

Satyam Technical Paper 1

1. Another Problem with

```
# define TRUE 0
```

```
some code
```

```
while(TRUE)
```

```
{
```

```
some code
```

```
}
```

This won't go into the loop as TRUE is defined as 0

2. The following variable is available in file1.c

```
static int average_float;
```

all the functions in the file1.c can access the variable

3. A question in structures where the members are dd,mm,yy.

```
mm:dd:yy
```

```
09:07:9
```

4. INFILE.DAT is copied to OUTFILE.DAT

5. A question with argc and argv . Input will be

```
c:\TEMP.EXE Ramco Systems India
```

6. main()

```
{
```

```
int x=10,y=15;
```

```
x=x++;
```

```
y=++y;
```

```
printf("%d %d\n",x,y);
```

```
}
```

7. int x;

```
main()
```

```
{
```

```
int x=0;
```

```
{
```

```
int x=10;
```

```
x++;
```

```
change_value(x);
```

```
x++;
```

```
Modify_value();
```

```
printf("First output: %d\n",x);
```

```
}
```

```
x++;
```

```
change_value(x);
```

```
printf("Second Output : %d\n",x);
```

```
Modify_value();
```

```
printf("Third Output : %d\n",x);
```

```
}
```

```
Modify_value()
```

```
{
```

```
return (x+=10);
}
change_value()
{
return(x+=1);
}
```

```
8. main()
{
int x=20,y=35;
x = y++ + x++;
y = ++y + ++x;
printf("%d %d\n",x,y);
}
```

```
9. main()
{
char *p1="Name";
char *p2;
p2=(char *)malloc(20);
while(*p2++=*p1++);
printf("%s\n",p2);
}
```

```
10. main()
{
int x=5;
printf("%d %d %d\n",x,x<<2,x>>2);
}
```

```
11. #define swap1(a,b) a=a+b;b=a-b;a=a-b;
main()
{
int x=5,y=10;
swap1(x,y);
printf("%d %d\n",x,y);
swap2(x,y);
printf("%d %d\n",x,y);
}
int swap2(int a,int b)
{
int temp;
temp=a;
b=a;
a=temp;
return;
}
```

12.

```
main()
{
```

```
char *ptr = "Ramco Systems";
(*ptr)++;
printf("%s\n",ptr);
ptr++;
printf("%s\n",ptr);
}
13.
```

```
#include<stdio.h>
main()
{
char s1[]="Ramco";
char s2[]="Systems";
s1=s2;
printf("%s",s1);
}
14.
```

```
#include<stdio.h>
main()
{
char *p1;
char *p2;
p1=(char *) malloc(25);
p2=(char *) malloc(25);
strcpy(p1, "Ramco");
strcpy(p2, "Systems");
strcat(p1,p2);
printf("%s",p1);
}
```