C Language MCQ

1. Which is the C IDE:
a. GNU gcc compiler
b. Borland C++ compiler
c. Turbo C++ IDE
d. Visual Studio
e. **All of Above**

2. C us supported by the following operating system:
a. Unix
b. Linux
c. Windows
d. **All of above**

3. C is the _____ language:
a. Low level
b. High Level
c. **Both Low and High Level**
d. None of these

4. Which is not the feature of c language:
a. Portable
b. Terse
c. Modular
d. Efficient
e. **None of these**

5. You require to write and run c program:
a. Operating system
b. Text editor
c. Compiler
d. **All of above**

6. which is the shortcut key to compile program in Turbo C IDE:
a. Ctrl + F9
b. **Alt + F9**
c. Ctrl + F5
d. None of these

7. C has _____ keywords:
a. 30
b. 31
c. **32**
d. 33

8. Which is the type of int:

a.   Int

b.   Unsigned int

c.   Long

d.   Unsigned long

e.   All of above

9.   Which is not the valid integer:

a.   +345

b.   345UL

c.   123U

d.   123.0

10.   Which is the invalid octal:

a.   0346

b.   0452

c.   0255

d.   0840

11.   Which is invalid hexadecimal:

a.   0x345

b.   0xA132

c.   0xG120

d.   0x452F

12.   The ASCII value of Y:

a.   88

b.   89

c.   90

d.   91

13.   Which is not the fundamental data types:

a.   Char

b.   Array

c.   Int

d.   Float

14.   Variable is a:

a.   Location in memory

b.   Location in CPU Registers

c.   Both

d.   None of these

15.   Which is not the type of variable

a.   Extrern

b.   Register

c.   Global

d.   **None of above**

16. Which is the invalid identifiers name:

a.   Pushp1

b.   _pushp

c.   **1Pushp**

d.   pushp_infotech

17. int can store:

a.   Real numbers

b.   Characters

c.   String

d.   **None of these**

18. Which is not the type of variable initializations:

a.   Static

b.   Dynamic

c.   **Both**

d.   None of these

19. In c language '\a' used for:

a.   Form feed

b.   Line Brack

c.   **Alarm**

d.   None of these

20. The Arithmetic operator '%' can be used with:

a.   **int**

b.   float

c.   double

d.   void

21. '%d' is the conversion letter for:

a.   char

b.   **int**

c.   float

d.   double

22. *printf("%c", 65);* Out of this line is:

a.   65

b.   **A**

c.   Both

d.   None of these

23. Binary operator needs:

a.   One operand

b.   **Two operand**

c. Three operand

d. None of these

24. Which is the symbol for AND operator:

a. ||

b. &&

c. $$

d. None of these

25. *printf("0 && 1 = %d\n", 0 && 1);* Out of this line is:

a. 0 && 1 = 0

b. 0 && 1 = 1

c. 0 && 1 = 2

d. 0 && 1 = 3

26. *int x=10;*

   printf("%d",x++); Output is:

a. 10

b. 11

c. 12

d. None of these

27. >> operator is used for:

a. Right Shift

b. Left Shift

c. Both

d. None of these

28. *char x=10;*

   printf("%d",~x); Output is:

a. 10

b. –10

c. –11

d. None of these

29. *printf("%d",sizeof(int));* Output is:

a. 1

b. 2

c. 6

d. 10

30. C program starts executing from:

a. main()

b. header file

c. both

d. None of these

31. Which is the incorrect statement:

a. Variable name can contain underscore.

b. Variable name may start from digit.

c. Variable name may not have white space character.

d. Keyword can not be a variable name.

32. Uninitialized variable may have:

a. Garbage value.

b. Can not be zero

c. Both

d. None of these.

33. Which is the correct variable name:

a. for

b. goto

c. character

d. if

34. Which is not the c keyword:

a. typedef

b. extern

c. register

d. local

35. Which operator is used to assign value to variables:

a. =

b. +

c. −

d. /

36. '\n' used for

a. Alert

b. New line

c. Form feed

d. Backspace

37. printf("%u",&a); The output of this statement is:

a. Value of a

b. Address of a

c. Both

d. None of these.

38. String is:

a. Array of numbers.

b. Array of characters.

c. Both

d. None of these.

39. Which is the string termination character:

a. '\n'

b. '\b'

c. **'\0'**

d. None of these

40. char *name= "India";

strupr(name);

puts(name); Output of this program is:

a. India

b. india

c. **INDIA**

d. iNDIA

41. Which is not the string handling function:

a. strlwr();

b. strcat();

c. strcmp()

d. strrev();

e. strlen();

f. **None of these.**

42. Which statement is wrong:

a. A function may have arguments.

b. A function may return value.

c. A can be invoked many time in a single program.

d. **Function cannot be reused.**

43. A function can return only _____

a. **Single value**

b. Two Values.

c. Many values.

d. None of these

44. Mathematical function are stored in _____ header file:

a. stdio.h

b. conio.h

c. **math.h**

d. string.h

45. A function which invokes itself repeatedly until some condition is satisfied is called a _____ function.

a. **Recursive**

b. System

c. Library

d. None of these

46. ++ is _____ operator:

a. Decrement

b. Increment

c. Add

d. Plus-Plus

47. Which is the incorrect statement:

a. An array is the collection of variables.

b. All array variables have same type.

c. Array variables can be used individually.

d. None of these.

48. An array can be declared:

a. Statically

b. Dynamically

c. Both

d. None of these

49. Array can be:

a. Single Dimensional

b. Multi Dimensional

c. Both

d. None of these

50. Array index is always starts from:

a. 0

b. 1

c. 2

d. 3

51. An array is _____ data-structure:

a. Linear

b. Non-linear

c. Hierarchical

d. None of these

52. Which is the false statement:

a. An array of characters is called string.

b. Array can be passed to function.

c. Array is always reference type.

d. None of these

53. Array can be sorted by using:

a. Bubble Sort

b. Merge Sort

c. Quick Sort

d. All of above

54. Which term is not related to function:

a. Prototype

b. Definition

c. Call

d. Receive

55. Which is the type of function arguments:

a. Formal

b. Actual

c. Both

d. None of these

56. Which not the input function:

a. gets();

b. getch();

c. getchar();

d. scanf();

e. getche();

f. None of these.

57. Which is not the output function:

a. printf();

b. puts();

c. puchar();

d. putch();

e. None of these.

58. int add(int,int); in the given function prototype select the correct statement:

a. int x=add(4.2,5);

b. int x=add(4,25);

c. int x=add(425);

d. int x=add();

59. A pointer variable can store _____

a. Constant value

b. Value of anther variable.

c. Address of another variable

d. None of these.

60. int *ptr; here ptr can store the address of:

a. int variable

b. float variable

c.   double variable

d.   All of above

61. int x=10;

int *y=&x; the variable y contains:

a.   Value of x;

b.   Address of x;

c.   Both

d.   None of these

62. int **ptr; here ptr is:

a.   Pointer

b.   Pointer to pointer

c.   Both

d.   None of these

63. In the call by reference we pass:

a.   Value of the variable

b.   Address of variable

c.   Both value and address

d.   None of these

64. int a[3]={4,5,6};

printf("%u",a); What is the output:

a.   Value of first element.

b.   Address of first element

c.   Both

d.   None of these

65. Which function is related to dynamic memory allocation:

a.   malloc();

b.   calloc()

c.   realloc()

d.   All of above.

66. strcmp() function is used for:

a.   Copy two strings

b.   Compare two strings.

c.   Concatenation of two strings

d.   None of these

67. Which is the formatted input function:

a.   getch();

b.   scanf();

c.   gets();

d.   getche();

68. Which is the incorrect function prototype:
a. int add(int,int);
b. int add(float, int);
c. float add(int,int);
d. float add(float,int);

69. Which is the incorrect function prototype based on c library:
a. char *gets(char *string);
b. int puts(const char*s);
c. char *cgets(char *str);
d. int cputs(const char*str);
e. None of these

70. Which is the type of files:
a. Text
b. Binary
c. Both
d. None of these

71. Which function is not related to file handling:
a. fopen();
b. fclose();
c. fprintf();
d. printf();

72. Which is the file opening mode:
a. r
b. w
c. rb
d. wb
e. a
f. All of above

73. A structured programming have:
a. Sequence
b. Selection
c. Iteration
d. All of Above

74. Which is not the selective control flow statement:
a. while
b. if
c. Switch-case
d. if-else

75. Which is the correct example of label:

a.   Label;

b.   **Label:**

c.   Label,

d.   #Label

76. Who is the manufacturer of C language:

a.   Herbert Schieldt

b.   Banjarne Stroups

c.   **Dennis Ritchie**

d.   None of these

77. C is the _____ language:

a.   Object Oriented

b.   **Structured**

c.   Unified Modeling

d.   None of these.

78. An efficient algorithm _____

a.   Takes efficient time

b.   Takes efficient memory

c.   **Both**

d.   None of these

79. Which technique is related to internal code:

a.   Black Box

b.   **White Box**

c.   Alfa

d.   Beta

80. Which is the type of white box testing:

a.   Path Testing

b.   Loop Testing

c.   Domain Testing.

d.   **All of these**