

## Placement paper of TCS 1-3

### TCS

what is b?

- a) pointer to a character array which contains the filename
- b) filename within double quotes
- c) can be anyone of the above
- d) none

24)  $x = \text{malloc}(y)$ . Which of the following statements is correct.

- a) x is the size of the memory allocated
- b) y points to the memory allocated
- t

- c) x points to the memory allocated
- d) none of the above

25) which is the valid declaration?

- a) #typedef struct { int i; } in;
- b) typedef struct in {int i;};
- c) #typedef struct int {int i;};
- d) typedef struct {int i; } in;

26) union {

```
int no;
char ch;
} u;
```

What is the output?

```
u.ch = '2';
u.no = 0;
```

```
printf("%d, u.ch);
```

- a) 2 b) 0 c) null character d) none

27) Which of these are valid declarations?

```
i) union { ii) union u_tag {
```

```
int i; int i;
```

```
int j; int j;
```

```
};};
```

```
iii) union { iv) union {
```

```
int i; int i;
```

```
int j; int j;
```

```
FILE k; } u;
```

```
};
```

- a) all correct b) i, ii, iv
- c) ii & iv d)

28) p and q are pointers to the same type of data items.

Which of these are valid?

```
i) *(p+q)
```

```
ii) *(p-q)
```

```
iii) *p - *q
```

- a) all
- b)

- c) iii is valid sometimes

29) which are valid?

```
i) pointers can be added
```

```
ii) pointers can be subtracted
```

```
iii) integers can be added to pointers
```

- a) all correct b) only i and ii

30) int \*i;

```
float *f;
```

```
char *c;
```

which are the valid castings?

```
i) (int *) &c
```

```
ii) (float *) &c
```

```
iii) (char *) &i
```

31) int i = 20;

```
printf("%x, i);
```

what is the output?

- a) x14 b) 14 c) 20 d) none of the above

32) main ()

```
{
char *name = name;
```

```
change (name);
```

```
printf("%s, name);
```

```
}
```

```
change (char *name)
```

```
{
```

```
char *nm = newname;
```

```
name = nm;
```

```
}
```

what is the output?

- a) name b) newname c) name = nm not valid
- d) function call invalid

33) char name[] = {'n', 'a', 'm', 'e'}

```
printf(name = "\n%s, name);
```

```
a) name =
```

```
name
```

```
b) name =
```

```
followed by funk characters
```

```
c) name = \nname
```

```
d) none
```

34) int a = 0, b = 2;

```
if(a = 0)
```

```
b = 0;
```

```
else
```

```
b *= 10;
```

what is the value of b?

- a) 0 b) 20 c) 2 d) none

35) int x = 2, y = 2, z = 1;

what is the value of x after the following statements?

```
if(x = y%2)
```

```
z = crap
```

```
else
```

```
crap
```

- a) 0 b) 2 c) 1 d) none

37) output?

```
initially n = -24;
```

```
printfd (int n)
```

```
{
```

```
if(n < 0)
```

```
{
```

```
printf(-);
```

```
n = -n;
```

```
}
```

```
if(n % 10)
```

```
printf("%d, n);
```

```
else
```

```
printf("%d, n/10);
```

```
printf("%d, n);
```

```
}
```

- a. -24 b.24 c. d.-224

38) float x, y, z;

```
scanf("%f%f, &x, &y);
```

if input stream contains 4.2 3 2.3 ... what will x and y contain

after scanf?

- a. 4.2, 3.0
- b. 4.2, 2.3

- c.
- d.

39) #define max(a,b) (a>b?b:a)

```
#define squire(x) x*x
```

```
int i = 2, j = 3, k = 1;
```

```
printf("%d %d, max(i,j), squire(k));
```

output?

- a.32 b.23 c.31 d.13

40) struct adr {

```
char *name;
```

```
char *city;
```

```
int zip;
```

```
};
```

```
struct adr *adradr;
```

which are valid references?

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