C) 4, 8, 16
- D) 8, 8, 16

**Answer =A**

**48) Sizes of short, int and long in Visual Studio or GCC compiler in bytes are.?**

- A) 2, 2, 4
- B) 2, 4, 4
- C) 4, 4, 8
- D) 4, 8, 8

**Answer =B**

**49) Range of signed char and unsigned char are.?**

- A) -128 to +127 0 to 255
- B) 0 to 255 -128 to +127
- C) -128 to -1 0 to +127
- D) 0 to +127 -128 to -1

**Answer =A**

Explanation:

Advantage of an unsigned representation is only to increase the upper limit i.e positive limit.  
Size of a char remains same i.e 1 Byte.

**50) Ranges of signed int and unsigned int are.?**

- A) 0 to 65535 -32768 to +32767
- B) -32768 to +32767 0 to 65535
- C) -32767 to +32768 0 to 65536
- D) 0 to 65536 -32767 to +32768

**Answer =B**

Explanation:

Default assumption is Turbo C/C++, 16 bit compiler. Size of an int is 2 bytes for both signed and unsigned representation.

**51) Size of float, double and long double in Bytes are.?**

- A) 4, 8, 16
- B) 4, 8, 10
- C) 2, 4, 6
- D) 4, 6, 8

**Answer =B**

Explanation:

Real numbers are represented in float, double and long double format.  
eg. float interest = 12.55f;

**52) Range of signed long and unsigned long variables are.?**

- A) -2147483647 to +2147483648 0 to 4294967295
- B) -2147483648 to +2147483647 0 to 4294967296
- C) -2147483648 to +2147483647 0 to 4294967295
- D) 0 to 4294967295 -2147483648 to +2147483647

**Answer =C**

Explanation:

Size of a long variable is 4 Bytes or 32 bits.  
(2)<sup>32</sup>.

**53) Range of float variable is.?**

- A) -3.2e38 to +3.2e38
- B) -3.8e32 to +3.8e32
- C) -3.4e34 to +3.4e34
- D) -3.4e38 to +3.4e38

**Answer =D**

Explanation:

e represents exponential.

**54) Left most bit 0 in Singed representation indicates.?**

- A) A Positive number
- B) A Negative Number
- C) An Unsigned number
- D) None of the above

**Answer =A**

Explanation:

For negative numbers 1 is used as a left most bit.

**55) If you do not specify a storage class for a Variable.?**

- A) You get compiler error.
- B) You get a compiler warning.
- C) Output is null always
- D) None of the above

**Answer =D**

Explanation:

Yes. Even if you do not specify a Storage class for a Variable, AUTOMATIC storage class is applied.

**56) What is an Array in C language.?**

- A) A group of elements of same data type.
- B) An array contains more than one element
- C) Array elements are stored in memory in continuous or contiguous locations.
- D) All the above.

**Answer =D**

**57) Choose a correct statement about C language arrays.**

- A) An array address is the address of first element of array itself.
- B) An array size must be declared if not initialized immediately.
- C) Array size is the sum of sizes of all elements of the array.

D) All the above

**Answer =D**

**58) What are the Types of Arrays.?**

- A) int, long, float, double
- B) struct, enum
- C) char
- D) All the above

**Answer =D**

**59) An array Index starts with.?**

- A) -1
- B) 0
- C) 1
- D) 2

**Answer =B**

**60) Choose a correct statement about C language arrays.**

- A) An array size can not changed once it is created.
- B) Array element value can be changed any number of times
- C) To access Nth element of an array students, use students[n-1] as the starting index is 0.
- D) All the above

**Answer =D**

**61) What is the output of C Program.? `int main() { int a[]; a[4] = {1,2,3,4}; printf("%d", a[0]); }`**

- A) 1
- B) 2
- C) 4
- D) Compiler error

**Answer =D**

Explanation:

If you do not initialize an array, you must mention ARRAY SIZE.

**62) What is the output of C Program.? `int main() { int a[] = {1,2,3,4}; int b[4] = {5,6,7,8}; printf("%d,%d", a[0], b[0]); }`**

- A) 1,5
- B) 2,6
- C) 0 0

D) Compiler error

**Answer =A**

Explanation:

It is perfectly allowed to skip array size if you are initializing at the same time. a[0] is first element.

```
int a[] = {1,2,3,4};
```

**63) What is the output of the C Program.?**

```
int main()
{
    if( 4 < 5 )
        printf("Hurray..\n");
        printf("Yes");
    else
        printf("England")

    return 0;
}
```

- A) Hurray..Yes
- B) Hurray..Yes
- C) Compiler error
- D) None of the above

**Answer = C**

Explanation:

If block includes only Single Hurray printf statement without curly braces { }. So second Yes printf statement is not part of IF block. Else should immediately follow IF block. Otherwise, compiler throws errors. To compile well, use { } braces for two printf statements or remove second printf after IF.

**64) What is the output of C program.? int main() { char grade[] = {'A','B','C'}; printf("GRADE=%d, ", \*grade); printf("GRADE=%d", grade[0]); }**

- A) A A
- B) 65 A
- C) 65 65
- D) None of the above

**Answer =C**

Explanation:

\*grade == grade[0]. We are printing with %d not with %c. So, ASCII value is printed.



**65) What is the output of C program.? int main() { float marks[3] = {90.5, 92.5, 96.5}; int a=0; while(a<3) { printf("%.2f,", marks[a]); a++; } }**

- A) 90.5 92.5 96.5
- B) 90.50 92.50 96.50
- C) 0.00 0.00 0.00
- D) Compiler error

**Answer =B**

Explanation:

0.2%f prints only two decimal points. It is allowed to use float values with arrays.

**66) What is the output of C Program.? int main() { int a[3] = {10,12,14}; a[1]=20; int i=0; while(i<3) { printf("%d ", a[i]); i++; } }**

- A) 20 12 14
- B) 10 20 14
- C) 10 12 20
- D) Compiler error

**Answer =B**

Explanation:

a[i] is (i+1) element. So a[1] changes the second element.

**67) What is the output of C program.? int main() { int a[3] = {10,12,14}; int i=0; while(i<3) { printf("%d ", i[a]); i++; } }**

- A) 14 12 10
- B) 10 10 10
- C) 10 12 14
- D) None of the above

**Answer =C**

Explanation:

a[k] == k[a]. Use any notation to refer to array elements.

**68) What is the output of C Program.? int main() { int a[3] = {20,30,40}; a[0]++; int i=0; while(i<3) { printf("%d ", i[a]); i++; } }**

- A) 20 30 40
- B) 41 30 20
- C) 21 30 40
- D) None of the above

**Answer =C**

Explanation:

You can use increment and decrement operators on array variables too.

**69) What is the output of C program with arrays.? int main() { int a[3] = {20,30,40}; int b[3]; b=a; printf("%d", b[0]); }**

- A) 20
- B) 30
- C) address of 0th element.
- D) Compiler error

**Answer =D**

Explanation:

You can assign one array variable to other.

**70) What is the output of the C Program.?**

```
int main()
{
    if( 4 > 5 )
        printf("Hurray..\n");
    printf("Yes");

    return 0;
}
```

- A) Yes
- B) Hurray..Yes
- C) Hurray..Yes
- D) No Output

**Answer = A**

Explanation:

To include more than one statement inside If block, use { } braces. Otherwise, only first statement after if block is included. IF condition fails with false. So second if which is outside of If is executed.

**71) Choose a correct C Statement using IF Conditional Statement.**

```
A)
if( condition )
{
    //statements;
}
```

```
B)
if( condition )
{
    //statements;
}
```

```
else
{
    //statements;
}
```

```
C)
if( condition1 )
{
    //statements;
}
else if( condition2)
{
    //statements;
}
else
{
    //statements;
}
```

D) All the above.

**Answer = D**

**72) What is the output of C Program.?**

```
int main()
{
    int a=10,b=20;

    if(a==9 && b==20)
    {
        printf("Hurray..");
    }

    if(a==10 || b==21)
    {
        printf("Theatre");
    }

    return 0;
}
```

A) Theatre  
B) Hurray

- Theatre  
C) No output  
D) Compiler error

**Answer = A**

Explanation:

&& and || are logical operators. For, && both conditions must be true; for || any one condition should be true.

**73) What is an array Base Address in C language.?**

- A) Base address is the address of 0th index element.  
B) An array b[] base address is &b[0]  
C) An array b[] base address can be printed with printf("%d", b);  
D) All the above

**Answer =D**

**74) What is the right way to initialize an array?**

- A. int num[6] = { 2, 4, 12, 5, 45, 5 };  
B. int n{} = { 2, 4, 12, 5, 45, 5 };  
C. int n{6} = { 2, 4, 12 };  
D. int n(6) = { 2, 4, 12, 5, 45, 5 };

**Answer: A**

75) .int a[5] = {1,2,3};

What is the value of a[4] ?

- A. 3  
B. 0  
C. 2  
D. Garbage Value

**Answer =B**

Explanaton: Unused or uninitialized spaces in an array are automatically initialized with value 0. Hence, the a[4] = 0 and a[4] = 0.

**76) Choose a correct statement.**

int a = 12 + 3 \* 5 / 4 - 10

- A) 12, 3, 5, 4 and 10 are Operators. +, -, \* and / are Operands. = is an increment operator.  
B) 12, 3, 5, 4 and 10 are Operands. +, -, \* and / are Operators. = is decrement operator.  
C) 12, 3, 5, 4 and 10 are Operands. +, -, \* and / are Operators. = is an assignment operator.  
D) 12, 3, 5, 4 and 10 are Operands. +, -, \* and / are Logical Operators. = is an assignment operator.

**Answer =C**

**77) Operator % in C Language is called.?**

- A) Percentage Operator
- B) Quotient Operator
- C) Modulus
- D) Division

**Answer =C**

Explanation:

Operator % is called Modulus or Modular or Modulo Division operator in C. It gives the remainder of the division.

```
int a = 11%4;
```

Now a holds only 3 which is the remainder.

**78) Output of an arithmetic expression with integers and real numbers is \_\_\_ by default.?**

- A) Integer
- B) Real number
- C) Depends on the numbers used in the expression.
- D) None of the above

**Answer =B**

Explanation:

Any arithmetic operation with both integers and real numbers yield output as Real number only.

$5 + 10.56 = 15.560000$  which is a real number.

$5 + 10.0 = 15.000000$  is also a real number.

**79) Choose a right statement.**

```
int a = 10 + 4.867;
```

- A)  $a = 10$
- B)  $a = 14.867$
- C)  $a = 14$
- D) compiler error.

**Answer =C**

Explanation:

a is an int variable. So  $10+4.867 = 14.867$  is truncated to 14 and assigned to a.

**80) Choose a right statement.**

```
int a = 3.5 + 4.5;
```

- A)  $a = 0$
- B)  $a = 7$

- C) a = 8
- D) a = 8.0

**Answer =C**

Explanation:

$3.5 + 4.5 = 8.0$  is a real number. So it is converted to downgraded to int value. So a = 8.

**81) Choose a right statement.**

```
float var = 3.5 + 4.5;
```

- A) var = 8.0
- B) var = 8
- C) var = 7
- D) var = 0.0

**Answer =A**

Explanation:

A float variable can hold a real number.

**82) Choose right statement.**

```
int main()
{
float c = 3.5 + 4.5;
printf("%f", c);
return 0;
}
```

- A) 8.0
- B) 8.000000
- C) 8
- D) 7

**Answer =B**

Explanation:

Float can print precision up to 6 digits. So 6 zeros will be shown if there are no digits after decimal point.

**83) Choose a right statement.**

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

- A) 8.0
- B) 8.000000

- C) 7
- D) 8

**Answer =D**

Explanation:

You are printing a float variable by type casting to int. So integer is printed.  
int c = 3.5 + 4.5 also holds and prints 8.

**84) Choose a right statement.**

- int a = 5/2;
- int b = 5.0/2;
- int c = 5 / 2.0;
- int d = 5.0/2.0;
- A) a = 2, b = 2, c = 2, d= 2
- B) a = 2, b = 2.0, c = 2, d= 2.0
- C) a = 2, b = 2.5, c = 2.5, d= 2.5
- D) a = 2.5, b = 2.5, c = 2.5, d= 2.5

**Answer =A**

Explanation:

Irrespective of numbers after decimal point, an int variable holds only integer value i.e 2.

**85) Choose a right statement.**

- float a = 5/2;
- float b = 5/2.0;
- float c = 5.0/2;
- float d = 5.0/2.0;
- A) a=2.5, b=2.5, c=2.5, d=2.5
- B) a=2, b=2.5, c=2.5, d=2.5
- C) a=2.0, b=2.5, c=2.5, d=2.5
- D) a=2.0, b=2.0, c=2.0, d=2.0

**Answer =C**

Explanation:

In division, to get the actual real value, you should specify at least one real number.  
Variable a holds only 2. But variables b,c and d contain real numbers as either numerator or denominator is a real number.

**86) If both numerator and denominator of a division operation in C language are integers, then we get.?**

- A) Expected algebraic real value
- B) Unexpected integer value
- C) Compiler error.
- D) None of the above

**Answer =B**

Explanation:

int a = 5/2 stores only 2.

**87) Choose a right statement.**

**int a = 3.5;**

- A) a = 3.5
- B) a = 3
- C) a = 0
- D) Compiler error

**Answer =B**

Explanation:

a stores only integer value. So, 3.5 is truncated to 3.

**88) Choose a right statement.**

```
int main()
{
int var = 3.5;
printf("%f", var);
return 0;
}
```

- A) 3.500000
- B) 3
- C) 3.5
- D) 0.000000

**Answer =D**

Explanation:

As the variable type is an integer, you have to use %d as a format specifier. If you specify wrong format specifier, you will not get expected output.

**89) What is the output of the program.?**

```
int main()
{
int a = 25%10;
printf("%d", a);
return 0;
}
```

- A) 2.5



- B) 2
- C) 5
- D) Compiler error.

**Answer =C**

Explanation:

Modulo division operator returns the remainder of division of 25 by 10.  $10 \times 2 + 5 = 25$ . So remainder is 5.

**90) Can you use C Modulo Division operator % with float and int?**

- A) Only int variables = Okay
- B) Only float variables = Okay
- C) int or float combination = Okay
- D) Numerator int variable, Denominator any variable = Okay

**Answer =A**

Explanation:

Modulo Division operator % in C language can be used only with integer variables or constants.

**91) What is the output of the C program with Modulo Division operator with - or Negative numbers.?**

```
int main()
{
int a = -25%-10;
int b = -25%10;
int c = 25%-10;
printf("%d %d %d", a, b, c);
return 0;
}
```

- A) 5 -5 -5
- B) 5 -5 5
- C) -5 -5 5
- D) 5 5 5

**Answer =C**

Explanation:

Sign of a modulo division operation is same as the sign of Numerator. So sign of 25 is taken always.

**92) What is the output of the program.?**

```
int main()
{
float a = 45;
```

```
printf("%f", a);  
return 0;  
}
```

- A) 45
- B) 45.0
- C) 45.000000
- D) 0.000000

**Answer =C**

Explanation:

Integer value 45 is promoted to float i.e 45.0 and printed with all 6 decimal numbers.

**93) What is the priority of operators \*, / and % in C language.?**

- A) \* > / > %
- B) % > \* > /
- C) Both % = / , \* are same
- D) All three operators \*, / and % are same.

**Answer =D**

Explanation:

Operators Multiplication \*, Division / and Modulo Division % are all having the same Priority.

**94) In C language, which Operator group has more priority between (\*, / and %) and (+, -) groups.?**

- A) Both groups share equal priority.
- B) (+, -) > (\*, / and %)
- C) (+, -) < (\*, / and %)
- D) None of the above.

**Answer =C**

Explanation:

+ and - has same priority. \*, / and % has equal priority. But (+, -) has less priority than (\*, / and %).

**95) Choose a C Conditional Operator from the list.**

- A) ? :
- B) : ?
- C) : <
- D) < :

**Answer =A**

Explanation:

? : = Question Mark Colon is also called C Ternary Operator.

**96) What is the other name for C Language ?: Question Mark Colon Operator.?**

- A) Comparison Operator
- B) If-Else Operator
- C) Binary Operator
- D) Ternary Operator

**Answer =D**

**97) Choose a syntax for C Ternary Operator from the list.**

- A) condition ? expression1 : expression2
- B) condition : expression1 ? expression2
- C) condition ? expression1 < expression2
- D) condition < expression1 ? expression2

**Answer =A**

Explanation:

If the condition is true, expression 1 is evaluated. If the condition is false, expression 2 is evaluated.

**98) What is the output of the C statement.?**

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

- A) 4
- B) 3
- C) 5
- D) 2

**Answer =B**

Explanation:

5<2 is false. So 3 will be picked and assigned to the variable a.

**99) What is the output of C Program.?**

```
int main()
{
int a=0;
a = printf("4");
printf("%d",a);
return 0;
```

```
}
```

- A) 04
- B) compiler error
- C) 40
- D) 41

**Answer =D**

Explanation:

`a = printf("4");`

First printf prints 4. printf() returns 1. Now the variable a=1; So 1 is printed next.

**100) What is the output of the C Program.?**

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

- A) compiler error
- B) 14
- C) 41
- D) 0

**Answer =C**

Explanation:

5>2 is true. So expression1 i.e printf("4") is executed printing 4. Function printf() returns 1. So a value is 1.