

Sample questions

FYBSc I.T SEM I Imperative programming

1. C is a _____ purpose programming language.
 - A. Specific
 - B. General
 - C. Good
 - D. Basic
2. C was initially used for system _____ work.
 - A. Modification
 - B. Development
 - C. Updation
 - D. Maintenance
3. All programs in C are written into text files with ____ extension.
 - A. .exe
 - B. .c
 - C. .src
 - D. .sc
4. _____ is a pictorial presentation of the facts presented in algorithm.
 - A. Structure
 - B. Function
 - C. Graph
 - D. Flowchart
5. _____ value is a special value in the context of an algorithm which uses its presence as a condition of termination.
 - A. Variable
 - B. Sentinel
 - C. Function
 - D. Null
6. When two or more values having stored values are attached with each other to perform some specific computation then it is called as _____.
 - A. Expressions
 - B. Operators
 - C. Symbols
 - D. Number

7. Symbolic shapes that are used to perform all different types of mathematical or logical calculations are called as _____.
- A. Expressions
 - B. Operators
 - C. Symbols
 - D. Number
8. _____ operators are used perform caparison.
- A. Arithmetic
 - B. Logical
 - C. Bitwise
 - D. Relational
9. The operation precedence is a theory that decides about the _____ of processing/evaluating the given expression.
- A. Availability
 - B. Priority
 - C. Visibility
 - D. Value
10. When variable having data incompatible data type with respect to size and type coder need to code for the _____ conversion.
- A. Explicit
 - B. Implicit
 - C. Direct
 - D. Indirect
11. C has three main decision making instructions the if statement, the if-else statement, and the _____ statement.
- A. Null
 - B. Do
 - C. While
 - D. Switch
12. In _____ if-else statement one if-else statement nested within another
- A. Nested
 - B. Composite
 - C. Combined
 - D. Advanced

13. The _____ statement is useful for directly jump to a particular statement in the program.
- A. switch
 - B. goto
 - C. if
 - D. for
14. C function comprises of set of instructions delimited inside_____.
- A. ‘ ’
 - B. < >
 - C. / /
 - D. { }
15. _____ functions are tailor made functions made by user as per coders own requirement.
- A. Library
 - B. User-defined
 - C. Implicit
 - D. Explicit
16. Every variable can be declared using suitable _____.
- A. Function
 - B. Statement
 - C. Data type
 - D. Structure
17. Local variables are stored in _____ instead of RAM.
- A. Library functions
 - B. Comment
 - C. Loops
 - D. Register
18. Pre-processor directives are processed before giving source code to_____.
- A. Compiler
 - B. Assembler
 - C. Linker
 - D. Coder
19. Compiler compiles the program, creates _____ code which can further read by computer.
- A. Source
 - B. Raw
 - C. Object
 - D. Encrypted

20. _____ is the process of combining various pieces of code and data together to form a single executable that can be loaded in memory.
- A. Compiling
 - B. Linking
 - C. Assembling
 - D. Coding
21. A variable that stores address value of another variable is called _____ variable.
- A. Pointer
 - B. Local
 - C. Global
 - D. Implicit
22. _____ is an address operator.
- A. *
 - B. &
 - C. #
 - D. @
23. In pointer arithmetic we perform _____ operations by using pointer.
- A. Logical
 - B. Complex
 - C. Arithmetic
 - D. Relational
24. _____ is a data type that can handle different types of data.
- A. Array
 - B. Pointer
 - C. Int
 - D. Structure
25. _____ members share the same storage area within the computer's memory.
- A. Union
 - B. Array
 - C. Pointer
 - D. Function