

20 _____ is a symbol used to modify the expression or operation []

- a) variable b) constant **c) operator** d) label

21 _____ is a symbol used to modify the expression or operation []

- a) variable b) constant **c) operator** d) label

22. In a C program sample code is given below what is output? []

```
int a=10, b= 2;
result = a%b;
printf("The result is :%d",result);
```

- a) 1 **b) 0** c) 2 d) None

23. In a C program sample code is given below what is output? []

```
int a=10, b= 2;
result = (if( a>b) ? a: b);
printf("The result is :%d",result);
```

- a) 10 **b) 2** c) 1 d) None

24. In which of the following operator executes from right to left is true? []

- a) *** b) > c) && d) +=

25. In which of the following operator has highest precedence? []

- a) () b) * c) / **d) +**

26. In C program has a statement `a=(int)21.3/(int)4.5` output a result is ? []

- a) 4** b) 5 c) 6 d) None

27. In C program has a statement output is ? []

```
#include<stdio.h>
int main()
{
    int x;
    for(x=-1; x<=10; x++)
    {
        if(x < 5)
            continue;
```

```

else
    break;
printf("IndiaBIX");
}
return 0;
}

```

a) Infinite times B. **b) 11 times** c) 0 times D. d) 10 times

28. In which of the following C program output? []

```

#include<stdio.h>
int main()
{
    int j=1;
    while(j <= 255)
    {
        printf("%c %d\n", j, j);
        j++;
    }
    return 0;
}

```

a) Infinite times b) 255 times **c) 254 times** d) 256 times

29. The binary expression are formed by an _____ []

- a) Operand -operator-operand
- b) operator-operand**
- c) operator-operand-operator
- d) operand-operator

30. Algorithm is _____ process which solves the problems []

- a) Sequence of instructions**
- b) sequence of operators
- c) sequence of variables
- d) None

31	Let $x=1, y=4$ after execution $x=x*x - \text{pow}(++x,2)-x*x - (-y)$; What is the value of $x=$ _____ & $y=$ _____	[]
	A) -7, 3 B) -7, -3 C) 7, -3 D) 7, 3	
32	If 'X' is integer, $X = 2+3\%4-5*5-4\%4$; then $x=$ _____	[]
	A) 23 B) -23 C) -20 D) 20	
33	If $SP = (5!=1)+(A>=B)+(23 0)+(12\&0)+(A!=B)$ where $A=B=1$ then $SP=$ _____	[]
	A) 4 B) 2 C) -3 D) None	
34	If $x = -4$ then $y = (x > 1 ? 3 : 4)$ $y=$ _____	[]

	A) 3	B)4	C) 1	D) None	
35	If int a=10 then float (a) will contain_____				[]
	A) 10.0000	B) 10.000000	C) 10.00	D) 10.000	
36	Conditional operator which is also called as				[]
	A) Binary Operator	B) Bitwise Operator	C)Unary Operator	D) None	
37	#define A 100 Main(){ intA=2; printf(“%d %d”, A,A) } what is the output				[]
	A) 100 2	B)error	C) 2 , 100	D) 100 , 100	
38	Constint A =100 ;intB; B = A; B++; printf(“%d %d”, B, A); what is the output				[]
	A)101 , 100	B) Error	C) 100, 100	D) None	
39	int a=3,b=5, c=-3; a +=b*=c/=c-5; printf(“%d %d %d ”, a, b, c); what is the output				[]
	A) 0 2 0	B) 2 0 0	C) 0 3 0	D)3 0 0	
40	Char ch;ch =getchar(); \ \ inputs as “Yits” putchar(ch); what is the output				[]
	A)y	B)Y	C) yits	D)s	
41	If double a=18900.1 then y = sizeof (a) ; what is the value of y _____				[]
	A)8	B) 18900.1	C) 18900	D) 10	
42	What is the range of “Float “				[]
	A)4 bytes	B) 1.7E-308 to 1.7E+308	C)3.4E-38 to 3.4E+38	D) -32,768 to +32,768	
43	Char C; int I; float F; double D; D= F = I = C= ‘A’; printf(“D= %1.2lf F=%1.2f I= %iC=%c ”, D,F,I,C);				[]
	A)D=65.00 F=65.00000 I= 65 C=A	B)D=65.00 F=65.00 I=65 C=A	C)65.0000000 65.000000 65 A	D) D = 1.2 F=1.2 I= 65 C=A	
44	int A=0X4, B=0XA; C=A+B ; printf(“%d”, c); what is the output				[]
	A)14	B) 0X14	C) E	D) 0XE	
45	Example for unary operator				[]
	A) ++X	B) +X	C)Both	D) None	
46	What is the output of following statement Printf(“%d %d”1,2);				[]
	A) 1 2	B) 12	C) 1,2	D)Error	
47	Char name[20]=” welcome” Printf(“%s”,name); output is				[]
	A) name	B) welcome	C) name2	D) welcome2	
48	unsigned int a= -12 , b=67; printf(“%u %d %c”,a,a,b); address of a 65524				[]
	A) -12 -12 C	B)65524 -12 C	C) 65524 12 67	D) -12 12 67	
	main(){ inti=10, j, k; i=scanf(“%d”,&k); // k=10				[]

49	<pre> j=printf("ABCD%d",75); if(i!=10) printf(", %d",i); printf(",%d ",j); } // FIND OUTPUT: ? </pre>				
	A) ABCD,1,6	B)ABCD75,6	C)ABCD75, 1,6	D) ABCD75, 1	
50	<pre> main(){ int a=1,n=10; n=(++a) + (a++) +(a--)+ (--a)-(--a)-(a--)*(++a)+(a++)+2; printf("a= %d",++a); printf("i= %d",n++); getch(); } </pre>				[]
	A)a=2i=5	B) a= 2i=2	C) a=5i=5	D)a= 2i= 5	
51	Which of the following is the 1's complement of 10?				[]
	A)01	B) 101	C) 110	D) 001	
52	(456) ₁₀ =(_____) ₁₆				[]
	A)1C8	B) 710	C) 1C9	D) 1B8	
53	(999) ₁₀ =(_____) ₈				[]
	A) 1777	B)1710	C) 1746	D)1747	
54	Which of the following correctly shows the hierarchy of arithmetic operations in C?				[]
	A)/ + * -	B)* - / +	C)+ - / *	D)/ * + -	
55	In which order do the following gets evaluated 1. Relational2. Arithmetic3. Logical4. Assignment				[]
	A)3214	B)4321	C)1234	D)2134	
56	To scan a and b given below, which of the following scanf() statement will you use?				[]
	<pre> #include<stdio.h> float a; double b; </pre>				
	A)scanf("%f %f", &a, &b);		C)scanf("%f %Lf", &a, &b);		
	B)scanf("%Lf %Lf", &a, &b);		D)scanf("%f %lf", &a, &b);		
57	The ANSI C standard recognizes maximum length of a variable up to				[]
	A)31 characters	B)unlimited characters	C)8 characters	D)15 characters	
58	int a=13,b=7,c; c=a&b what is the value of c				[]
	A)0000 0000 0000 0110		C)0000 0000 0001 0101		
	B)0000 0000 0000 0100		D)0000 0000 0000 0101		
59	The format string for long double is				[]
	A) %f	B) %d	C) %ld	D) %lf	
60	Compiler executes at a time				[]
	A) one single line	B)complete source code	C) two lines	D)infinitely	

61. C is a
- (a) Low-level language
 - (b) High-level language
 - (c) middle-level language
 - (d) Assembly-level language
62. C programs are converted into machine language using
- (a) A compiler
 - (b) An interpreter
 - (c) An operating System
 - (d) (a)&(b)
63. The role of compiler is to translate source program statements to
- (a) Object code
 - (b) Octal code
 - (c) Decimal code
 - (d) None of above
64. The extension for C program files by default is
- (a) '.c'
 - (b) '.d'
 - (c) '.obj'
 - (d) '.exe'
65. C can be used with
- (a) Only UNIX operating system
 - (b) Only Linux operating system
 - (c) Only MS-DOS operating system
 - (d) all the above
66. The C language is closely associated with
- (a) MS-DOS
 - (b) Linux
 - (c) Unix
 - (d) MS-WINDOWS
67. C programs are highly portable means
- (a) same programs execute on different computers.
 - (b) program executes only on the same computer
 - (c) program needs a lot of modification to run
 - (d) None of the above
68. Hexa-decimal numbers are
- (a) 0-7
 - (b) 0-9

(c) 0-9,A-F

(d)0-8

69. To display all directories which dos command we have to use?

(a)cls

(b) dir

(c) start

(d)md

70.C was developed in -----

(a)1968

(b) 1972

(c) 1980

(d)1978

71. A character variable can store only

(a)1 character

(b) 20 characters

(c) 254 characters

(d)none of these

72. C variable cannot start with

(a) A number

(b) An alphabet

(c)a character

(d) none of these

73. A short integer variable occupies memory

(a)2 bytes

(b) 1 byte

(c) 4 bytes

(d)8 bytes

74.The declaration of C variable can be done

(a)anywhere in the program

(b) in declaration part

(c) in executable part

(d)at the end

75. In C one statement can declare

(a)only one variable

(b) two variables

(c) ten variables

(d)any number of variables

76. The word 'int' is

(a)keyword

- (b) Password
- (c) Header file
- (d) None of these

77. The variables are initialized using

- (a) greater than(>)
- (b) equal to(=)
- (c) twice equal to(==)
- (d) an increment operator(++)

78. An unsigned integer variable contains values

- (a) greater than or equal to
- (b) less than zero
- (c) only zero's
- (d) (a)&(b)both

79. The keyword 'const' keeps the value of a variable

- (a) constant
- (b) variant
- (c) mutable
- (d) none of these

80. In C every variable has

- (a) a type
- (b) a name
- (c) a value, Size
- (d) all the above

81. The range of signed char data type is

- (a) -128 to 127
- (b) 0 to 255
- (c) 0 to 32767
- (d) none of these

82. Conditional operator is

- (a) ?
- (b) >
- (c) ||
- (d) <

83. #include<stdio.h>

#include<conio.h>

Void main()

{

Int k=8;

(k++-k++);

}

What is the value of k?

- (a) 10
- (b) 0
- (c) 9
- (d) 8

84. The '&' operator displays

- (a) address of the variable
- (b) value of variable
- (c) both (a) and (b)
- (d) none of the above

85. What is the result of the expression $(10/3)*3+5\%3$?

- (a) 11
- (b) 10
- (c) 8
- (d) 1

86. What is the result of the expression $(23*2)\%5$?

- (a) 1
- (b) 2
- (c) 3
- (d) 9

87. Addition of two numbers is performed using?

- (a) arithmetic operator
- (b) logical operator
- (c) unary operator
- (d) comma operator

88. _____ software used to disrupt computer operation, gather sensitive information, or gain access to private computer systems.

- (a) Application
- (b) Malware
- (c) System
- (d) Hospital

89. Operations of a computer are controlled by a set of instructions called _____

- (a) Computer program
- (b) statements
- (c) algorithm
- (d) logic

90. In which of the following is not an output device? []

- a) scanner b) printer c) monitor d) keyboard

91. Which of the following is not an input device?

- a) keyboard b) mouse c) monitor d) scanner

92. Which of the following is not an output device?

- a) plotter b) scanner c) printer d) speaker

93. Which of the following is a machine-level language?

- a) programming language b) high-level language c) machine-level language d) assembly-level language

94. In which of the following languages are instructions written in 0's and 1's?

- a) assembly language b) programming language c) high level language d) machine level language
95. which of the following is not a translator program?
a) assembler b) compiler c) interpreter d) linker
96. which of the following converts assembly language in to machine language
a) interpreter b) compiler c) assembler d) algorithm
97. C language is _____ oriented programming language.
a) Structure b) Procedure c) Object d) both a and b
98. every c program has to save with file name. _____ extension
a) filename.txt b) filename.doc c) filename.c d) filename.cpp
99. Which of the following is an intermediary file generated during an execution of a c program?
a) .c b) .obj c) .bak d) .exe
100. Which of the following is an intermediary file generated after compilation of a c program?
a) .exe b) .obj c) .bak d) both b & c
101. Step by step solving of a problem is _____
a) flow chart b) algorithm c) pseudo code d) none of the above
102. Which of the following is not a feature of C language
a) structured b) portable c) extensible d) object oriented
103. In which year c language was developed?
a) 1972 b) 1951 c) 1962 d) 1947
104. the execution of c program starts from
a) #include<stdio.h> b) main () c) printf() d) scanf()
105. Which of the following commands is used for the purpose of displaying out put in c language
a) scanf() b) printf() c) getch() d) clrscr()
106. Which of the following commands is used for the purpose of clearing the out put screen in c language
a) scanf() b) printf() c) getch() d) clrscr()
107. All keywords in C are in
a) LowerCase letters b) UpperCase letters c) CamelCase letters d) None
108. Which of the following is not a valid C variable name?
a) int number; b) float rate; c) int variable_count; d) int \$main;
109. The format identifier '%d' is used for _____ data type?
a) char b) int c) float d) double
110. What is the size of an int data type?
a) 4 Bytes b) 8 Bytes c) 2 Bytes d) Cannot be determined
111. Which of the following is not a valid variable name declaration?
a) int __a3; b) int __3a; c) int __A3; d) None of the mentioned
112. What is the output of this C code?

```
#include <stdio.h>
void main()
{
    int y = 3;
    int x = 5 % 2 * 3 / 2;
    printf("Value of x is %d", x);
}
```

a) Value of x is 1 b) Value of x is 2 c) Value of x is 3 d) Compile time error
113. What is the value of x in this C code?

```
#include <stdio.h>
void main()
```

```
{
int x =5*9/3+9;
}
```

- a) 3.75 b) Depends on compiler **c) 24** d) 3

114. What is the output of this C code?

```
#include <stdio.h>
void main()
{
int x =97;
char y = x;
printf("%c\n", y);
}
```

- a) a** b) b c) 97 d) Run time error

115. Which of the following declaration is not supported by C?

- a) String str;** b) char *str; c) float str = 3e2; d) Both (a) and (c)

116. Which of the following is Keyword in C?

- a) String ; b) printf; **c) int;** d) Both (a) and (c)

117. The format identifier string?

- a) %c **b) %sc** %f d) %d

118. The format identifier character?

- a) %c** b) %s c) %f d) %d

119. The format identifier float?

- a) %c b) %s **c) %fd** %d

120. Assignment operator is _____

- a) =** b) == c) <= d) >=

121) The process of repeating a group of statements in an algorithm is known as

- (A) sequence **(B) iteration**
(C) flow (D) selection

122) The individual units of a C program is known as

- (A) records **(B) tokens**
(C) units (D) program

123) What type of errors are checked during compilation

- (A) logical errors (B) divide by zero error
(C) run - time errors **(D) syntax errors**

124) The minimum number of temporary variable needed to swap the contents of two variable is

- (A) 3 (B) 1
(C) 0 (D) 2

125) What is range of char data value?

- (A) -64 to 64 **(B) -128 to 127**
(C) 0 to 255 (D) -127 to 128

126) Pseudo code is

(A) language independent code

(B) refined version of program (C) code developed using the syntax of a specific language

(D) outcome of compilation process

127) Every executable C program must contain a

(A) printf function (B) scanf, printf and main functions

(C) main function (D) scanf function

128) If an array is declared as

`int a[4] = {3, 0, 1, 2}`, then values assigned to `a[0]` & `a[4]` will be _____

(A) 3, 2 (B) 0, 2

(C) 3, 0 (D) 0, 4

129) The address of a variable `temp` of type float is

(A) `*temp` (B) `&temp`

(C) `float& temp` (D) `float temp&`

130) A block is enclosed with pair of

(A) `()` (B) `{ }`

(C) `<>` (D) `[]`

131) The purpose of main function is

(A) to stop program execution (B) to stop algorithm

(C) to start algorithm (D) to start program execution

132) How many values a function can return at a time

(A) only one (B) depends on the system

(C) infinite values (D) 2

133) The purpose of return statement is

(A) To return control back to the calling function

(B) To return control and value to calling function

(C) To return void

(D) To return value to the calling function

134) The statement used to send back any value to the calling function is

(A) `continue` (B) `exit`

(C) `break` (D) `return`

135) The storage area for register variables

(A) cache (B) memory

(C) processor registers (D) virtual memory

136) Register variables are active

- (A) outside the function
- (B) throughout the program
- (C) only in the function where it is defined
- (D) surrounding of that function

137) A static variable is one

- (A) which can't be initialized
- (B) which is same as automatic variable but it is placed at the head of the program
- (C) which is initialized once and can't be changed at run time
- (D) which retains its value through out the life of the program

138) An external variable definition can appear in

- (A) only two files (B) only three files
- (C) only one file (D) more than one file

139) Automatic variables are active

- (A) outside the function
- (B) only in the function where it is defined.
- (C) surroundings of that function
- (D) throughout the program

140) In case both external and auto variables are declared with the same name in a program, the priority is given to which of the variables

- (A) compiler dependent (B) auto variable
- (C) depends on logic (D) external variable

141) Register variables can hold _____ values

- (A) float (B) int
- (C) complex (D) double

142) A character variable at a time stores?

- a) 1 character b) 8 character
- c) 254 character d) none of the above

142) A C variable cannot start with?

- a) An alphabet b) A number
- c) Underscore d) none

- 143) The operator && in 'c' language is a
 a) OR operator b) NOT operator
c) AND operator d) None of the above
- 144) which of the following cannot be checked in a switch-case statement?
 a) character b) integer
c) Float d) enum
- 145) In which numbering system can binary number be easily converted to?
 a) Decimal system **b) Hexadecimal system**
 c) Octal system d) No need to convert
- 146) Which of the following special symbol allowed in a variable name?
 a) *(asteric) b) |(pipeline)
 c) -(hyphen) **d) _(underscore)**
- 147) $(547)_{10} = (\underline{\hspace{2cm}})_{16}$
 a) 239 b) 240
c) 241 d) 1101

- 148) $(547)_{10} = (\underline{\hspace{2cm}})_8$
 a) 239 b) 240
 c) 241 **d) 1101**

KEY

<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
A	A	B	A	A	B	B	A	A	B
11	12	13	14	15	16	17	18	19	20
A	A	A	B	D	A	A	B	B	C
21	22	23	24	25	26	27	28	29	30
C	B	B	A	D	A	B	C	B	A
31	32	33	34	35	36	37	38	39	40
A	C	D	B	B	D	B	A	D	B
41	42	43	44	45	46	47	48	49	50
A	C	B	A	C	A	B	B	B	D
51	52	53	54	55	56	57	58	59	60
A	A	D	D	D	D	A	D	D	B
61	62	63	64	65	66	67	68	69	70
C	D	A	A	D	C	A	C	B	B
71	72	73	74	75	76	77	78	79	80
A	A	B	B	D	A	B	A	B	d
81	82	83	84	85	86	87	88	89	90
A	A	A	A	A	A	a	B	A	d
91	92	93	94	95	96	97	98	99	100
C	B	C	D	d	C	D	C	D	D
101	102	103	104	105	106	107	108	109	110

A	D	A	B	B	D	A	D	B	C
111	112	113	114	115	116	117	118	119	120
C	D	A	C	A	C	B	A	C	A
121	122	123	124	125	126	127	128	129	130
B	B	D	C	B	A	C	C	B	B
131	132	133	134	135	136	137	138	139	140
D	A	B	D	C	C	D	D	A	B
141	142	143	144	145	146	147	148		
B	A	C	C	B	D	C	D		

FILL IN THE BLANKS

1. Debugger is software used to _____
2. _____ is a special program that allows the user to work with text
3. An _____ is an intermediary interface between users and computer hardware
4. _____ is used to link the various object files.
5. In program development steps the following _____ command used to run the program
6. In program development steps the following _____ command used to run the program
7. Every C program has _____ section
8. _____ is a program that arranges the object code of all the modules that have been generated by language translators into a single program
9. All the C program statements ending with _____
10. Every C program has _____ function
11. _____ is a sequence of instructions which satisfies the following properties like Input, output, finiteness etc
12. The diagrammatic representation of an algorithm is called _____
13. The _____ symbol is used for processing operations in a flow chart
14. A _____ is used as a writing system for expressing mathematical notations for representing number digits and systems.
15. In _____ number system that uses base 8 in number systems
16. C was originally developed by _____ between 1969 and 1973 at AT&T Bell Labs
17. C Language is _____ programming language
18. _____ is a data name to store data value
19. Identifier is any variable used to declare _____, _____ definitions
20. C program the user to create directory command _____
21. _____ are the basic data types in C language
22. Primitive data types provide the basic building blocks; these are also called _____ types.
23. Integer data types occupy _____ bytes
24. Convert (1001) binary into decimal _____
25. _____ keyword is used to define the user-defined data types
26. _____ is nothing but a name given to a storage area that our program can manipulate
27. _____ function does not return any value to the calling function.
28. In _____ have values that do not change during the

execution of a program \

29. In _____ is a symbol that are used to modify the properties of a variable are

30. The I/O library functions are listed the "header" file _____

31. C language is developed at _____ laboratory.

32. Diagrammatic representation of algorithm is _____

33. Abbreviate RAM _____

34. Group of programs which performs a task is called _____

35. Example for system software _____

36. Example for Application software _____

37. What are the digits using in decimal number system _____

38. What are the digits using in Octal number system _____

39. What are the digits using in binary number system _____

40. What are the digits and characters using in Hexadecimal number system _____

41. Every statement in c program ends with _____

42. The _____ header file contains the mathematical functions

43. The _____ header file contains the string handling functions

44. The _____ header file contains the printf(), scanf() functions

45. Main() is _____ function

46. Printf() and scanf() are _____ functions.

47. _____s the symbol to use for the single line comment.

48. _____ is the symbol to use for more than one line comment.

49. The _____ operator is true only when both the operands are true.

50. In a passage of text individual words and punctuation marks are called _____

51. A _____ is a data name that may be used to store a data value.

52. Size of character _____

53. Size of float _____

54. Size of double _____

55. _____ refers to the names of variables, functions and arrays.

56. _____ is the Use of the \n character constant.

57. RAM is _____ type of memory

58. Secondary storage devices also called as _____

59. _____ types of operators are there in c language

60. _____ has fixed meaning and these meanings cannot be changed in c language

61) A(n) _____ is a program that translates programs to a simpler language that the computer can execute.

62) A(n) _____ is a piece of information passed to a method.

63) The _____ is the part of a computer that follows instructions.

64) A(n) _____ is a set of instructions that tells the basic strategy for solving a problem.

65) Single quotes are used with constants of the _____ type.

66) _____ is the integer type you should use if you're not sure which one is best.

67) An assignment statement always has a single _____ on the left side of the assignment operator.

- 68) Which of the following operators has the highest precedence
- 69) The characters // in a line is _____
- 70) An ! in an expression means _____.
- 71) A case label is used with a(n) _____ statement.
- 72) A list of statements enclosed in curly brackets is called a(n) _____.
- 73) A(n) _____ statement in a loop will cause the program to immediately exit the loop.
- 74) A(n) _____ is an action that an object can take and is specified in the class definition.
- 75) A(n) _____ is a data item that belongs to an object.
- 76) ASCII stands for _____
- 77) ANSI stands for _____
- 78) What are the different types of real data type in C _____
- 79) $-2\%5*3=$ _____
- 80) what is the output of the following statement, when $a=2$
`printf("hello %d %d",a=a+1,a=a+2);`
81. Each header files extension in C program is done with _____
82. The brain of any computer system is _____
83. C language has been developed by _____ in which year _____

84. A short integer is at least 16 bits wide and a long integer is at least 32 bits wide.

- A. True (correct)
- B. False

85. How many keywords are there in ANSI C _____

86. Output of the following program

```
main()
{
clrscr();
printf("\n %d",7/2);
printf("\n %g",7.0/2);
printf("\n %f", (float) 7/2);
getch();
}
```

```
87. main()
{
charch='A';
printf("%c-%d",ch,ch);
}
```

88. A long integer variable occupies _____

89. Key used for compiling the source program in c _____ in C editor (Turbo c++)

90.C is a _____ language

91.Comments in C are written within _____

92.Header files appear in the C program at the _____

93.Associativity has no role to play unless the precedence of operator is same.

A. True (Correct)

B. False

94.The only allowed special character in a variable name is _____

95.printf() function are kept in _____ Header file

96.main()

```
{  
    float a;  
    int x=6;y=4;  
    a=x/y;  
    printf("%f",a);  
}
```

97The constant '\b' is used for _____

98.Executed character set is also called as _____

99.The value of $-2\%5$ is _____

100.&& and || are which kind of operators _____

101.If $a = 20$ $b=30$ value of k in the expression $k=(a>b)?a:b$; is

102.Associativity of arithmetic operators is from _____

103.what is the output of the following statement

```
printf("Welcome\b\bhello\rbye");
```

104.Any program in C contains atleast _____ functions

105.#directive must be present _____

106.C was primarily developed as a _____

107.Output of following statement is

```
int a=12;  
printf("A===%d %d %d \n %d",a+1,a=2+a*a,a=a+a,a);
```

108.Output of following statement is

```
int a=1;  
printf("%d %d %d %d",a++,a*a,++a,a++);
```

109.Every program statement in a c program must end with a _____

110. The _____ function is used to display the output on the screen.
111. The _____ header file contains mathematical functions.
112. The escape sequence character _____
113. _____ is the largest value that an unsigned short int type variable can store.
114. A global variable is also known as _____ variable.
115. A variable can be made constant by declaring it with the qualifier _____ at the time of initialisation.
116. The _____ operator is true only when both the operands are true.
117. _____ operators are used for testing the bits, or shifting them right or left.
118. CPU stands for _____
119. The expression $!(x!=y)$ can be replaced by the expression _____
120. The _____ operator returns the number of bytes the operands occupies.
121. The order of evaluation can be changed by using _____ in an expression
122. _____ is used to determine the order in which different operators in an expression are evaluated.
123. The execution of a program written in a C language begins at _____
124. Describing the process step-by-step is called as _____
125. the range of values for a char data type is _____
126. C is a _____
127. $n++$ is equivalent to the expression _____
128. LAN stands for _____
129. GUI stands for _____
130. RAM stands for _____
131. operating means _____
132. flow charts means _____
133. tokens means _____
134. Software means _____
135. Hardware means _____
136. input devices are _____
137. ROM stands _____
138. compiler means converts _____
139. Step by step procedure to solve a problem is known as _____
140. _____ scans the entire program before translating it into machine code.
141. _____ translates and executes the programs line by line.
142. The _____ provides instructions to the compiler to link functions from the system library.
143. RAM stands for _____
144. BCPL stands for _____
145. A _____ is a program that places a program's executable machine instructions and data into primary storage locations.
146. Representing the various steps in the form of a diagram is called as _____.
147. A Program Flowchart is Generally Read from _____ to _____.

- 148 The process of removing a bug from an algorithm is called as _____.
- 149 The translated program is called as _____.
- 150 Each instruction in a c program is terminated by _____.
151. C is a _____.
152. C programs should be written only in _____.
- 153 C has _____ keywords.
- 154 _____ refers to user-defined names of variables, functions.
155. The _____ value keeps on changing during the execution of program.
- 156 _____ value does not change during the execution of program.
- 157 Size of an int is _____.
- 158 C was developed by _____.
- 159 Execution of the c program begins at _____ function.
- 160 The process of converting one data type to another data type is called as _____.
- 161 _____ Symbol are used to represent the conditional or decision.
- 162 _____ language made of streams of 0's and 1's.
- 163 _____ translates assembly language to machine language.
- 164 _____ acts as interface between user and hardware.
- 165 Every C program has _____ function
166. _____ is a sequence of instruction which satisfies the following properties like Input, output, finiteness etc.
- 167 _____ data type will throw an error on modulus operation(%)?
- 168 Size of long int _____.

Key:

FILL IN THE BLANKS (KEY):

1. Detect and correct the errors
2. Editor
3. Operating system
- 4 . Linker
5. Function <ALT+F9>
6. Function <CTRL+F9>
7. main()
8. Loader/Linker
9. Semicolon
10. Header file
11. Algorithm
12. Flow chart
13. Rectangle
14. Number
15. Octal
16. Dennis Ritchie

17. Structural or procedural oriented
18. Variable
19. Function, data
20. Md
21. Primitive
22. switch in
23. Two bytes
24. Nine
25 typedef
26. Variable
27. Void
28. Constant
29 Operator
30 #include<stdio.h>
31. AT&T BELL 1
32. FLOWCHART
33. RANDOM ACCESS MEMORY
34 SOFTWARE
35. OPERATING SYSTEM
36. TALLY, MS OFFICE
37. 0 TO 9
38 0 TO 7
39. 0 AND 1
40 0 TO 1 AND A TO F
41. SEMICOLON
42 The MATH.H
43 STRING.H
44 STDIO.H
45 USER DEFINED
46. PREDEFINED
47 //i
48. /* */is.
49 &.
50 TOKEN
51. A VARIABLE.
52. 8 BITS
53. 32 BITS
54. 64 BITS
55. IDENTIFIER .
56. NEW LINE
57. VOLATILE
58. PERMANENT STORAGE DEVICES
59. 8

60. KEYWORD

61) [compiler]

62) [argument]

63) [processor]

64) [algorithm]

65) [char]

66) [int]

67)

[variable]

68) ANS:unary+

69) mean that the rest of the line is a comment

70) [not]

71) [switch]

72) [compound statement]

73) [break]

74) [method]

75) [instance variable]

76) American code for Information Interchange

77) American National standard Institute.

78):float, double, long double

79) -6

80)hello 4 3

81)..h

82. CPU

83. Dennis Ritchie, 1972

84. True (correct)

85. 32

86. 3,3.5,3.500000

87. A-65

88. 4 bytes

89. alt+f9

90. portable

91./* */

//

92. Beginning

93..True

94. under score

95.stdio.h

96. 1.000000

97.Backspace

98. Escape Sequence or Non Graphical set or string Literal

99. -2

100 Logical
101.30
102. left to right
103.byecohello
104. one
105before the main function
106.System programming language
107.A==579 578 24
108.3 9 3 1
109semicolon
110 printf .
111.math.h
112. \n
113. 255
114External
115.const
116.logical And.
117<<
118 central processing unit
119.x==y
120. %U
121. braces
122.External variable
123 main()
124.Algorithm
125.-128 to 127
126. Structured language
127 n+1
128.Local Area Network
130 Random Access Memory
131.It is connection between the user to computer hardware
132.Pictorial of a process
133.individual units
134.Set of instructions
135.Electronic device
136.Read only memory
137Read only memory
138 high level to machine level language
139.algorithm.
140 Compiler
141.Interpreter
142. linker
143. Random Access Memory

144	Basic Combined Programming Language
145	Loader
146.	Flowchart
147	Top, Bottom
148	Debugging
149	object code
150	semicolon (;)
151	case-sensitive
152	lower case
153	32
154.	Identifier
155.	Variables
156	Constants
157	2 bytes
158	Dennis Ritchie
159	main()
160	type casting
161	Diamond
162	Machine
163	Assembler
164	Operating system
165	main()
166	Program
167	Float
168	4 bytes

TRUE OR FALSE QUESTIONS

1. CPU stands for central processing unit []
Ans) **True**
 2. Key board is output device []
Ans) **False**
 3. RAM is volatile storage device []
Ans) **True**
 4. Hard disk is volatile storage device []
Ans) **False**
 5. Binary code is called as machine code []
Ans) **True**
 6. C is high level language []
Ans) **True**
- Assembler translates high level language to machine level language []
Ans) **False**
7. Compiler translates high level language to machine level language []
Ans) **True**

8. Interpreter translates high level language to machine level language whole program at a time []
 Ans) **False**
10. Step by step solving of a problem is called algorithm []
 Ans) **true**
11. Diagrammatic representation of algorithm is pseudo code []
 Ans) **false**
12. Oval shape is used to represent the start and stop of flow chart []
 Ans) **true**
13. Decision or condition in flow chart is represented by rectangle symbol []
 Ans) **false**
14. Action or process is represented by rectangle symbol []
 Ans) **True**
15. Flow chart must begin with start and ends with Stop symbol []
 Ans) **True**
16. Flow chart helps in avoiding semantic problems []
 Ans) **True**
17. Modification of flow chart is very easy []
 Ans) **False**
18. In an algorithm the instructions are in an ordered form []
 Ans) **false**
19. Binary numbers are 0 and 1 []
 Ans) **True**
20. The value of $(101)_2 = (5)_{10}$ []
 Ans) **True**
21. The value of $(1D)_{16} = (11101)_2$ []
 Ans) **True**
23. Traditional C language is introduced by Ken Thompson []
 Ans) **False**
24. main() is user defined function []
 Ans) **True**
25. printf() is user defined function []
 Ans) **false**
26. The main function is part of every c program []
 Ans) **True**
27. The extension of c file is .cpp []
 Ans) **False**
28. 20,000 is a valid integer constant []
 Ans) **False**
29. Variable name must start with alphabet []
 Ans) **True**
30. first tag is the valid variable name []
 Ans) **False**
31. Primary datatypes is also called as fundamental data types []
 Ans) **True**
32. unsigned is the keyword for the unsigned integer []
 Ans) **True**

33. In format code % indicates that a conversion specification []
Ans) True
34. scanf("%2d%3d",456,7654); the scanf reads only 45 and 765 []
Ans) true
35. %w.p f is the format code to inputting the real values []
Ans) False
36. In arithmetic operators + - has higher priority []
Ans) False
37. The % operator can not be used with real values []
Ans) true
38. $4 > 2 \&\& 2 < 6$ the result is 0 or false []
Ans) false
39. $x += y - 1$ is equals to $x = x + (y - 1)$ []
Ans) true
40. $m = 5, y = ++m$ then $y = 6$ and $m = 6$ []
Ans) False
41. $a = 11100101, a \ll 1$ the result is 111001010 []
Ans) True
42. Shift right means the given number is multiplied by 2 []
Ans) False
43. $y = (int)(a + b)$, it adds a and b first and the result will be converted to int []
Ans) true.
- 44) C is a machine language. []
Ans) true
- 45) The execution of a program written in a c language begins at #include<stdio.h>. []
Ans) False
- 46) Printf() command is used for reading data from key board in C language []
Ans) False
- 47) The #include<math.h> header file contains mathematical functions. []
Ans) True
- 48) The numeric value 2 is used to represent the base of the binary number. []
Ans) True
- 49) Comments in C are written within /*-----*/ []
Ans) True
- 50) ALU stands for CPU. []
Ans) False
- 51) All statements in a main() function ends with a semicolon(;). []
Ans) True
- 52) Algorithm is a diagrammatic representation of a problem. []
Ans) False
- 53) Every C program must contain only one main() function. []
Ans) True
- 54) The function main() has parameters and arguments. []
Ans) False
- 55) Identifier is a user defined name. []
Ans) True

- 56)The size of an integer is 16 bits. []
Ans) True
- 57) The format specifier used for octal is %x. []
Ans) False
- 58) A single character constant contains sequence of characters. []
Ans) False
- 59)The value of variable can be changed during execution. []
Ans) True
- 60)Modulo division % is a relational operator. []
Ans) False
- 61.The operator '=' represents equal to operation. []
Ans) False
62. << operator is used for shift left. []
Ans) true
63. The expression a*=b is equivalent to a=a*b. []
Ans) true
- 64.A++ is a pre-increment operation. []
Ans) False
- 65.The comma operator (,) has the lowest priority among the operators. []
Ans) True
- 66.Keywords are written in lowercase. []
Ans) True
- 67.Constants value changes during the execution of program. []
Ans) False
- 68.A Program Flowchart is Generally Read from Top to Bottom. []
Ans) True
- 69.The role of compiler is to translate source program statements to object code. []
Ans) True
70. Octal numbers are 0-8. []
Ans) True
- 71.The command dir l* displays the directories starting with the letter l.[]
Ans) True
- 72.C variable can start with a number. []
Ans) false
- 73.Instructions or data written in combinations of 0's and 1's is called assembly language. []
Ans) False
- 74.Every line a c program should end with a semicolon []
Ans) True
- 75.Every c program ends with an END word []
Ans) False
- 76)Main() is where the program begins its execution []
Ans) True
- 77)A line in a program may have more than one statement []
Ans) True
- 78)The closing brace of the main() in a program is the logical end of the program []

Ans) True

79.The purpose of the header file such as stdio.h is to store the source code of a program []

Ans) True

80.Comments cause the computer to print the text enclosed between /* and*/ when executed. []

Ans) True

81.Syntax errors will be detected by the compiler.

Ans) True

82.Any valid printable ASCII character can be used in an identifier[]

Ans) True

83) All variables must be given a type when they are declared[]

Ans) True

84.Variable declarations can appear any where in a program[]

Ans) False

85.Floating point constants by defaults, denote float type values.[]

Ans) True

86.Like variable, constants have a type.[]

Ans) True

87.Character constants are coded using double quotes[]

Ans) True

88.All arithmetic operators have the same level of precedence[]

Ans) False

89.A unary expression consists only one operand with no operators[]

Ans) True

90.Associativity is used decide which of several different expressions is evaluated first.

Ans) True

91.An expression statement is terminated with a period.[]

ans) False

92.The c standard function that receives a single character from the keyboard is getchar []

Ans) True

93.The scanf function cannot be used to read a single character from the keyboard []

Ans) False

94.A program stops its execution when a break statement is encountered []

Ans) True

95. The size Float is 32 bits[]

Ans)True

96.Algorithm is a step-by-step process[]

Ans) True

97.Plotter is not an input device[]

Ans) False

98.RAM is not a volatile storage device[]

Ans) False

99.WAN is a network device[]

Ans) True

100.Machine languages means it converts the high level language to binary level language.[]

Ans) True

101.IDE stands for Integrated Development Environment[]

Ans) True

102. Flow charts mean steps in the form of a diagram[]

Ans) True

ONE SENTENCE QUESTIONS

1. What is a computer?

Ans) Electronic machine

2. List out some input devices?

Ans) Keyboard, mouse

3. List out some output devices

Ans) Monitor

4. Define hardware

Ans) CPU

5. Define software

Ans) Collection of programs in any application.

6. List out some hardware parts?

Ans) Mother board, processor

7. What are the types of software's?

Ans) system software, application software

8. Give an example for system software's?

Ans) operating system

9. Give an example for application software?

Ans) Banking software

10. Abbreviate ALU?

Ans) Arithmetic logic unit

11. What is the functionality of ALU?

Ans) performing arithmetic and logical operations.

12. Examples for primary memory?

Ans) RAM

13. Examples for secondary memory?

Ans) Hardisk, magnetic tape

14. What is meant by BIOS?

Ans) Basic Input Output System

15. What is meant by USB?

Ans) Universal Serial Bus

16. Give some programming languages?

Ans) C, C++, Java

17. What is machine level language?

Ans) The language is understandable by machine consisting of 0 's and 1's.

18. Give one Example for Assembly level language?

Ans) MASM(micro soft assembler)

19. Give one Example for High level language?

Ans) C, Java

20. Abbreviate IDE?

Ans) Integrated Development Environment

21. What is translator?

Ans) Is a program translates one language into another language.

22. What is linker?

Ans) Translator is a linker which links the object files into machine code.

23. What is Debugger?

Ans) Is software used to test errors . Example Eclipse.

24. What is compiler?

Ans) Is a program convert high level language into machine level code.

25. What is interpreter?

Ans) Is a program convert high level into machine code , line by line.

26. What is assembler?

Ans) Program convert assembly language code into machine code.

27. What is the function key in Keyboard that used to compile the c program?

Ans) ALT+F9

28. What is the function key in Keyboard that used to run the c program?

Ans) CTRL + F9

29. What is the function key in Keyboard that used to see output manually?

Ans) ALT+F5

30. What is an algorithm?

Ans) Sequence of Instructions to solve a problem.

31. What is flowchart?

Ans) Diagrammatic representation of algorithm.

32. What is the symbol for action or processing statements?

Ans) Rectangle

33. What are the features of C?

Ans) Structured, portable, extensible, robust language

34. Who introduced the BCPL?

Ans) Martin richard

35. In which year BCPL was introduced?

Ans) 1967

36. Who introduced the B language?

Ans) Ken Thomson

37. In which year B language was introduced?

Ans) 1970

38. Who introduced the Traditional C language?

Ans) Dennies Riche.

39. In which year Traditional C was introduced?

Ans) 1972

40. Who introduced the K&R C language?

Ans) Brain Kernighan and Dennis Ritchie

41. In which year K&R C was introduced?

Ans) 1978

42. Who introduced the ANSI C language?

Ans) ANSI committee

43. In which year ANSI C was introduced?

Ans) 1989

44. In which year ANSI/ISO C was introduced?

Ans) 1990

45. Give example pre-processor instruction?

Ans) #include <stdio.h>

46. Write the functions which are predefined in stdio.h?

Ans) printf(), scanf()

47. Write the functions which are predefined in conio.h?

Ans) clrscr()

48. Write the functions which are predefined in math.h?

Ans) sqrt()

49. ANSI stands for?

Ans) American National Standard Institute

50. ASCII stands for?

Ans) American Standard Code for Information Interchange.

51. What is Token?

Ans) Smallest individual item /word recognized by compiler.

52. What are the types of Tokens?

Ans) Keywords, identifiers, constants, operators, strings, special symbols

52. What is keyword?

Ans) keyword is reserved word recognized by compiler.

53. How many keywords are there in an ANSI C?

Ans) 32

54. What is constant?

Ans) Constant value does not change during execution of the program.

55. What are the types of constants?

Ans) integer constant, real constant, single character constant., string constant.

56. What is the use of backslash character “\n”?

Ans) new line

57. Define variable?

Ans) data name to store data value.

58. What is datatype?

Ans) A data type in a programming language is a set of data with values having predefined characteristics.

59. What are the primary data types?

Ans) int, char, float, double

60. What are the user defined data types?

Ans) typedef, enum

61. What is the size of int datatype?

Ans) 2 bytes or 16 bits.

62. What is the size of char datatype?

Ans) 1 byte or 8 bits.

63. What is the size of float datatype?

Ans) 4 bytes or 32 bits.

64. What is the size of double datatype?

Ans) 8 bytes or 64 bits.

65. What is the range of char?

Ans) -128 to +127

66. What is the range of int?

Ans) -32768 to +32767

67. What is the range of float?

Ans) $3.4e-38$ to $3.4e+38$

68. What is the range of double?

Ans) $1.7e-308$ to $1.7e+308$

69. What is the keyword for character?

Ans) char

70. Which function is used to Read a single character ?

Ans) getchar()

71. Which function is used to write a single character ?

Ans) putchar()

72. Write some character test function?

Ans) isalpha(), isdigit(), toUpper(), toLower().

73. Write the syntax for formatted input?

Ans) scanf("control string", arg1, arg2, argn);

74. What is the field specification for reading an integer number?

Ans) %wd

75. What is the field specification for reading real number?

Ans) %w.pf

76. What is the field specification for reading character string?

Ans) %wc, %ws

77. Write an example for inputting mixed datatypes?

Ans) scanf("%c%d%f", a, 123, 34.50);

78. What is the format code to read character?

Ans) %c

79. What is the format code to read hexadecimal decimal integer?

Ans) %x

80. What is the field specification for writing an integer number?

Ans) %wd

81. What is an operator?

Ans) Is a symbol used to modify operands

82. Write any two operators?

Ans) Arithmetic operators, relational operators

83. What are the arithmetic operators?

Ans) +, -, *, /, %

84. What are the relational operators?

Ans) <, >, <=, >=, ==, !=

85. What are the logical operators?

Ans) &&, ||, !

86. Another name for conditional operator?

Ans) Ternary operator

87. Give one short hand example for assignment operator.

Ans) x+=y-1;

88. List the bitwise operators?

Ans) &, |, ~, <<, >>

89. List the special operators?

Ans) comma operator, sizeof() operator.

90. What are the types of type conversions?

Ans) implicit and explicit conversion

91. Example for type casting?

Ans) $y = (\text{int}) (a+b);$

92) What is the permanent memory built into your computer called?

Ans) **ROM**

93) The capacity of your hard drive is measured in _____?

Ans) **Gigabytes**

94) Which device allows your computer to access the internet?

Ans) **Modem**

95) How much information can a CD (Compact Disk) usually store?

Ans) **750Mb**

96) What is BIOS an acronym for?

Ans) **Basic Input/output System**

97) What does RAM stand for?

Ans) **Random Access memory**

98) The speed of your net access is defined in terms of _____?

Ans) **Kilobits per second (kbps).**

99) With reference to a CPU, What MIPS means?

Ans) **Million instructions per second.**

100) Hard Disk, DVD, CD-ROM are the examples what type of Memory? Ans) **Secondary.**

101) UPS stands for?

Ans) **Uninterrupted Power Supply**

102) Who designed the first electronics computer?

Ans) **J. Presper Eckert and John W Mauchly**

103) Who invented the high level language c?

Ans) **Dennis M. Ritchie**

104) A computer program that converts an entire program into machine language is called?

Ans) **Compiler**

105) A computer program that translates one program instructions at a time into machine language is called?

Ans) **Interpreter**

106) What are the two types of memory?

Ans) **RAM, ROM.**

107) Which printer is very commonly used for desktop publishing?

Ans) **Laser printer.**

108) programs designed to perform specific tasks is known as?

Ans) **application software.**

109) Time during which a job is processed by the computer is?

Ans) **Execution time.**

120) A computer which CPU speed around 100 million instruction per second and with the word length of around 64 bits is known as?

Ans) **Super computer.**

121) The term gigabyte refers to?

Ans) **1024 megabytes.**

122) Which is used for manufacturing chips?

Ans) **Semiconductors.**

123) The computer code for the interchange of information between terminals is? Ans) **ASCII**

124) A byte consists of?

Ans) **Eight bits**

125) The silicon chips used for data processing are called?

Ans) **PROM chips**

126) The ALU of a computer normally contains a number of high speed storage element called?

Ans) **Registers**

127) CAD stands for?

Ans) **Computer aided design**

129) In which year was chip used inside the computer for the first time?

Ans) **1975**

130) What was the name of the first commercially available microprocessor chip? Ans) **Intel 4004**

131) When were the first minicomputer built?

Ans) **1965**

132) In which language is source program written?

Ans) **High level.**

133) Define operating system?

Ans) Operating system is an interface between user and computer.

134) RAM stands for?

Ans) Random Access Memory.

135) Define Algorithm.

Ans) Sequence of Instructions

136) How many types in memory

Ans) Three primary, secondary and cache memory.

137) What are the input devices?

Ans) Keyboard , mouse

138) What are the output devices?

Ans) Printer , Monitor

139) Define Transistor?

Ans) convert one language into another language.

140) What is operator?

Ans) Symbol used to modify the expression.

141) Syntax for Switch statement?

Ans) `switch(expression) { cases };`

142) What is the use of Break statement?

Ans) Come out from loop or block

143) What is the use of Printf Statement?

Ans) Output function

144) What is the use of scanf statement?

Ans) Input function

145) Define Program?

Ans) Sequence of Instructions

146) Define Arguments?

Ans) Values passed between functions.

147) Which command is used for go to the next line?

Ans) **New line \n**

148.How many bytes allocated by Float?

Ans) **4 bytes**

149)Describe Type declaration?

Ans) **#typedef**

150.Define Constant?

Ans) **Is value that never change**

151Describe volatile?

Ans) **Not permanent memory**

152)What is the purpose of %c?

Ans) **to read a char or print one char**

153.Describe Increment operators?

Ans) **pre, post increment.**

154.What is the use of Math.h library.

Ans) **To use mathematical functions**

155)What is Function?

Ans) **Collection of statements which execute a specific task.**

156.Define Identifiers?

Ans) **Is the name of variable, function names, array names**

157.What r the Airthmetic expressions?

Ans) **+, -, *, / and %**

158.What is the use of CLRSCR()?

Ans) **To clear the screen**

159.What is a computer?

Ans) **Is an electronic machine**

MATCH THE FOLLOWING

1.Match the following

[]

I.input devices

a)monitor,printer,speakers

A) I-C,II-B,III-A B)I-A,II-B,III-C C) I-C,II-B,III-A D)I-C,II-A,III-B

14. match the following datatype and size []

I.double a)1 byte
 II.short int b)8 bytes
 III.unsigned int c)2 bytes
 A)I-A,II-B,II-C B) I-B,II-A,III-C
 d)None

C) I-C,II-B,III-A

15. match the following datatype and size []

I.int a)-128 to +127
 II.char b)3.4E-38 to 3.4E+38
 III.float c)-32768 to +32767
 A) I-A,II-C,III-B
 C) I-A,II-B,III-C

B) I-A,II-B,III-C
 D)None

16. match the following datatype and size []

I.double a)0 to 65 535
 II.short int b)1.7E-308 to 1.7E+308
 III.unsigned int c)-128 to +127
 A) I-B,II-C,III-A B) I-B,II-A,III- C
 D)None

C) I-A,II-B,III-C

17.Match the datatype and keyword []

I.character a)float
 II.integer b)char
 III.floating point c)int

A) I-B,II-C,III-A B) I-B,II-A,III- C
 C) I-B,II-C,III-A D)I-C,II-B,III-A

18. Match the datatype []

I.primary data types a)typedef,enum
 II.userdefined datatypes b)char,int,float,double
 III.derived datatypes c)Structure,union
 A)I-B,II-A,III-C B)I-B,II-C,III-A
 D)None

C) I-C,II-A,III-B

19. Match the following A)[]

I.read single character a)putchar()
 II.write single character b)scanf()
 III.formatted input c)getchar()

KEY:

1.A, 2.B 3.C 4. B 5. A 6. B 7. A 8.A 9.C 10.A

11.B 12. A. 13.D 14. B 15. A 16. A 17. C 18. A 19.B 20.A 21.B 22.B 23.A
24.C, 25.A