

I'm not robot!

(d) an alphabet

7. Which of the following is fare advantages of cellular partitioned structure:

- (a) Simultaneous read operations can he overlapped
- (b) Search time is reduced
- (c) Both (a) and (b)**
- (d) None of the above

8. *ptr++ is equivalent to:

- (a) ptr++
- (b) *ptr
- (c) ++*ptr
- (d) None of the above**

9. The expression $5 - 2 - 3 * 5 - 2$ will evaluate to 18, if

- (a) — is left associative and * has precedence over -
- (b) — is right associative and * has precedence over —
- (c) — is right associative and - has precedence over ***
- (d) — is left associative and — has precedence over *

10. `printf ("%c", 100);`

- (a) prints 100
- (b) prints the ASCII equivalent of 100**
- (c) prints garbage
- (d) none of the above

'C' – Common Interview Questions

Explain the differences between TCP and UDP?

| TCP | UDP |
|---------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|
| Transmission Control Protocol | User Datagram Protocol |
| TCP is a connection-oriented protocol | UDP is a connectionless protocol |
| It is reliable | It is unreliable |
| It is sequenced (TCP packets are sent in a sequence and are received in the same sequence.) | It is unsequenced |
| Lost packets are retransmitted | No retransmission |
| Acknowledgement (received packets are acknowledged) | No Acknowledgement |
| TCP is heavy-weight. | UDP is lightweight |
| The speed for TCP is slower than UDP. | UDP is faster. |
| Low overhead but higher than UDP | Low overhead than TCP |
| TCP uses Windowing and Flow Control | No Windowing or Flow Control |
| TCP is used for application that requires high reliability but not high speed. | UDP is used for application that requires faster operation but not reliability. |

Explain Different Types of cables?

Straight-through cable - The straight-through cable is used to connect dissimilar devices such as Host to switch or hub, Router to switch or hub. In this only pins 1, 2, 3 and 6 are used. We connect 1 to 1, 2 to 2, 3 to 3, and 6 to 6 to make a straight through cable



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C string interview questions and answers

(1) Without using any semicolon (;) in program write a c program which output is: HELLO WORLD?

Answer:

```

void main()
{
    if (printf("HELLO WORLD"))
    {
    }
}
    
```

(2) What will be output of following code?

```

void main()
{
    char a[5];
    a[0]='q';
    a[1]='u';
    a[2]='e';
    clrscr();
    printf("%s",a);
    getch();
}
    
```

Output: garbage

Explanation: %s is used for string but a is not a string it is

C

Programming Interview Questions and Answers



C interview programs for freshers. Most important c programs for interview. Sample c programs for interview with answers pdf. C programs for interview with answers pdf. Simple c programs for interview with answers pdf. Simple c programs for interview with answers. Basic c programs for interview with answers for freshers.

C Programming Interview Questions have become a crucial part of the interview process in almost all MNC companies. This article is mainly focused on the most asked and the latest updated questions that are appearing in most of the current interviews. You will also get a mix of Basic to Advanced C Programming Interview Questions and Answers in this article.
Ans: A Pointer in C Programming is used to point the memory location of an existing variable. In case if that particular variable is deleted and the Pointer is still pointing to the same memory location, then that particular pointer variable is called as a Dangling Pointer Variable.
Ans: Scope of the variable can be defined as the part of the code area where the variables declared in the program can be accessed directly. In C, all identifiers are lexically (or statically) scoped.
Ans: The variables and functions that are declared using the keyword Static are considered as Static Variable and Static Functions. The variables declared using Static keyword will have their scope restricted to the function in which they are declared.
Ans: calloc() and malloc() are memory dynamic memory allocating functions. The only difference between them is that calloc() will load all the assigned memory locations with value 0 but malloc() will not.
Ans: To store a negative integer, we need to follow the following steps. Calculate the two's complement of the same positive integer.
Step-1 – One's complement of 5: 1010
Step-2 – Add 1 to above, giving 1011, which is -5.
Ans: The Parameters which are sent from main function to the subdivided function are called as Actual Parameters and the parameters which are declared a the Subdivided function end are called as Formal Parameters.
Ans: The program will be compiled but will not be executed. To execute any C program, main() is required.
Ans: When a data member of one structure is referred by the data member of another function, then the structure is called a Nested Structure.
Ans: Keywords, Constants, Special Symbols, Strings, Operators, Identifiers used in C program are referred to as C Tokens.
Ans: A Preprocessor Directive is considered as a built-in predefined function or macro that acts as a directive to the compiler and it gets executed before the actual C Program is executed. In case you are facing any challenges with these C Programming Interview Questions, please write your problems in the comment section below.
Ans: C introduced many core concepts and data structures like arrays, lists, functions, strings, etc. Many languages designed after C are designed on the basis of C Language. Hence, it is considered as the mother of all languages.
Ans: printf() is used to print the values on the screen. To print certain values, and on the other hand, scanf() is used to scan the values. We need an appropriate datatype format specifier for both printing and scanning purposes. For example,
Ans: The array is a simple data structure that stores multiple elements of the same datatype in a reserved and sequential manner. There are three types of arrays, namely,
Ans: The Symbol mentioned is called a Null Character. It is considered as the terminating character used in strings to notify the end of the string to the compiler.
Ans: Compiler is used in C Language and it translates the complete code into the Machine Code in one shot. On the other hand, Interpreter is used in Java Programming Language and other high-end programming languages. It is designed to compile code in line by line fashion.
Ans: No, Integer datatype will support the range between -2^268 and 2^267. Any value exceeding that will not be stored. We can either use float or long int.
Want to upskill yourself to get ahead in your career? Check out this video:
Intermediate C Interview Questions
Q20. How is a Function declared in C Language?
Ans: A function in C language is declared as follows,
return_type function_name(formal parameter list) {
Function Body;
}
Q21. What is Dynamic Memory allocation? Mention the syntax.
Ans: Dynamic Memory Allocation is the process of allocating memory to the program and its variables in runtime. Dynamic Memory Allocation process involves three functions for allocating memory and one function to free the used memory.
malloc() – Allocates memory
Syntax: ptr = (cast-type*) malloc(byte-size);
calloc() – Allocates memory
Syntax: ptr = (cast-type*) calloc(n, element-size);
realloc() – Allocates memory
Syntax: ptr = realloc(ptr, newsize);
free() – Deallocates the used memory
Syntax: free(ptr);
Q22. What do you mean by Dangling Pointer Variable in C Programming?
Ans: A Pointer in C Programming is used to point the memory location of an existing variable. In case if that particular variable is deleted and the Pointer is still pointing to the same memory location, then that particular pointer variable is called as a Dangling Pointer Variable.
Q23. Where can we not use &(address operator in C)?
Ans: We cannot use & on constants and on a variable which is declared using the register storage class.
Q24. Write a simple example of a structure in C Language.
Ans: Structure is defined as a user-defined data type that is designed to store multiple data members of the different data types as a single unit. A structure will consume the memory equal to the summation of all the data members.
**struct employee { char name[10]; int age; j e1; int main() { printf("Enter the name"); scanf("%s",&e1.name); printf("\n"); printf("Enter the age"); scanf("%d",&e1.age); printf("Name and age of the employee: %s,%d",&e1.name,&e1.age); return 0; }
}
Q25. Differentiate between call by value and call by reference.
Ans: Factor
Call by Value
Call by Reference
Safety
Actual arguments cannot be changed and remain safe
Operations are performed on actual arguments, hence not safe.
Memory Location
Separate memory locations are created for actual and formal arguments
Actual and Formal arguments share the same memory space.
Arguments
Copy of actual arguments are sent
Actual arguments are passed
Example of Call by Value method
#include<stdio.h>
void change(int,int);
int main() { int a=25,b=50; change(a,b); printf("The value assigned to a is: %d",a); printf("\n"); printf("The value assigned to of b is: %d",b); return 0; }
void change(int x,int y) { x=100; y=200; }
Output
The value assigned to of a is: 25
The value assigned to of b is: 50
Example of Call by Reference method
#include<stdio.h>
void change(int*);
int main() { int a=25,b=50; change(&a,&b); printf("The value assigned to a is: %d",a); printf("\n"); printf("The value assigned to b is: %d",b); return 0; }
void change(int *x,int *y) { *x=100; *y=200; }
Output
The value assigned to a is: 100
The value assigned to b is: 200
In case you are facing any challenges with these C Programming Interview Questions, please write your problems in the comment section below.
Q26. Differentiate between getch() and getche().
Ans: Both the functions are designed to read characters from the keyboard and the only difference is that
getch(): reads characters from the keyboard but it does not use any buffers. Hence, data is not displayed on the screen.
getche(): reads characters from the keyboard and it uses a buffer. Hence, data is displayed on the screen.
Example
#include<stdio.h>
#include<conio.h>
int main() { char ch; printf("Please enter a character "); ch=getch(); printf("\nYour entered character is %c",ch); printf("\nPlease enter another character "); ch=getche(); printf("\nYour new character is %c",ch); return 0; }
Output
Please enter a character Y
Your entered character is Y
Please enter another character x
Your new character is x
Q27. Explain toupper() with an example.
Ans. toupper() is a function designed to convert lowercase words/characters into upper case.
Example
#include<stdio.h>
#include<ctype.h>
int main() { char c; c=a; printf("%c after conversions %c", c, toupper(c)); c=B; printf("%c after conversions %c", c, toupper(c)); }
Output
a after conversions A
B after conversions B
Q28. Write a code to generate random numbers in C Language.
Ans: Random numbers in C Language can be generated as follows:
#include<stdio.h>
#include<stdlib.h>
int main() { int a,b; for(a=1;a<=10;a++) { b=rand(); printf("%dn",b); } return 0; }
Output
1987384758
2057844389
3475398489
2247357398
1435983905029.
Can I create a customized Head File in C language?
Ans: It is possible to create a new header file. Create a file with function prototypes that need to be used in the program. Include the file in the #include" section in its name.
Q30. What do you mean by Memory Leak?
Ans: Memory Leak can be defined as a situation where programmer allocates dynamic memory to the program but fails to free or delete the used memory after the completion of the code. This is harmful if daemons and servers are included in the program.
#include<stdio.h>
#include<stdlib.h>
int main() { int* ptr; int n, i, sum = 0; n = 5; printf("Enter the number of elements: %dn", n); ptr = (int*) malloc(n * sizeof(int)); if (ptr == NULL) { printf("Memory not allocated."); exit(0); } else { printf("Memory successfully allocated using malloc."); for (i = 0; i<n; i++) { ptr[i] = i + 1; } printf("The elements of the array are: "); for (i = 0; i<n; i++) { printf("%d, ", ptr[i]); } } return 0; }
Output
Enter the number of elements: 5
Memory successfully allocated using malloc.
The elements of the array are: 1, 2, 3, 4, 5.
In case you are facing any challenges with these C Programming Interview Questions, please write your problems in the comment section below.
Q31. Explain Local Static Variables and what is their use?
Ans: A local static variable is a variable whose life doesn't end with a function call where it is declared. It extends for the lifetime of the complete program. All calls to the function share the same copy of local static variables.
#include<stdio.h>
void fun() { static int x; printf("%d ", x); x = x + 1; }
int main() { fun(); fun(); }
Output
0 1
Q32. What is the difference between declaring a header file with < > and " "?
Ans: If the Header File is declared using < > then the compiler searches for the header file within the Built-in Path. If the Header File is declared using " " then the compiler will search for the Header File in the current working directory and if not found then it searches for the file in other locations.
Q33. When should we use the register storage specifier?
Ans: We use Register Storage Specifier if a certain variable is used very frequently. This helps the compiler to locate the variable as the variable will be declared in one of the CPU registers.
Q34. Which statement is efficient and why? x=x+1; or x++?
Ans: x++, is the most efficient statement as it just a single instruction to the compiler while the other is not.
Q35. Can I declare the same variable name to the variables which have different scopes?
Ans: Yes, Same variable name can be declared to the variables with different variable scopes as the following example.
int var;
void function() { int variable; }
int main() { int variable; }
Q36. Which variable can be used to access Union data members if the Union variable is declared as a pointer variable?
Ans: Arrow Operator (>) can be used to access the data members of a Union if the Union Variable is declared as a pointer variable.
Q37. Mention File operations in C Language.
Ans: Basic File Handling Techniques in C, provide the basic functionalities that user can perform against files in the system.
Function
Operation
open()
To Open a File
close()
To Close a File
fgetc()
To Read a File
fprint()
To Write into a File
fn
case you are facing any challenges with these C Programming Interview Questions, please write your problems in the comment section below.
Q38. What are the different storage class specifiers in C?
Ans: The different storage specifiers available in C Language are as follows:
auto register static extern
Q39. What is typecasting?
Ans: Typecasting is a process of converting one data type into another is known as typecasting. If we want to store the floating type value to an int type, then we will convert the data type into another data type explicitly.
Syntax: (type_name) expression;
Q40. Write a C program to print hello world without using a semicolon.
**Ans: #include<stdio.h>
void main() { if(printf("hello world")) } }
Output
hello world
Q41. Write a program to swap two numbers without using the third variable.
Ans:
#include<stdio.h>
#include<conio.h>
main() { int a=10, b=20; clrscr(); printf("Before swapping a=%d b=%d",a,b); a=a+b; b=a-b; a=a-b; printf("After swapping a=%d b=%d",a,b); getch(); }
Output
Before swapping a=10 b=20
After swapping a=20 b=10
Advanced C Programming Interview Questions for Experienced Professionals
Q42. How can you print a string with the symbol % in it?
Ans: There is no escape sequence provided for the symbol % in C. So, to print % we should use %% as shown below.
printf(&lquo;%”);
Q43. Write a code to print the following pattern:
1 12 123 1234 12345.
Ans: To print the above pattern, the following code can be used.
#include<stdio.h>
int main() { for(i=1;i<=5;i++) { for(j=1;j<=i;j++) { printf("%d",j); } printf("\n"); } return 0; }
Q44. Explain the # pragma directive.
Ans: The following points explain the Pragma Directive. This is a preprocessor directive that can be used to turn on or off certain features. It is of two types #pragma startup, #pragma exit and pragma warn. #pragma startup allows us to specify functions called upon program startup. #pragma exit allows us to specify functions called upon program exit. #pragma warn tells the computer to suppress any warning or not.
Q45. How can you remove duplicates in an array?
Ans: The following program will help you to remove duplicates from an array.
#include <stdio.h>
int main() { int n, a[100], b[100], calc = 0, i, j, count; printf("Enter no. of elements in array.n"); scanf("%d", &n); printf("Enter %d integers", n); for (i = 0; i < n; i++) scanf("%d", &a[i]); for (i = 0; i < n; i++) { for (j = 0; j < i; j++) { if(a[j] == b[j]) break; } if (j == calc) { b[count] = a[i]; calc++; } } printf("Array obtained after removing duplicate elements"); for (i = 0; i < calc; i++) { printf("%dn", b[i]); } return 0; }
Output
Enter no. of elements in array. 5
Enter 5 integers 12 11 11 10 4
Array obtained after removing duplicate elements 12 11 10 4
Q46. What is Bubble Sort Algorithm?
Explain with a program.
Ans: Bubble sort is a simple sorting algorithm that repeatedly steps through the list, compares adjacent elements and swaps them if they are in the wrong order. The pass through the list is repeated until the list is sorted. The following code executes Bubble Sort.
int main() { int array[100], n, i, j, swap; printf("Enter number of elements"); scanf("%d", &n); printf("Enter %d Numbers", n); for(i = 0; i < n; i++) scanf("%d", &a[i]); for(i = 0; i < n-1; i++) { for(j = 0; j < n-i-1; j++) { if(a[j] > a[j+1]) { swap=a[j]; a[j]=a[j+1]; a[j+1]=swap; } } } printf("Sorted Array:"); for(i = 0; i < n; i++) printf("%dn", array[i]); return 0; }
Q47. What is Round-robin algorithm? Write a code for Round Robin Scheduling.
Ans: Round-robin Algorithm is one of the algorithms employed by process and network schedulers in computing in order to evenly distribute resources in the system. The following code will execute Round Robin Scheduling.
#include<stdio.h>
int main() { int i, limit, total = 0, x, counter = 0, time quantum; int wait_time = 0, turnaround_time = 0, arrival_time[10], burst_time[10], temp[10]; float average_wait_time, average_turnaround_time; printf("nEnter Total Number of Processes:"); scanf("%d", &limit); x = limit; for(i = 0; i < limit; i++) { printf("nEnter Details of Process %dn", i + 1); printf("Arrival Time:"); scanf("%d", &arrival_time[i]); printf("Burst Time:"); scanf("%d", &burst_time[i]); temp[i] = burst_time[i]; printf("Enter Time Quantum:"); scanf("%d", &time_quantum); printf("nProcess ID\tBurst Timet Turnaround Timet Waiting Timen"); for(total = 0, i = 0; x != 0;) { if(temp[i] <= time_quantum & amp; temp[i] > 0) { total = total + temp[i]; temp[i] = 0; counter = 1; } else if(temp[i] > 0) { temp[i] = temp[i] - time_quantum; total = total + time_quantum; } if(temp[i] == 0 & amp; counter == 1) { x--; printf("nProcess %d\t\t\t\t\t %d\t\t %d", i + 1, burst_time[i], total - arrival_time[i], total - arrival_time[i] - burst_time[i]); wait_time = wait_time + total - arrival_time[i]; turnaround_time = turnaround_time + total - arrival_time[i]; counter = 0; } if(i == limit - 1) (i = 0; } else if(arrival_time[i + 1] <= total) { i++; } else { i = 0; } } average_wait_time = wait_time * 1.0 / limit; average_turnaround_time = turnaround_time * 1.0 / limit; printf("nAverage Waiting Time:%f", average_wait_time); printf("nAvg Turnaround Time:%f", average_turnaround_time); return 0; }
Output
In case you are facing any challenges with these C Programming Interview Questions, please write your problems in the comment section below.
Q48. Which structure is used to link the program and the operating system?
Ans: The answer can be explained through the following points. The structure used to link the operating system to a program is file. The file is defined in the header file "stdio.h" (standard input/output header file). It contains the information about the file being used, its current size and its location in memory. It contains a character pointer that points to the character that is being opened. Opening a file establishes a link between the program and the operating system about which file is to be accessed.
Q49. What are the limitations of scanf() and how can it be avoided?
Ans: The Limitations of scanf() are as follows:
scanf() cannot work with the string of characters. It is not possible to enter a multiword string into a single variable using scanf(). To avoid this the gets() function is used. It gets a string from the keyboard and is terminated when enter key is pressed. Here the spaces and tabs are acceptable as part of the input string.
Q50. Differentiate between the macros and the functions.
Ans: The differences between macros and functions can be explained as follows: Macro call replaces the templates with the expansion in a literal way. The Macro call makes the program run faster but also increases the program size. Macro is simple and avoids errors related to the function calls. In a function, call control is transferred to the function along with arguments. It makes the functions small and compact. Passing arguments and getting back the returned value takes time and makes the program run at a slower rate.
Q51. Suppose a global variable and local variable have the same name. Is it possible to access a global variable from a block where local variables are defined?
Ans: No. It is not possible in C. It is always the most local variable that gets preference.
With this, we come to an end of this "C Programming Interview Questions" article. I hope you have understood the importance of C Programming. Now that you have understood the basics of Programming in C, check out the training provided by Edureka on many technologies like Java, Spring, and many more, a trusted online learning company with a network of more than 250,000 satisfied learners spread across the globe.
Got a question for us? Mention it in the comments section of this "C Programming Interview Questions" blog and we will get back to you as soon as possible.****

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