

Seat No.: \_\_\_\_\_

Enrolment No. \_\_\_\_\_

**GUJARAT TECHNOLOGICAL UNIVERSITY**

Diploma Engineering - SEMESTER-II (CtoD) • EXAMINATION – WINTER • 2014

**Subject Code: C320702****Date: 29-12-2014****Subject Name: Advance Computer Programming****Time: 10:30 am - 12:00 pm****Total Marks: 70****Instructions:**

1. Attempt all questions.
2. Make suitable assumption wherever necessary.
3. Each question is of 1 mark.
4. Use of SIMPLE CALCULATOR is permissible. (Scientific/Higher Version not allowed)
5. English version is authentic.

No.	Question Text and Option			
1.	What is the output of this code? #include<stdio.h> int main() { double *ptr = (double *)100; ptr=ptr + 2; printf(“%u”,ptr); }			
	A.	102	B.	104
	C.	108	D.	116
2.	Which of the following correctly declares an array?			
	A.	int anarray[10];	B.	int anarray;
	C.	anarray{ 10};	D.	array anarray[10];
3.	An array elements are always stored in .....memory locations.			
	A.	Sequential	B.	Random
	C.	Sequential and Random	D.	None of the above
4.	Size of the array need not be specified, when			
	A.	Initialization is a part of definition	B.	It is a declaration
	C.	It is a formal parameter	D.	All of these
5.	What will be printed after execution of the following code? void main( ) { int arr[10] = {1,2,3,4,5}; printf(“%d”,arr[5]); }			
	A.	Garbage value	B.	5
	C.	6	D.	0
6.	int a[10][20]; which is true for a			
	A.	a is two-dimensional array	B.	300 int-sized locations have been set aside
	C.	a is one dimensional array	D.	All of the mentioned
7.	What will happen if in a C program you assign a value to an array element whose subscript exceeds the size of array?			
	A.	The element will be set to 0.	B.	The compiler would report an error
	C.	The program may crash if some important data gets overwritten	D.	The array size would appropriately grow
8.	What does the following declaration mean? int (*ptr)[10];			

	A.	ptr is array of pointers to 10 integers	B.	ptr is a pointer to an array of 10 integers
	C.	ptr is an array of 10 integers	D.	ptr is an pointer to array
9.	In C, if you pass an array as an argument to a function, what actually gets passed?			
	A.	Value of elements in array	B.	First element of the array
	C.	Base address of the array	D.	Address of the last element of array
10.	What would be printed from the following C program? <pre>#include&lt;stdio.h&gt; #include&lt;conio.h&gt; int main(){     int arr[5]={1,3,5,7,9}; //initialize arr array     int i;     for(i=0;i&lt;5;i++) //output arr array         printf("%d\t",arr[i]*arr[i]);     getch();     return 0; }</pre>			
	A.	1 3 5 7 9	B.	1 9 25 49 81
	C.	1 5 3 9 7	D.	9 7 5 3 1
11.	What will be output if you will execute following c code? <pre>#include&lt;stdio.h&gt; #define var 3 void main(){     short num[3][2]={3,6,9,12,15,18};     printf("%d %d",*(num+1)[1],***(num+2)); }</pre>			
	A.	12 15	B.	12 12
	C.	15 15	C.	15 16
12.	What will be output if you will execute following c code? <pre>#include&lt;stdio.h&gt; void main( ) {     int a=10;     printf(“%d”,&amp;a);     getch(); }</pre>			
	A.	10	B.	a
	C.	A=10	D.	0
13.	%f is used to?			
	A.	Display an integer	B.	Reads and Display a floating point number
	C.	Display a character	C.	Display a string
14.	What is the index number of the last element of an array with 9 elements?			
	A.	9	B.	8
	C.	7	C.	10
15.	Which of the following accesses the seventh element stored in array?			
	A.	array[6]	B.	array[7]
	C.	array[8]	D.	array[5]
16.	Pointer is special kind of variable which is used to store?			
	A.	Address of the variable	B.	Data type of variable
	C.	Value of the variable	D.	Variable name of the variable
17.	Pointer variable is declared using preceding?			
	A.	%	B.	*
	C.	&	D.	^

18.	Address stored in the pointer is of type?			
	A.	Character	B.	Floating
	C.	Integer	D.	Array
19.	In which header file is the NULL macro defined?			
	A.	stdio.h	B.	Stddef.h
	C.	stdio.h and stddef.h	D.	math.h
20.	If a variable is a pointer to a structure, then which of the following operator is used to access data members of the structure through the pointer variable?			
	A.	.	B.	&
	C.	*	D.	->
21.	What is (void*)0?			
	A.	Representation of NULL pointer	B.	Error
	C.	Representation of void pointer	D.	All of above
22.	Which of the following is the proper declaration of a pointer?			
	A.	int x;	B.	int *x;
	C.	int &x;	D.	integer x;
23.	Which of the following is the proper keyword to allocate memory?			
	A.	new	B.	malloc
	C.	create	C.	value
24.	What will be output of following program? #include<stdio.h> int main() { int a = 10; void *p = &a; int *ptr = p; printf("%u",*ptr); return 0; }			
	A.	10	B.	Address
	C.	2	D.	Compilation Error
25.	What will be output of following program? #include<stdio.h> int main() { int * p , b; b = sizeof(p); printf("%d" , b); return 0; }			
	A.	2	B.	4
	C.	6	D.	None of above
26.	What will be output of following program? #include<stdio.h> int main() { int i = 3 , j; int *p , *q; p = &i; q = &j; j = 3; printf("%d %d",*p,*q); return 0;			

	}			
	A.	3 3	B.	0 0
	C.	3 0	D.	Compilation Error
27.	*ptr++ is equivalent to?			
	A.	ptr++	B.	*ptr++
	C.	++*ptr	D.	None of Above
28.	char *c;			
	A.	c is pointer to char	B.	c is pointer to integer
	C.	c is pointer to float	D.	None of Above
29.	What will be output of following program?			
	<pre>#include&lt;stdio.h&gt; int main() {     int * p , b;     b = sizeof(p);     printf("%d" , b);     return 0; }</pre>			
	A.	2	B.	4
	C.	8	D.	None of Above
30.	The keyword used to transfer control from a function back to the calling function is?			
	A.	switch	B.	goto
	C.	goback	D.	return
31.	Which of the following is/are storage class?			
	A.	Automatic	B.	Static
	C.	Allocation	D.	All of Above
32.	Which one of the following is not the advantage of functions?			
	A.	Debugging is easier	B.	Testing is easier
	C.	Recursive call is possible	D.	It consumes low disk space
33.	What is function overloading?			
	A.	Calling a function from another function	B.	Having more than one function of same name
	C.	Calling a function from itself	D.	None of above
34.	The file iostream includes?			
	A.	The declarations of the basic standard input-output library.	B.	The streams of includes and outputs of program effect.
	C.	The streams of include	D.	None of above
35.	Every function in C are followed by?			
	A.	Parameters	B.	Parenthesis
	C.	Square Braces	D.	None of above
36.	Which return type cannot return any value to the caller?			
	A.	int	B.	float
	C.	void	D.	double
37.	The single character input/output functions are?			
	A.	scanf( ) and printf( )	B.	getchar( ) and printf( )
	C.	scanf( ) and putchar( )	D.	getchar( ) and putchar( )
38.	Use of functions?			
	A.	Helps to avoid repeating a set of statements many times	B.	Enhance the logical clarity of the program
	C.	Helps to avoid repeated programming across program	D.	All of above
39.	Name of the function can be ?			

	A.	An alphabet	B.	A keyword
	C.	A global identifier	C.	A register pseudo variable
40.	What is the output of this C code? <pre> #include &lt;stdio.h&gt; void main() {     m(); } void m() {     printf("hi");     m(); } </pre>			
	A.	Compile time error	B.	hi
	C.	Infinite hi	D.	None of above
41.	Which of the following is a correct format for declaration of function?			
	A.	return-type function-name(argument type);	B.	return-type function-name(argument type) { }
	C.	return-type (argument type)function-name;	D.	All of above
42.	Which function definition will run correctly?			
	A.	int sum(int a, int b) return (a + b);	B.	int sum(int a, int b) { return (a + b); }
	C.	int sum(a, b) return (a + b);	D.	None of above
43.	Which of the following is the correct statement?			
	A.	Variable name must start with underscore	B.	Variable name must have digit
	C.	Variable name must have white space character	D.	Keyword cannot be a variable name
44.	In C programming a function can return?			
	A.	Single value	B.	Double values
	C.	Many values	D.	None of above
45.	Which of the following is the symbol of AND operator?			
	A.		B.	&
	C.	&&	D.	##
46.	Which of the following is not the type of variable?			
	A.	Extern	B.	Register
	C.	Global	D.	None of above
47.	#include is called?			
	A.	Preprocessor directive	B.	Inclusion directive
	C.	File inclusion directive	D.	None of above
48.	A preprocessor is a program			
	A.	That processes its input data to produce output that is used as input to another program	B.	That is nothing but a loader
	C.	That links various source files	D.	All of the mentioned
49.	Preprocessor feature that supply line numbers and filenames to compiler is called?			
	A.	Selective inclusion	B.	macro substitution
	C.	Concatenation	D.	Line control
50.	Which of the following is the correct statement			

	A.	#include are library files	B.	#include are variables
	C.	#include are functions	D.	#include is structure
51.	C Preprocessors can have compiler specific features?			
	A.	true	B.	false
	C.	Depends on the standard	D.	Depends on the platform
52.	Number of bytes in memory taken by the below structure is <pre>#include &lt;stdio.h&gt; struct test {     int k;     char c; };</pre>			
	A.	Multiple of integer size	B.	integer size+character size
	C.	Depends on the platform	D.	Multiple of word size
53.	What is the output of this C code? <pre>#include &lt;stdio.h&gt; struct {     int k;     char c; }; int main() {     struct p;     p.k = 10;     printf("%d\n", p.k); }</pre>			
	A.	Compile time error	B.	10
	C.	Segmentation fault	D.	20
54.	Which keyword is used to define the user defined data types?			
	A.	def	B.	union
	C.	typedef	D.	type
55.	What does the data type defined by union will do?			
	A.	It allow one different portion of memory to be accessed as same data types	B.	It allow one same portion of memory to be accessed as same data types
	C.	It allow one different portion of memory to be accessed as different data types	D.	It allow one same portion of memory to be accessed as different data types
56.	What is the output of this program? <pre>#include &lt;iostream.h&gt; using namespace std; int main() {     typedef int num;     num a = 10, b = 15;     num c = a + b + a - b;     cout &lt;&lt; c;     return 0; }</pre>			
	A.	20	B.	15
	C.	30	D.	25
57.	Which of the following comment about the usage of structures in true?			

	A.	Storage class can be assigned to individual member	B.	Individual members can be initialized within a structure type declaration
	C.	The scope of the member name is confined to the particular structure, within which it is defined	D.	None of above
58.	Which of the following is a collection of different data types?			
	A.	string	B.	array
	C.	structure	D.	files
59.	What is the default return-type of getchar()?			
	A.	char	B.	int
	C.	char*	D.	float
60.	What is the purpose of "rb" in fopen() function used below in the code? FILE *fp; fp = fopen("source.txt", "rb");			
	A.	open "source.txt" in binary mode for reading	B.	open "source.txt" in binary mode for reading and writing
	C.	Create a new file "source.txt" for reading and writing	D.	None of above
61.	What does fp point to in the program? #include<stdio.h> int main() { FILE *fp; fp=fopen("trial", "r"); return 0; }			
	A.	The first character in the file	B.	A structure which contains a char pointer which points to the first character of a file
	C.	The name of the file	D.	The last character in the file
62.	Which of the following operations can be performed on the file "NOTES.TXT" using the below code? FILE *fp; fp = fopen("NOTES.TXT", "r+");			
	A.	reading	B.	writing
	C.	appending	D.	read and write
63.	To print out a and b given below, which of the following printf() statement will you use? #include<stdio.h> float a=3.14; double b=3.14;			
	A.	printf("%f %lf", a, b);	B.	printf("%D %lf", a, b);
	C.	printf("%d %lf", a, b);	D.	printf("%c %lf", a, b);
64.	eof() is the function used for?			
	A.	asserting no errors in a file	B.	appending data to a file
	C.	counting the amount of data in a file	D.	checking for end of file
65.	ifstream fin; would be used when?			
	A.	Creating a file	B.	Reading a file
	C.	Appending a file	D.	Removing a file

	Below code would be used when? fout.open("scores.dat", ios::out);			
66.	A.	ios::out is the stream operation mode.	B.	fout is the header file reference
	C.	ios::out is the stream variable name	D.	fout is the name of the file
	C programming language was developed by?			
67.	A.	Dennis Ritchie	B.	Bill Gates
	C.	Peter Norton	D.	Charles
	Integers and decimal are type of?			
68.	A.	Real constants	B.	Integer constants
	C.	String constants	D.	Single quotes
	In C language reading data from keyboard?			
69.	A.	printf	B.	scanf
	C.	int	D.	Main()
	Which of the following are tokens in C?			
70.	A.	keywords	B.	variable
	C.	constants	D.	All of above

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નં.	પ્રશ્ન તેમજ વિકલ્પ			
1.	<p>આ કોડ નું આઉટપુટ શું છે?</p> <pre>#include&lt;stdio.h&gt; int main() { double *ptr = (double *)100; ptr=ptr + 2; printf("%u",ptr); }</pre>			
	A.	102	B.	104
	C.	108	D.	116
2.	નીચેના જે યોગ્ય રીતે ઝાકઝમાળ જાહેર?			
	A.	int anarray[10];	B.	int anarray;
	C.	anarray{ 10};	D.	array anarray[10];
3.	An array elements are always stored in .....memory locations.			
	A.	Sequential	B.	Random
	C.	Sequential and Random	D.	None of the above
4.	Array માપ સ્પષ્ટ કરવાની જરૂર નથી, જ્યારે			
	A.	Initialization is a part of definition	B.	It is a declaration
	C.	It is a formal parameter	D.	All of these
5.	શું નીચેની કોડ ૂ થયા બાદ છાપવામાં આવશે?			
	<pre>void main( ) { int arr[10] = {1,2,3,4,5}; printf("%d",arr[5]); }</pre>			
	A.	Garbage value	B.	5
	C.	6	D.	0
6.	int a[10][20]; a માટે સાચું છે			
	A.	a is two-dimensional array	B.	300 int-sized locations have been set aside
	C.	a is one dimensional array	D.	All of the mentioned
7.	શું થશે if in a C program તમે જેની સબસ્ક્રિપ્ટ એરે માપ કરતાં વધી જાય ઝાકઝમાળ તત્વ કિંમત સોંપી?			
	A.	The element will be set to 0.	B.	The compiler would report an error
	C.	The program may crash if some important data gets overwritten	D.	The array size would appropriately grow
8.	નીચેની નિવેદન શું અર્થ છે?			
	int (*ptr)[10];			
	A.	ptr is array of pointers to 10 integers	B.	ptr is a pointer to an array of 10 integers
	C.	ptr is an array of 10 integers	D.	ptr is a pointer to array
9.	In C, if you pass an array as an argument to a function, what actually gets passed?			
	A.	Value of elements in array	B.	First element of the array
	C.	Base address of the array	D.	Address of the last element of array

10.	શું નીચેની C પ્રોગ્રામ છપાયેલી આવશે? #include<stdio.h> #include<conio.h> int main(){ int arr[5]={1,3,5,7,9}; int i; for(i=0;i<5;i++) printf("%d\t",arr[i]*arr[i]); getch(); return 0; }	A. 1 3 5 7 9	B. 1 9 25 49 81
		C. 1 5 3 9 7	D. 9 7 5 3 1
11.	તમે સી કોડ નીચેની ચલાવવા કરશે તો શું આઉટપુટ હશે? #include<stdio.h> #define var 3 void main(){ short num[3][2]={3,6,9,12,15,18}; printf("%d %d",*(num+1)[1],***(num+2)); }	A. 12 15	B. 12 12
		C. 15 15	C. 15 16
12.	તમે સી કોડ નીચેની ચલાવવા કરશે તો શું આઉટપુટ હશે? #include<stdio.h> void main( ) { int a=10; printf("%d",&a); getch(); }	A. 10	B. a
		C. A=10	D. 0
13.	%f કરવા માટે વપરાય છે?	A. Display an integer	B. Reads and Display a floating point number
		C. Display a character	C. Display a string
14.	9 એલિમેન્ટ સાથે array ના છેલ્લા તત્વ ઇન્ડેક્સ નંબર શું છે?	A. 9	B. 8
		C. 7	C. 10
15.	નીચેના જે array સ્ટોર કરેલો સાતમી તત્વ ઍક્સેસ?	A. array[6]	B. array[7]
		C. array[8]	D. array[5]
16.	Pointer સંગ્રહવા માટે વપરાય છે કે જે ચલની ખાસ પ્રકારની છે?	A. Address of the variable	B. Data type of variable
		C. Value of the variable	D. Variable name of the variable
17.	Pointer variable અગાઉના મદદથી જાહેર કરવામાં આવે છે?	A. %	B. *
		C. &	D. ^
18.	પોઇન્ટર માં સ્ટોર એડ્રેસ લખો છે?		

	A.	Character	B.	Floating
	C.	Integer	D.	Array
19.	હેડર ફાઈલ વ્યાખ્યાયિત નલ મેક્રો કે જેમાં?			
	A.	stdio.h	B.	Stddef.h
	C.	stdio.h and stddef.h	D.	math.h
20.	If a variable is a pointer to a structure, then પોઇન્ટર ચલ દ્વારા માળખું માહિતી સભ્યો ને જોવા માટે ઉપયોગ થયેલ નીચેના ઓપરેટર જે?			
	A.	.	B.	&
	C.	*	D.	->
21.	(void*)0 શું છે?			
	A.	Representation of NULL pointer	B.	Error
	C.	Representation of void pointer	D.	All of above
22.	Pointer યોગ્ય ઘોષણા નીચેના જે છે?			
	A.	int x;	B.	int *x;
	C.	int &x;	D.	integer x;
23.	મેમરીને ફાળવવા માટે યોગ્ય કીવર્ડ નીચેના જે છે?			
	A.	new	B.	malloc
	C.	create	C.	value
24.	નીચેના સી કાર્યક્રમ આઉટપુટ હશે શું? #include<stdio.h> int main(){ int a = 10; void *p = &a; int *ptr = p; printf("%u",*ptr); return 0; }			
	A.	10	B.	Address
	C.	2	D.	Compilation Error
25.	નીચેના સી કાર્યક્રમ આઉટપુટ હશે શું? #include<stdio.h> int main(){ int * p , b; b = sizeof(p); printf("%d" , b); return 0; }			
	A.	2	B.	4
	C.	6	D.	None of above
26.	નીચેના સી કાર્યક્રમ આઉટપુટ હશે શું? #include<stdio.h> int main(){ int i = 3 , j; int *p , *q; p = &i; q = &j; j = 3;			

	<pre>printf("%d %d",*p,*q); return 0; }</pre>			
	A.	3 3	B.	0 0
	C.	3 0	D.	Compilation Error
27.	*ptr++ જેટલી છે?			
	A.	ptr++	B.	*ptr++
	C.	++*ptr	D.	None of Above
28.	char *c;			
	A.	c is pointer to char	B.	c is pointer to integer
	C.	c is pointer to float	D.	None of Above
29.	નીચેના સી કાર્યક્રમ આઉટપુટ હશે શું? <pre>#include&lt;stdio.h&gt; int main() {     int * p , b;     b = sizeof(p);     printf("%d" , b); return 0; }</pre>			
	A.	2	B.	4
	C.	8	D.	None of Above
30.	The keyword used to transfer control from a function back to the calling function is?			
	A.	switch	B.	goto
	C.	goback	D.	return
31.	નીચેના જે / class વર્ગ છે?			
	A.	Automatic	B.	Statical
	C.	Allocation	D.	All of Above
32.	જે નીચેનામાંથી એક function ના લાભ નથી?			
	A.	Debugging is easier	B.	Testing is easier
	C.	Recursive call is possible	D.	It consumes low disk space
33.	Function ઓવરલોડિંગ શું છે?			
	A.	Calling a function from another function	B.	Having more than one function of same name
	C.	Calling a function from itself	D.	None of above
34.	ફાઇલ iostream સમાવેશ થાય છે?			
	A.	The declarations of the basic standard input-output library.	B.	The streams of includes and outputs of program effect.
	C.	The streams of include	C.	None of above
35.	સી દરેક function દ્વારા અનુસરવામાં આવે છે?			
	A.	Parameters	B.	Parenthesis
	C.	Square Braces	C.	None of above
36.	જે પરત પ્રકાર કોલર માટે કોઈ કિંમત પાછી નથી કરી શકો છો?			
	A.	int	B.	float
	C.	void	D.	double
37.	આ જ અક્ષર ઇનપુટ / આઉટપુટ કાર્યો છે?			
	A.	scanf( ) and printf( )	B.	getchar( ) and printf( )

	C.	scanf( ) and putchar( )	D.	getchar( ) and putchar( )
38.	Function ઉપયોગ શું છે?			
	A.	Helps to avoid repeating a set of statements many times	B.	Enhance the logical clarity of the program
	C.	Helps to avoid repeated programming across program	D.	All of above
39.	Function ના નામ હોઈ શકે છે?			
	A.	An alphabet	B.	A keyword
	C.	A global identifier	C.	A register pseudo variable
40.	આ સી કોડ નું આઉટપુટ શું છે?			
	<pre>#include &lt;stdio.h&gt; void main() {     m(); } void m() {     printf("hi");     m(); }</pre>			
	A.	Compile time error	B.	hi
	C.	Infinite hi	D.	None of above
41.	Which of the following is a correct format for declaration of function?			
	A.	return-type function-name(argument type);	B.	return-type function-name(argument type) {}
	C.	return-type (argument type)function-name;	D.	All of above
42.	Which function definition will run correctly?			
	A.	int sum(int a, int b) return (a + b);	B.	int sum(int a, int b) { return (a + b); }
	C.	int sum(a, b) return (a + b);	D.	None of above
43.	Which of the following is the correct statement?			
	A.	Variable name must start with underscore	B.	Variable name must have digit
	C.	Variable name must have white space character	D.	Keyword cannot be a variable name
44.	In C programming a function can return?			
	A.	Single value	B.	Double values
	C.	Many values	D.	None of above
45.	Which of the following is the symbol of AND operator?			
	A.		B.	&
	C.	&&	D.	##
46.	Which of the following is not the type of variable?			
	A.	Extern	B.	Register
	C.	Global	D.	None of above
47.	#include is called?			
	A.	Preprocessor directive	B.	Inclusion directive
	C.	File inclusion directive	D.	None of above

48.	A preprocessor is a program			
	A.	That processes its input data to produce output that is used as input to another program	B.	That is nothing but a loader
	C.	That links various source files	D.	All of the mentioned
49.	Preprocessor feature that supply line numbers and filenames to compiler is called?			
	A.	Selective inclusion	B.	macro substitution
	C.	Concatenation	D.	Line control
50.	Which of the following is the correct statement			
	A.	#include are library files	B.	#include are variables
	C.	#include are functions	D.	#include is structure
51.	C Preprocessors can have compiler specific features?			
	A.	true	B.	false
	C.	Depends on the standard	D.	Depends on the platform
52.	Number of bytes in memory taken by the below structure is <pre>#include &lt;stdio.h&gt; struct test {     int k;     char c; };</pre>			
	A.	Multiple of integer size	B.	integer size+character size
	C.	Depends on the platform	D.	Multiple of word size
53.	આ સી કોડ નું આઉટપુટ શું છે? <pre>#include &lt;stdio.h&gt; struct {     int k;     char c; }; int main() {     struct p;     p.k = 10;     printf("%d\n", p.k); }</pre>			
	A.	Compile time error	B.	10
	C.	Segmentation fault	D.	20
54.	User નિર્ધારિત માહિતી પ્રકારો વ્યાખ્યાયિત કરવા માટે થાય છે જે કીવર્ડ?			
	A.	def	B.	union
	C.	typedef	D.	type
55.	Union દ્વારા વ્યાખ્યાયિત માહિતી પ્રકાર શું કરશે કરે છે?			
	A.	It allow one different portion of memory to be accessed as same data types	B.	It allow one same portion of memory to be accessed as same data types
	C.	It allow one different portion of memory to be accessed as different data types	D.	It allow one same portion of memory to be accessed as different data types
56.	આ સી કોડ નું આઉટપુટ શું છે? <pre>#include &lt;iostream.h&gt; using namespace std;</pre>			

	<pre> int main() {     typedef int num;     num a = 10, b = 15;     num c = a + b + a - b;     cout &lt;&lt; c;     return 0; } </pre>			
	A.	20	B.	15
	C.	30	D.	25
57.	સાચું માં Structure નો વપરાશ વિશે નીચેની ટિપ્પણી કયા?			
	A.	Storage class can be assigned to individual member	B.	Individual members can be initialized within a structure type declaration
	C.	The scope of the member name is confined to the particular structure, within which it is defined	D.	None of above
58.	નીચેના જે વિવિધ પ્રકારની માહિતી સંગ્રહ છે?			
	A.	string	B.	array
	C.	structure	D.	files
59.	GetChar ની મૂળભૂત પરત પ્રકારના () શું છે			
	A.	char	B.	int
	C.	char*	D.	float
60.	કોડમાં નીચે ઉપયોગ fopen () વિધેય માં "RB" હેતુ શું છે? FILE *fp; fp = fopen("source.txt", "rb");			
	A.	open "source.txt" in binary mode for reading	B.	open "source.txt" in binary mode for reading and writing
	C.	Create a new file "source.txt" for reading and writing	D.	None of above
61.	Program માટે FP શું વાત થાય? #include<stdio.h> int main() { FILE *fp; fp=fopen("trial", "r"); return 0; }			
	A.	The first character in the file	B.	A structure which contains a char pointer which points to the first character of a file
	C.	The name of the file	D.	The last character in the file
62.	નીચેની કામગીરી જે નીચે કોડનો ઉપયોગ ફાઈલ "NOTES.TXT" પર થઈ શકે? FILE *fp; fp = fopen("NOTES.TXT", "r+");			
	A.	reading	B.	writing
	C.	appending	D.	read and write

63.	નીચે આપવામાં એ અને બી છાપે, તો તમે નીચેની printf () વિધાન જે ઉપયોગ કરશે માટે?			
	#include<stdio.h> float a=3.14; double b=3.14;			
	A.	printf("%f %lf", a, b);	B.	printf("%D %lf", a, b);
	C.	printf("%d %lf", a, b);	D.	printf("%c %lf", a, b);
64.	EOF () કાર્ય માટે ઉપયોગ થાય છે?			
	A.	asserting no errors in a file	B.	appending data to a file
	C.	counting the amount of data in a file	D.	checking for end of file
65.	ifstream fin; જ્યારે ઉપયોગ કરવામાં આવશે?			
	A.	Creating a file	B.	Reading a file
	C.	Appending a file	D.	Removing a file
66.	ફોટ નીચે ઉપયોગ કરવામાં આવશે જ્યારે?			
	fout.open("scores.dat", ios::out);			
	A.	ios::out is the stream operation mode.	B.	fout is the header file reference
	C.	ios::out is the stream variable name	D.	fout is the name of the file
67.	સી પ્રોગ્રામિંગ ભાષા દ્વારા વિકસાવવામાં આવી હતી?			
	A.	Dennis Ritchie	B.	Bill Gates
	C.	Peter Norton	D.	Charles
68.	Integers અને Decimal પ્રકારની છે?			
	A.	Real constants	B.	Integer constants
	C.	String constants	D.	Single quotes
69.	કીબોર્ડ થી સી ભાષા ડેટા વાંચવામાં માં?			
	A.	printf	B.	scanf
	C.	int	D.	Main( )
70.	સી નીચે મુજબની ટોકન્સ જે?			
	A.	keywords	B.	variable
	C.	constants	D.	All of above

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