

Roll No.-----

Paper Code		
4	9	3
(To be filled in the OMR Sheet)		

प्रश्नपुस्तिका क्रमांक
Question Booklet No.

O.M.R. Serial No.

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प्रश्नपुस्तिका सीरीज
Question Booklet Series

A

B.C.A.(First Semester) Examination, February/March-2022
BCA-1002

C Programming

Time : 1:30 Hours

Maximum Marks-100

जब तक कहा न जाय, इस प्रश्नपुस्तिका को न खोलें

- निर्देश : —
1. परीक्षार्थी अपने अनुक्रमांक, विषय एवं प्रश्नपुस्तिका की सीरीज का विवरण यथास्थान सही— सही भरें, अन्यथा मूल्यांकन में किसी भी प्रकार की विसंगति की दशा में उसकी जिम्मेदारी स्वयं परीक्षार्थी की होगी।
 2. इस प्रश्नपुस्तिका में 100 प्रश्न हैं, जिनमें से केवल 75 प्रश्नों के उत्तर परीक्षार्थियों द्वारा दिये जाने हैं। प्रत्येक प्रश्न के चार वैकल्पिक उत्तर प्रश्न के नीचे दिये गये हैं। इन चारों में से केवल एक ही उत्तर सही है। जिस उत्तर को आप सही या सबसे उचित समझते हैं, अपने उत्तर पत्रक (O.M.R. ANSWER SHEET) में उसके अक्षर वाले वृत्त को काले या नीले बाल प्वाइंट पेन से पूरा भर दें। यदि किसी परीक्षार्थी द्वारा निर्धारित प्रश्नों से अधिक प्रश्नों के उत्तर दिये जाते हैं तो उसके द्वारा हल किये गये प्रथमतः यथा निर्दिष्ट प्रश्नोत्तरों का ही मूल्यांकन किया जायेगा।
 3. प्रत्येक प्रश्न के अंक समान हैं। आप के जितने उत्तर सही होंगे, उन्हीं के अनुसार अंक प्रदान किये जायेंगे।
 4. सभी उत्तर केवल ओ०एम०आर० उत्तर पत्रक (O.M.R. ANSWER SHEET) पर ही दिये जाने हैं। उत्तर पत्रक में निर्धारित स्थान के अलावा अन्यत्र कहीं पर दिया गया उत्तर मान्य नहीं होगा।
 5. ओ०एम०आर० उत्तर पत्रक (O.M.R. ANSWER SHEET) पर कुछ भी लिखने से पूर्व उसमें दिये गये सभी अनुदेशों को सावधानीपूर्वक पढ़ लिया जाय।
 6. परीक्षा समाप्ति के उपरान्त परीक्षार्थी कक्ष निरीक्षक को अपनी प्रश्नपुस्तिका बुकलेट एवं ओ०एम०आर० शीट पृथक—पृथक उपलब्ध कराने के बाद ही परीक्षा कक्ष से प्रस्थान करें।
 7. निगेटिव मार्किंग नहीं है।

महत्वपूर्ण : — प्रश्नपुस्तिका खोलने पर प्रथमतः जाँच कर देख लें कि प्रश्नपुस्तिका के सभी पृष्ठ भलीभाँति छपे हुए हैं। यदि प्रश्नपुस्तिका में कोई कमी हो, तो कक्ष निरीक्षक को दिखाकर उसी सीरीज की दूसरी प्रश्नपुस्तिका प्राप्त कर लें।

1. Name the loop that executes at least once :
 - (A) for
 - (B) if
 - (C) do-while
 - (D) while
2. Far pointer can access :
 - (A) Single memory location
 - (B) All memory location
 - (C) First and Last Memory Address
 - (D) No memory location
3. An uninitialized pointer in C is called :
 - (A) Constructor
 - (B) Destructor
 - (C) dangling pointer
 - (D) Wild Pointer
4. 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
5. Find an integer constant :
 - (A) 3.14
 - (B) 34
 - (C) "123"
 - (D) None

6. Find a Floating Point constant :
- (A) 12.3E5
 - (B) 12e34
 - (C) 125.34857
 - (D) All of the above
7. Find the output of the following program :

```
#include<stdio.h>

int main ()
{
    char str[]="Smaller";
    int a = 100;
    printf (a>10 ? "Greater":"%s", str);
    return 0;
}
```

- (A) Greater
 - (B) 100
 - (C) Compile Error
 - (D) Smaller
8. Find the output of the following program :

```
#include<stdio.h>

int main()
{
    int a=100, b=200, c=300;
    if (!a>=500)
        b= 300;
        c= 400;
    printf ("%d,%d,%d",a,b,c);
    return 0;
}
```

- (A) 100,200,300
- (B) 100,300,300
- (C) 100,200,400
- (D) 100,300,400

9. Find the output of the following program :

```
# include<studio.h>

int main ()
{
    int x=10;
    float y = 10.0;
    if (x==y)
        printf ("x and y are equal");
    else
        printf("x and y are not equal)
    return 0;
}
```

- (A) x and y are equal
- (B) x and y are not equal
- (C) Compile Error
- (D) Syntax Error

10. Find the output of the following program :

```
# include<studio.h>

int main ()
{
    int a = 0, b=1, c=2;
    * ((a+1 == 1) ? &b : &a) = a ? b : c;
    printf ("%d,%d,%d\n",a,b,c);
    return 0;
}
```

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

11. Find the output of the following program?

```
# include<studio.h>

int main ( )
{
    float a = 0.3;
    if (0.3 > a)
printf ("True\n");
    else
        printf ("False\n")
    return 0;
}
```

- (A) False
- (B) True
- (C) True False
- (D) Error

12. Find the output of the following program :

```
# include<studio.h>

int main ()
{
    if (printf ("ABC"))
        printf ("True");
    else
        printf ("False");
    return 0;
}
```

- (A) Error
- (B) True
- (C) ABC True
- (D) ABC

13. Find the output of the following program?

```
# include<studio.h>

int main ()
{
    int k;

    k=1,2,3,4,5;

    printf ("%d\n",k);

    return 0;
}
```

(A) 1

(B) 2

(C) 5

(D) 4

14. 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

15. What is a C Storage Class?

(A) C Storage decides where to or which memory store the variable

(B) C Storage Class decides what is the Scope and Life of a variable

(C) C Storage Class decides what is the default value of a variable

(D) All of the above

16. Every C Variable must have :
- (A) Type
 - (B) Storage class
 - (C) Both Type and Storage Class
 - (D) Either Type or Storage Class
17. What is the default C Storage Class for a variable?
- (A) Static
 - (B) Register
 - (C) Extern
 - (D) Auto
18. Variables of type auto, static and extern are all stored in :
- (A) RAM
 - (B) ROM
 - (C) CPU
 - (D) None of these
19. Which among the following is a Global Variable?
- (A) Static
 - (B) Register
 - (C) Extern
 - (D) Auto
20. What is the output of the program?
- ```
#include<stdio.h>
int main ()
{
 printf("Hello");
}
```
- (A) Hello
  - (B) No Output
  - (C) Runtime Error
  - (D) Compile Error



21. Choose a right statement :

```
int var = 3.5;
```

(A) var = 3.5

(B) var = 3

(C) var = 0

(D) Compile Error

22. What is the way to suddenly come out of Quit any Loop in C Language?

(A) Continue

(B) Break

(C) Quit

(D) None of the above

23. Choose a correct C Statement regarding for loop :

```
for (; ;);
```

(A) for loop works exactly first time

(B) Compiler error

(C) for loop works infinite number of times

(D) None of the above

24. A function which calls itself is called a :

(A) Self Function

(B) Auto Function

(C) Recursive Function

(D) Static Function

25. What is the output of C Program with functions?

```
int main ()
{
 show () ;
 printf ("BANK");
 return 0;
}

void show ()
{
 printf ("CURRENCY ");
}
```

(A) CURRENCY BANK

(B) BANK

(C) Compiler error

(D) BANK CURRENCY

26. What are types of Functions in C Language?

(A) Library Function

(B) User Defined Function

(C) Both Library and User

(D) None of the above

27. Which of the following has the compilation error in C?

(A) int n=18;

(B) char c=99;

(C) float f=(float)99.32

(D) # include

28. The algorithm that will efficiently sort an array that is nearly sorted except for the interchange of some adjacent pairs of numbers like : {1,3,2,5,4,6} is :
- (A) Quick Sort
  - (B) Bubble Sort
  - (C) Merge Sort
  - (D) Selection Sort
29. An array Index starts with :
- (A) -1
  - (B) 1
  - (C) 0
  - (D) None
30. What is the output of C Program?
- ```
int main ()  
{  
    int a[];  
    a[4] = {1,2,3,4};  
    printf ("%d",a [0]);  
    return 0;  
}
```
- (A) Compiler Error
 - (B) 1
 - (C) 4
 - (D) 2

31. What is the value of an array element which is not initialized?
- (A) By default Zero 0
 - (B) Depends on Storage Class
 - (C) 1
 - (D) None
32. What happens when you try to access an Array variable outside its Size?
- (A) Compiler error is thrown
 - (B) Some garbage value will be returned
 - (C) 0 value will be returned
 - (D) 1 value will be returned
33. Can we change the starting index of an array from 0 to 1 in any way?
- (A) Yes. Through pointers
 - (B) Yes. Through Call by Value
 - (C) Yes. Through Call by Reference
 - (D) None
34. If an integer array pointer is incremented, how many bytes will be skipped to reach next element location?
- (A) 1
 - (B) 2
 - (C) 8
 - (D) None
35. What is the function used to allocate memory to an array at run time with Zero initial value to each?
- (A) calloc()
 - (B) malloc()
 - (C) kalloc()
 - (D) None

36. What is the function used to allocate memory to an array at run time without initializing array elements?
- (A) calloc()
 - (B) malloc()
 - (C) kalloc()
 - (D) None
37. What is the dimension of the C array `int ary [10][5]`?
- (A) 5
 - (B) 1
 - (C) 3
 - (D) 2
38. What is the Format specifier used to print a String or Character array in C Printf or Scanf function.
- (A) %c
 - (B) %C
 - (C) %d
 - (D) %s
39. What is the ASCII value of NULL?
- (A) 1
 - (B) 10
 - (C) 0
 - (D) None
40. A C string elements are always stored in :
- (A) Random memory locations
 - (B) Alternate memory locations
 - (C) Sequential memory locations
 - (D) None
41. What is the size of a C structure?
- (A) C structure is always 128 bytes
 - (B) Size of C structure is the total bytes of all elements of structure
 - (C) Size of C structure is the size of largest element
 - (D) None

42. What is the output of C program?

```
int main ()  
{  
    struct book  
{  
    int pages;  
    char name [10];  
}a;  
a.pages=10;  
strcpy (a. name, "Cbasics");  
printf ("%s=%d", a.name,a. pages);  
return 0;  
}
```

- (A) empty string=10
- (B) C=basics
- (C) Compiler error
- (D) Cbasics=10

43. A C Structure or User defined data type is also called :

- (A) Derived data type
- (B) Secondary data type
- (C) Aggregate data type
- (D) All the above

44. What is actually passed if you pass a structure variable to a function?

- (A) Copy of structure variable
- (B) Reference of structure variable
- (C) Starting address of structure variable
- (D) Ending address of structure variable

45. What are the types of data allowed inside a structure?

- (A) int, float, double, long double
- (B) char, enum, union
- (C) pointers and Same structure type members
- (D) All of above

46. What is a format specifier in C language?
- (A) A format Specifier tells compiler to treat a variable value in predefined way
 - (B) Different format specifiers are used to print different type of data
 - (C) Format specifiers are used to write data to files in a formatted way
 - (D) All the above
47. Choose a valid C format specifier :
- (A) %d prints integer constants
 - (B) %u prints unsigned integer constants
 - (C) %ld prints signed long
 - (D) All the above
48. Choose a C Formatted Input Output function below :
- (A) printf(), scanf()
 - (B) sprintf(), sscanf()
 - (C) fprintf(), fscanf()
 - (D) All the above
49. Choose a C unformatted input function below :
- (A) gets(), puts()
 - (B) getchar(), putchar()
 - (C) (A) and (B)
 - (D) None
50. What are the types of C Preprocessor Directives?
- (A) Macros
 - (B) Conditional Compilation
 - (C) File Inclusion
 - (D) All of the above

51. Processor Directive in C language starts with :
- (A) \$ symbol (DOLLAR)
 - (B) At The Rate
 - (C) & symbol (Ampersand)
 - (D) # symbol (HASH)
52. What is the another name for .C file?
- (A) Executable code
 - (B) Distributable Code
 - (C) Marco code
 - (D) Source Code
53. What is the keyword used to define a C macro?
- (A) definition
 - (B) def
 - (C) define
 - (D) None
54. What is the C keyword used to create global Constants?
- (A) definition
 - (B) def
 - (C) constant
 - (D) define
55. What is the output file generated after processing a .C file?
- (A) .h file
 - (B) .exe file
 - (C) .bak file
 - (D) None

56. How do you safeguard your .C file code from copying by outside developers or world?
- (A) Encrypt a C file and share
 - (B) Obfuscate a C file and share
 - (C) Scramble a C file and share
 - (D) Convert to Exe and share.
57. What is the C Preprocessor directive to be used to add a header file or any file to existing C program?
- (A) #add
 - (B) #present
 - (C) #include
 - (D) \$include
58. What is the abbreviation of C STDIO in stdio.h?
- (A) Standard Input Output
 - (B) String Terminating Operations Input Output
 - (C) Store Input Output
 - (D) None
59. Choose a correct C statement about #include”
- (A) A file named stdio.h will be searched in all directories and included if found
 - (B) A file named stdio.h will be searched in current directory and preconfigured list of directories in search path and included if found
 - (C) A file named stdio.h will be searched in current directory and included if found
 - (D) None

60. In Turbo C, Search Path of Directories for #Include is mentioned under the option :
- (A) Include Directories
 - (B) Exclude Directories
 - (C) Add Directories
 - (D) Extra Directories
61. What is the input file in a C program building process?
- (A) filename.c
 - (B) filename.k
 - (C) filename.cpp
 - (D) filename.p
62. What is the first step in C program building process?
- (A) Preprocessing
 - (B) Compiling
 - (C) Linking
 - (D) Assembling
63. What is the next step to Assembling in C program build process?
- (A) Preprocessing
 - (B) Compiling
 - (C) Linking
 - (D) None
64. What is the output of C Compiler compiling?
- (A) An assembly language code
 - (B) Class file code
 - (C) Object Code
 - (D) None

65. Expanded Source code is the output of which C program building process :
- (A) Assembler
 - (B) Preprocessor
 - (C) Linker
 - (D) Compiler
66. Choose a correct statement about C program output file?
- (A) Output file .exe is machine dependent. Exe is windows suitable file
 - (B) Exe file does not work in Linux or Unix machines. So different type of output is created on different machines
 - (C) Linker produces a suitable output file for each machine
 - (D) All the above
67. What is the need for a File when you can store anything in memory?
- (A) Memory (RAM) is limited in any computer
 - (B) A file is stored on Hard Disk which can store Gigabytes of data
 - (C) File stored on Hard Disk is safe even if PC is switched off. But Memory or RAM contents are cleared when PC is off
 - (D) All the above
68. What is the keyword used to declare a C file pointer?
- (A) file
 - (B) FILE
 - (C) FILEP
 - (D) filefp
69. What is a C FILE data type?
- (A) FILE is like a Structure only
 - (B) FILE is like a Union only
 - (C) FILE is like a user define int data type
 - (D) None of the above

70. Where is a file temporarily stored before read or write operation in C language ?
- (A) RAM
 - (B) Hard disk
 - (C) Buffer
 - (D) Extra Directories
71. What is the need for closing a file in C language?
- (A) fclose(fp) closes a file to release the memory used in opening a file
 - (B) Closing a file clears Buffer contents form RAM on memory.
 - (C) Unclosed file occupy memory and PC hangs when on low memory.
 - (D) All the above
72. What is the syntax for writing a file in C using binary mode?
- FILE *fp;
- (A) fp=fopen("abc.txt","wr");
 - (B) fp=fopen("abc.txt","wb");
 - (C) fp=fopen("abc.txt","wbin");
 - (D) fp=fopen("abc.txt","b");
73. What are the C functions used to read or write a file in Text Mode?
- (A) fprintf(), fscanf()
 - (B) fread(), fwrite()
 - (C) fprint(), fscan()
 - (D) read(), write()
74. What are the C functions used to read or write a file in Binary Mode?
- (A) fprintf(), fscanf()
 - (B) fread(), fwrite()
 - (C) fprint(), fscan()
 - (D) read(), write()

75. What is the C function used to move current pointer to the beginning of file?
FILE *fp;
(A) rev(fp)
(B) rewind(fp)
(C) rew(fp)
(D) wind(fp)
76. What are Nibble, Word and Byte in computer language?
(A) Byte = 8 bits, Word= 4 Bytes, Nibble= 8 Bytes
(B) Byte = 8 bits, Word=2 Bytes, Nibble=4 Bytes
(C) Bytes = 8 bits, Word=12 bits, Nibble=32 Bits
(D) Byte = 8 bits, Word=24 bits, Nibble=40 Bits
77. What is the result of 0110 & 1100?
(A) 1000
(B) 0001
(C) 0100
(D) 1010
78. What is Single Operand Operator below?
(A) &
(B) |
(C) ^
(D) none
79. Left Shift operation is equivalent to :
(A) Division by 2
(B) Multiplying by 2
(C) Adding 2
(D) Subtracting 2

80. Right Shift operation is equivalent to :
- (A) Division by 2
 - (B) Multiplying by 2
 - (C) Adding 2
 - (D) Subtracting 2
81. What number system is not understood by language compiler directly?
- (A) Binary
 - (B) Decimal
 - (C) Octal
 - (D) Hex Decimal
82. Which of the following is a Scalar Data type ?
- (A) Float
 - (B) Union
 - (C) Array
 - (D) Pointer
83. Which is the valid range of numbers for int type of data?
- (A) Keywords
 - (B) Variables
 - (C) Constants
 - (D) All of the above
84. What is the valid range of numbers for int type data?
- (A) 0 to 256
 - (B) -32768 to +32767
 - (C) -65536 to +65536
 - (D) No specific range

85. Character constants should be enclosed between :
- (A) Single quotes
 - (B) Double quotes
 - (C) Both (A) and (B)
 - (D) None of these
86. What will be the maximum size of a float variable?
- (A) 4 bytes
 - (B) 1 byte
 - (C) 2 bytes
 - (D) 8 bytes
87. The operator & is used for :
- (A) Bitwise AND
 - (B) Bitwise OR
 - (C) Logical AND
 - (D) Logical OR
88. Operators have precedence. Precedence determines which operator is :
- (A) faster
 - (B) takes less memory
 - (C) evaluated first
 - (D) takes no arguments
89. Explicit type conversion is known as :
- (A) Casting
 - (B) Conversion
 - (C) Disjunction
 - (D) Separation

90. Which among the following is an unconditional control structure ?
- (A) do-while
 - (B) if-else
 - (C) for
 - (D) goto
91. Maximum number of elements in the array declaration `int a[5][8]` is
- (A) 28
 - (B) 32
 - (C) 35
 - (D) 40
92. Which function necessary to exist in each and every program?
- (A) Void
 - (B) Sum
 - (C) None
 - (D) Main
93. What is used as a terminator in C?
- (A) ;
 - (B) :
 - (C) ?
 - (D) None
94. Which is more appropriate for reading in a multi-word string?
- (A) `gets()`
 - (B) `Printf()`
 - (C) `scanf()`
 - (D) `puts ()`

95. A typecast is used to :
- (A) None of these
 - (B) Define a new data type
 - (C) Rename an old type
 - (D) Force a value to be a particular variable type
96. When the main function is called, it is called with the arguments ?
- (A) argv
 - (B) argc
 - (C) None of these
 - (D) Both (A) and (B)
97. In C, a Union is :
- (A) Memory location
 - (B) Memory store
 - (C) Memory screen
 - (D) None of these
98. C programming language was developed by :
- (A) Dennis Ritchie
 - (B) Ken Thompson
 - (C) Bill Gates
 - (D) Peter Norton
99. Which of the following header file is required for strcpy() function?
- (A) string.h
 - (B) strings.h
 - (C) files.h
 - (D) strcsspy()

100. A Link is :

- (A) A compiler
- (B) An active debugger
- (C) A C interpreter
- (D) An analyzing tool in C

Rough Work / रफ कार्य

DO NOT OPEN THE QUESTION BOOKLET UNTIL ASKED TO DO SO

1. Examinee should enter his / her roll number, subject and Question Booklet Series correctly in the O.M.R. sheet, the examinee will be responsible for the error he / she has made.
2. **This Question Booklet contains 100 questions, out of which only 75 Question are to be Answered by the examinee. Every question has 4 options and only one of them is correct. The answer which seems correct to you, darken that option number in your Answer Booklet (O.M.R ANSWER SHEET) completely with black or blue ball point pen. If any examinee will mark more than one answer of a particular question, then the first most option will be considered valid.**
3. Every question has same marks. Every question you attempt correctly, marks will be given according to that.
4. Every answer should be marked only on Answer Booklet (O.M.R ANSWER SHEET). Answer marked anywhere else other than the determined place will not be considered valid.
5. Please read all the instructions carefully before attempting anything on Answer Booklet (O.M.R ANSWER SHEET).
6. After completion of examination please hand over the Answer Booklet (O.M.R ANSWER SHEET) to the Examiner before leaving the examination room.
7. There is no negative marking.

Note: On opening the question booklet, first check that all the pages of the question booklet are printed properly in case there is an issue please ask the examiner to change the booklet of same series and get another one.