[SDB] **I2C** L6 *27OCT22*

* Required

1. Roll No (if you have)

   _____

2. Your Name *

   _____

3. double k = 0;
   for (k = 0.0; k < 3.0; k++)
           printf("Hello");

   Mark only one oval.

   ( ) Hello printed thrice

   ( ) Hello printed infinitely

   ( ) Compile time error

   ( ) Hello printed twice

4. double k = 0;
   for (k = 0.0; k <= 3.0; k++)
           printf("Hello");

   Mark only one oval.

   ( ) Hello printed thrice

   ( ) Runtime error

   ( ) Hello printed four times

   ( ) Either 3 or 4 times; Can't say for sure

5.   int x = 5;
       if (x < 1)
               printf("hello");
       if (x == 5)
               printf("hi");
      else
               printf("no");

      Mark only one oval.

      ( ) hello

      ( ) hi

      ( ) no

      ( ) hellohi

6.   int x = 5;
      if (x < 1);
          printf("Hello");
      return 0;

      Mark only one oval.

      ( ) Nothing

      ( ) Hello

      ( ) Error

      ( ) 0

7.   short i;
      for (i = 1; i >= 0; i++)
                printf("%d\n", i);

      Mark only one oval.

      ⬭ The control won't fall into the for loop

      ⬭ Numbers will be displayed until the signed limit of short and throw a runtime error

      ⬭ Numbers will be displayed until the signed limit of short and program will
      successfully terminate

      ⬭ This program will get into an infinite loop and keep printing numbers with no
      errors

8.   while ()
                printf("In while loop ");
      printf("After loop");

      Mark only one oval.

      ⬭ Compilation error

      ⬭ Infinitely prints "In while loop"

      ⬭ In while loop After loop

      ⬭ Unsure what will happen

9.   int i = 0;
      do {
                i++;
                printf("In while loop ");
          } while (i >= 3);

      Mark only one oval.

      ⬭ In while loop

      ⬭ In while loop In while loop In while loop

      ⬭ In while loop In while loop In while loop In while loop

      ⬭ Nothing

10. int c = - -2;
    printf("c=%d", c);

    Mark only one oval.

    ◯ c=2

    ◯ c=1

    ◯ Compile error; value of constant expression cannot be changed

11. int a=10, b=20, c= 0;
    if(a,b,c){
        printf("EXAM");
      }

    Mark only one oval.

    ◯ Nothing will be printed

    ◯ EXAM will be printed

12. int a=10, b=20, c= 0;
    if(a,c,b){
        printf("EXAM");
      }

    Mark only one oval.

    ◯ Nothing will be printed

    ◯ EXAM will be printed

13.   main()
       {
            int i = abc(10);
            printf("%d", --i);
       }

       int abc(int i)
       {
            return(i + i++);
       }

Mark only one oval.

⬭ 10

⬭ 20

⬭ 22

⬭ I don't know

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