

BCA 104 principles of programming language

Unit 1

1. Commands given to the computer is called____
A data B **instruction** C software D all
2. Set of instructions written in a specific language to do a specific task is known as:
A **program** B data C character D all
3. Integrated set of programs with supporting files and documentation is called:
A **software** B document C Data D none
4. Raw, facts, figures, values that have no meaning is called:
A information B **data** C software D all
5. Processed data is known as:
A **information** B wisdom C Data D all
6. The purpose of Programming language is :
A write B reading C **communication** D none
7. Finding the errors and resolving process is:
A **Debugging** B testing C design D coding
8. How many phases used in SDLC:
A **6** B 5 C 7 D 8
9. SDLC stands for:
A **System development life cycle** B software C both D none
10. Broad area or applications of programming language is :
A area B **domain** C testing D none
11. How many types of language:
A 2 types(low level and high level) B 3 C 4 D 1
12. Assembly language is:
A High level B mid level C both D **low level language**
13. Binary language is also known as:
A **Machine language** B high level C mid level D all
14. Binary language is:
A **low level language** B high level C mid level D all
15. C language is:
A low level B **Middle level language** C both D none
16. Assembly language used:
A letters B character C **mnemonics** D 0 and 1
17. How many digits are used in binary language:
A **2** B 3 C 1 D 4
18. Instructions made in binary language by using:
A **0 and 1** B only 0 C 0-9 D 1-9
19. Which language response time is very fast:
A high level B **machine language** C java D all
20. Which language are machine independent:
A **High level language** B low level C both D none
21. Which language are machine dependent:
A **low level language** B C lang C Java D all
22. What translator is used in assembly language:
A compiler B **assembler** C interpreter D all
23. What translator is used in binary language:
A assembler B compiler C interpreter D **none**
24. What translator is used in high level language:
A assembler B **compiler/interpreter** C both D none
25. In C language which translator is used:
A assembler B **compiler** C interpreter D all
26. Which language is understand by computer:
A assembly B **Binary** C C lang D java
27. Which language is First generation language:
A **machine** B C lang C assembly D all
28. Assembly language is used in which generation:
A First B **second generation** C third D dourth
29. High level language started from which generation:
A **Third generation** B Second C first D none
30. Which language is closer to human language:
A Machine B assembly C **High level language** D all
31. Who will Convert source code to object code in one go: compiler

Unit 2

1. C language was developed by:
A jack berg **B Dennis Ritchie** C charls babage D none
2. C language was developed in the year:
A 1980 B 1987 **C 1972** D none
3. The C programming is a :
A binary **B Middle level language** C high level D all
4. The C program are converted into machine language using:
A data **B compiler** C software D all
5. C language was developed at:
A **AT and T Bell Lab** B USA C India D none
6. Why C language developed:
A create windows **B create Unix OS** C create program D all
7. The C language is an offspring of the:
A Algol B BCPL **C B language** D none
8. The C tooks positive features of:
A Python B java **C ALGOL, B and BCPL** D all
9. ALGOL stands for
A **Algorithmic language** B all language C artificial language D all
10. BCPL stands for:
A **Basic combined PL** B begin purpose C B program lang D all
11. ANSI stands for:
A **American national standard institute** B instruction C software D all
12. ISO:
A **Indian standard organization** B instruction SO C Info software D all
13. The c program should written only in:
A upper **B lower case** C both D none
14. The extension of C program files is :
A .obj **B .c** C .cpp D all
15. The C can be used with:
A windows only **B all OS** C linux only D none
16. The C is closely associated with:
A windows **B Unix** C MacOS D all
17. Each instruction in C program is terminated by:
A ; B : C , D all
18. ANSI committee was setup in:
A **1983** B 1987 C 1980 D none
19. The program which translate high level program into machine program is called:
A Object **B Translator** C Language D all
20. Same program execute on different machine means
A **Portable** B Robust C dynamic D all
21. A compiler reads the source code of a program:
A **complete program in one strock** B one line C 1 char D all
22. .exe file is generated by:
A Loader **B linker** C compiler D all
23. .obj file is generated by
A linker **B Compiler** C interpreter D all
24. Output is loaded in RAM by:
A linker **B Loader** C compiler D all
25. Compilation of program by using short cut key:
A **Alt+F9** B F2 C F5 D none
26. Run/Execution the program by:
A Alt+F9 **B Ctrl+F9** C F5 D F2
27. Character set includes:
A **0-9,a-z,A-z,special characters** B 0,1 C 0-9 D none
28. Smallest unit of program is called:
A Keyword **B token** C variable D all
29. The C is case sensitive or not:
A **case Sensitive** B case insensitive C both D none
30. Every C program should have exactly one main function.
A **True** B False C not known D depend
31. First language to use a block structure:
A **ALGOL** B C lang C Java D all
32. White spaces also called:

- A **escape sequence** B Space C Null D all
33. New line character represent by:
A nl B **\n** C /n D all
34. Reserve words whose meaning is already define in C compiler and can not change:
A **Keyword** B constant C variable D all
35. How many keywords present in C language: 32
A 31 B **32** C 33 D 30
36. Linking software is used to bring together the source program and library code:
A False B **True**
37. Is all keywords: Int char float double long void short unsigned signed struct union enum typedef auto extern register static volatile if else for while do goto break continue default register const case return sizeof. **Yes**
38. The rule for identifier is: First character must be an alphabet or underscore.
A False B **True**
39. Is Lower and uppercase are permitted in Variable name:
A **True** B False
40. Whose value can change during the execution of the program:
A **Variable** B Constant C keyword D all
41. Whose value cannot change during the execution of the program: constant
A Variable B **Constant** C keyword D all
42. The name of variable can be a keyword:
A **No** B Yes
43. Variable must begin with character without space but it permits:
A **underscore only** B @ C + D all
44. main() enclosed with in:
A { } B () C [] D all
45. A c variable can not start with:
A **Number** B alphabet C _ D all
46. The word int is a:
A **keyword** B variable C constant D all
47. The variable is initialized using:
A == B = C += D all
48. Identifier are:
A **user defined names** B predefined C none D all
49. Which keyword is used for constant:
A con B **const** C constant D all
50. Main() is a:
A **user defined function** B operator C library fun D all
51. ___defines the type of the data that a variable can hold:
A **data type** B keyword C constant D all
52. In C the variable name SUM and sum are same:
A Yes B **No**
53. A character variable can store only:
A **one character** B 2 char C multiple char D all
54. Integer means:
A 1-9 B 1-10 C **0 to 9 values** D all
55. Float means:
A **decimal values** B integer value C big value D all
56. A int variable occupies memory of:
A **2 byte** B 4 byte C 6 D none
57. A char variable occupies memory of: 1 byte
A 2 byte B **1 byte** C 4 byte D all
58. A float variable occupies memory of: 4 byte
A 2 byte B **4 Byte** C 1 D none
59. A double variable occupies memory of:
A 2 byte B 4 byte C **8 byte** D all
60. Which is not a Primary data types
A **array** B int Cchar D all
61. Derived data type are
A array B Pointer C function D **all**

62. User defined data type are
 A structure B union C typedef D **all**
63. The range of unsigned integer is:
 A 0-65534 B **0-65535** C 0-65536 D all
64. The range of char is:
 A **-128 to 127** B 0-254 C both D none
65. How many digits used in float after decimal point:
 A **6** B 7 C 4 D all
66. How many digits used in double after decimal point:
 A **14** B 15 C 16 D all
67. In C the maximum value of unsigned character is:
 A **255** B 254 C 256 D none
68. In C sizeof is a:
 A keyword B operator C **both** D none
69. Integer constant in C can be:
 A **positive or negative** B +ve C -ve D all
70. How many variable can be initialized at a time
 A one B **any number of variable** C 2 D all
71. All variable must be declared before they are used in the program
 A **True** B False
72. Which one is the correct declaration of variable:
 A **int a,b,c;** B int a;b; C int a;b D all
73. Initialization means:
 A **declaration+assignment** B assign C declare D all
74. Which function is used to Display information on screen:
 A **printf()** B scanf() C gets() D all
75. Which function is used to printing the value or output of the variable
 A **printf()** B scanf() C gets() D all
76. The correct syntax of printf() is:
 A **printf("control string",var1,var2,...);** B printf(var1,var2) C none D all
77. The Format specifier %d and %c is used for:
 A **int and char** B int C char D all
78. Printf("%7.3s ", "language"), what is the output?
 A **lan** B language C langua D all
79. Which function is used to accept data from the user?
 A sprintf() B **scanf()** C gets() D all
80. What is the correct syntax of scanf()?
 A **scanf("cs", &var1,&var2,...);** B scanf() C scanf(var1,...) D all
81. Which symbol is used to shows the address of the variable?
 A **&** B * C # D all
82. What will be the output from
 Void main() { char c=90; printf("%c",c);
 A **Z** B z C S D none
83. Void main() { char c=65; printf("%d%c%d",c,c,c);
 A 65 A 64 B **65 A 65** C 64 A 65 D none
84. Find out error int a=7; printf("%d" a+1);
 A **comma is missing** B " " C a=7; D all
85. What is error #define pi=3.14;
 A : B **remove =** C # D all
86. Which one is Ternary operator:
 A **?:** B ?"" C ?:: D all
87. What is the output: 17%5
 A **2** B 3 C 4 D none
88. The result of the expression is (10/3)*3+5%3
 A 9 B 10 C **11** D none
89. The result of 16>>2 is
 A **4** B 3 C 2 D 8
90. The result of 5 && 2 is
 A **1** B 0 C 2 D 5
91. Addition of two numbers is performed by using:

92. What is the value of !0?
 A arithmetic operator B logical C relational D all
 A 0 B 1 C 2 D no
93. Which operator is used for comparing 2 values?
 A **Relational operator** B logical C bitwise D all
94. The example of logical operator are:
 A **&&** B & C | D all
95. Which is the assignment operator:
 A = B == C != D all
96. Where we can use == operator:
 A **for comparison** B equality C assign D all
97. Precedence decides which operator will be :
 A out B last C **evaluated first** D all
98. Associativity decides:
 A **operator direction** B preference C evaluated first D all
99. Associativity of unary and assignment operator is:
 A **right to left** B l to r C none D both a & b
100. Which statement is used for decision making or selection:
 A for() B **if else** C while() D all

Unit 3

1. Repetition of a set of statements is called:
 A looping B iteration C **Both** D none
2. Which are example of looping statement:
 A for B while C do while D **all**
3. In switch statement case is what:
 A **keyword** B variable C constant D all
4. In switch statement which one is used:
 A **break** B continue C for D all
5. Which is entry controlled loop : for and while
 A for B while C **both** D break
6. Which is Exit controlled loop: do while
 A break B for C while D **do while**
7. In which statement the body part is executed at least once even the condition is false.
 A **do while** B while C for D all
8. Switch case is suitable for:
 A **menu driven program** B simple C functions D all
9. The correct syntax for for loop is:
 A for(i=0;i<5,i++) { } B **for(i=0;i<5;i++) { }** C for(i=0,i<5,i++) { } D all
10. The header file for printf() and scanf() is:
 A **stdio.h** B conio.h C process.h D all
11. The header file for getch() and clrscr() is:
 A stdio.h B **conio.h** C both D none
12. The header file for gets and puts is:
 A **stdio.h** B conio.h C string.h D none
13. The header file for string functions like strlen(), strstr() is :
 A stdio.h B conio.h C **string.h** D none
14. In for loop, if test_cond is not present then it is:
 A **infinite loop** B not execute C error D none
15. The header file for exit() is:
 A stdio.h B **process.h** C conio.h D all
16. Exit() function is used for:
 A **terminate the program** B stop C exit compiler D none
17. Break statement is used for:

- A **exit from current block/loop** B exit from program C Both D none
18. Control passes at the beginning of the loop by using
A break B **Continue** C goto D all
19. The switch can only test for:
A condition B not equality C **equality** D all
20. Only ___ values are applicable in the switch structure.
A **Constant** B float C both D none
21. The default statement is compulsory for switch statement.
A **no** B yes
22. The default statement can be written anywhere in the switch block.
A No B **Yes**
23. Each case statement in switch() is separated by:
A **break** B continue C ; D all
24. While(1) is a infinite loop
A No B **Yes**
25. Which loop must be terminated by semi colon.
A **Do while()** B for C if D all
26. For(; ;), what is the output:
A error B **infinite loop** C not run D none
27. For(a=0; a<20;), what is the result
A **infinite loop** B not run C logical error D all
28. In an array x[10], the x represents the:
A **base address** B name C variable D none
29. Int x[5]=(2,3,8,9,5); the base address is 1000 then the location of element 3 is:
A 1004 B **1002** C 1003 D 1001
30. array elements of 2D are stored at ____.
A **subsequent memory location** B randomly C both D none
31. Fast access of array elements can be done by using:
A stack B **pointer** C address D all
32. Which data type stores multiple values of the same data type.
A pointer B **Array** C structure D union
33. Int A[]; is it correct.
A **No** B Yes
34. Int a[]={2,6,5}, it is correct.
A **Yes** B No
35. When the size of array is exceed, the compiler will give the error.
A Yes B **No**
36. What is the default storage class:
A **auto** B static C both D none
37. Array elements are store in ___ memory location.
A continuous B random C **Contiguous** D all
38. A string is terminated with:
A **null char** B /0 C /o D all
39. The array name itself is a:
A variable B **address** C name D all
40. Which is the correct statement to declare an array:
A **int a[4];** B int a[4], C int a() D all
41. What is string:
A **collection of characters** B 0-9 C one char D variable
42. String is enclosed in
A " " B ' ' C [] D all
43. ___ copies one string to another.
A **Strcpy** B strcmp C both D none
44. The example of formatted function are:
A printf B scanf() C **Both** D none
45. The example of unformatted function are:
A getch() B puts() C gets() D **all**

46. The ____ statement reads all type of data values.
 A scanf() B printf() C puts() D all
47. Char name[]={‘a’,‘b’,‘\0’};, what is the length of the string.
 A 2 B 3 C 4 D 1
48. Char name[]={‘a’,‘b’,‘\0’};, what is the size of the string.
 A 3 B 2 C 4 D none
49. Gives length of the string without ‘\0’ character by
 A strlen() B string C length D count
50. Which function is used to append source to destination string.
 A strcat() B strcmp C strcpy D none
51. Strcmp(“the”,“teh”),what is output :
 A 3 B 4 C 2 D 0
52. Stricmp(“the”,“THE”),what is output :
 A 0 B 1 C 2 D 3
53. Which function is used for joining two strings.
 A strcatn B strcat() C strcpy() D all
54. For finding a substring in a string, what function is used.
 A strstr B str C strstr D all
55. Which function is used to read a string from user:
 A gets() B puts() C put() D all
56. ____ function is used to print the string only on console.
 A Strcat() B puts() C gets() D none
57. Array of 1D array is called:
 A 2D array B 1D C both D none
58. Int a=8; printf(“%d”,a++);
 A 8 B 9 C 10 D none
59. X=20; y=10; z=x*y++;
 A z=200 B z=210 C 2010 D all
60. Which bracket is used for declaring an array.
 A “” B [] C () D {}
61. The first element of array is stored at what index.
 A 1 B 0 C any D none
62. The index of array should be integer.
 A Yes B no
63. 2D array is used for :
 A table B image C both D none
64. Strncpy(“the”,“there”,3),output is detination=
 A the B THE C there D none
65. Strncmp(“the”,“that”,2), output is:
 A 0 B 1 C 2 D 3
66. Correct initialization of 2D array is
 A a[2][3]={1,4,6},{5,6,1}; B a[][]; C a[2][]; D all
67. Can we use & in scanf(), for a string
 A no B Yes
68. ____ format specifier is used for string.
 A %s B %c C %d D all
69. ____ format specifier is used for character array. %s
 A %s B %c C %string D none
70. Char name[30]=‘hello’; find bug
 A . Use “ ” instead of ‘ ‘ B no bug C : D use ()
71. What is the output of C Program with Strings
 char ary[]="Discovery Channel";
 printf("%s",ary);
 A Dis B Discovery Channel C D D all
72. What is the output of C Program with arrays
 char str[]={"C","A","T","\0"};
 printf("%s",str);
 A compile error(“ ”) B cat C cat\0 D none

73. How do you accept a Multi Word Input in C Language?
 A gets() B puts() C print() D none
74. Which function will you choose to join two words?
 A gets() B strcpy() C **strcat()** D none
75. The _____ function appends not more than n characters.
 A **strncat()** B strcat() C csncpy() D none
76. NULL is the macro defined in the header string. h.
 A **Yes** B no
77. A string in C is :
 A **1-D Array of Character** B array C int array D none
78. puts() can display only one string at a time.
 A no B **yes**
79. This C function copies content of the source string at the end of target string?
 A **strcat()** B strcmp() C strcpy() D all
80. strrev() in C is used to:
 A reverse int B **reverse a string** C rearrange D all
81. Which of the following string is used to convert string to uppercase?
 A **strupr()** B title() C uppercase() D all
82. The statement below isa
 A **Declaration** B definition C initialize D none
83. _____ functions does not convert data.
 A **Unformatted** B formatted C both D none
84. In int k[4] the total memory occupies by the array is(for 32 bit):
 A **8** B 4 C 16 D none

Unit 4

1. The problem is divided into multiple parts. These parts are called
 A class B **function** C both D none
2. An independent program which perform a specific task is called
 A **function** B class C object D none
3. Array are passed as argument to a function by:
 A value B reference C **Both** D none
4. Which keyword is used for function not return any value:
 A **void** B int C auto D none
5. A function is called itself is known as:
 A main() B **Recursion** C nested D none
6. By default the function returns:
 A **int** B void C float D none
7. The function name itself is:
 A **an address** B value C definition D none
8. Meaning of void before function name means:
 A **not return any value** B return value C no arg passed D none
9. The main() is a:
 A library fun B **user define fun** C operator D none
10. A global pointer can access variable of:
 A **all user define fun** B only main() C lib. Fun only D none
11. Library function can be define by user:
 A **no** B Yes
12. Every c program execution start with main().
 A **yes** B No
13. Mathematical library functions are defined in:
 A **math.h** B stdio.h C conio.h D none
14. Function not returning any value is called:

- A **void** B int C return D none
15. How many values can be return by return statement:
A 2 B **1** C any D none
16. A user define fun can call another user define function.
A **yes** B No
17. Actual and formal argument can have the same data type.
A **yes** B No
18. Which element of function gives the information in advance to compiler.
A Definition B calling C **Prototype** D none
19. How many types of function in C language:
A **2** B 1 C 3 D none
20. Which is not a library function in C
A printf() B scanf() C **print()** D none
21. The argument of a function which are invoked in function definition is called:
A **formal** B actual C local D none
22. Which is the correct syntax of function prototype
A void a() B **void a(int);** C void a(s); D none
23. Which is the correct syntax of function defintion
A **void a(int x){}** B void a(int);{} C void a(s);{} D none
24. Which is the correct syntax of function calling
A void a(); B a(int); C **a(s);** D none
25. Where the data type is not compulsory in passing argument
A prototype B definition C **calling** D none
26. Which definition of function shows :function return values and pass argument
A **int a(int x){}** B void a(int){} C void a(s);{} D none
27. Which prototype of function shows :function no return values but pass argument
A **void a(int);** B int a(int); C void a(s); D none
28. Which function calling shows :function return values and pass argument
A y= **add(x);** B int add(int); C void add(s); D none
29. Where the argument name is not compulsory in passing argument
A **prototype** B definition C both D none
30. Actual argument are passed in
A **calling** B definition C prototype D none
31. Function prototype is not necessary to match with actual function definition.
A True B **False**
32. The names of formal arguments should same as actual arguments.
A Yes B **no**
33. Should function have address in memory?
A **yes** B No
34. Which is an element of user defined function?
A prototype B calling C definition D **all**
35. Find a C Storage Class below.
A Static B auto & register C extern D **all**
36. What is the default C Storage Class for a variable?
A Static B **auto** C extern D register
37. Choose a right answer.
A register variable is stored in 'Register'. B static variable is stored in 'Memory'. C auto/extern variable is stored in 'Memory'. D **all**
38. A register variable is stored in a Register. Where does a Register Present in a Computer?
A RAM B ROM C **CPU** D SSD
39. Variables of type auto, static and extern are all stored in ?

63. Pointers are used to allocate memory
 A static B **dynamically** C both D none
64. Which symbol is used to show the address of the variable:
 A **&** B && C * D %
65. A function name cannot be same as a predefined C Keyword.
 A **Yes** B no
66. Default return type of any function is an
 A **int** B void C auto D none
67. protects your source or original variables from changes in outside functions or called functions by:
 A **pass by value** B reference C both D none
68. What is the minimum number of functions to be present in a C Program.?
 A **1** B 2 C 0 D any
69. What is the output of:

```
Int b=25;
Int *p=&b;
Printf("%d %d",b,*p);
```

 A **25 25** B 25 0 C 0 25 D none
70. What do you call STAR * in a c program context.? *p
 A **value at address** B value C address D none
71. What do you call & in a c program context.? *p
 A value at address B value C **address of var** D none
72. What is the default return value of a C function if not specified explicitly.?
 A **1** B 0 C -1 Dall
73. An array Index starts with.?
 A 1 B **0** C -1 Dall
74. An array size can not changed once it is created.
 A **Yes** B no
75. What is the output of C program with arrays and pointers.? int main() { int a[3] = {20,30,40}; printf("%d", *(a+1)); }
 A **30** B 20 C 0 D 40
76. An entire array is always passed by ___ to a called function.
 A **reference** B call by value C relocation D none
77. Prior to using a pointer variable it should be
 A Initialized B Declared C **both** D none
78. Is the NULL pointer same as an uninitialised pointer?
 A Yes B **no**
79. What is wild pointer?
 A Pointer which has no value B Pointer which is wild in nature C **Pointer which is not initialized** D none
80. In order to fetch the address of the variable we write preceding _____ sign before variable name.
 A **&** B && C * D %
81. The changes in variable done in the function definition affect in main function also by using
 A Call by **reference** B call by value C relocation D none
82. Multiple values return from function definition to calling by using
 A call by **reference** B call by value C relocation D none
83. In call by value, _____ is passed to the function.
 A **copy of value** B reference C both D none
84. In call by reference, _____, is passed to the function.

17. A structure and union is:
 A **user define DT** B basic DT C derived D all
18. A structure element can be access directly?
 A yes B **no**
19. The union holds:
 A multiple object B **one obj at a time** C both D none
20. The structure holds:
 A **multiple object** B one obj at a time C at most one D none
21. By default the variables of structure are:
 A private B **public** C local D all
22. Struct and union is a:
 A operator B **keyword** C function D all
23. The fscanf() statement reads data from:
 A **file** B keyboard C both D none
24. When fopen() fails to open a file it returns
 A **NULL** B -1 C 1 D none
25. A file opened in w+ mode can be
 A **read/write** B only read C only write D none
26. CLA are used to accept argument from
 A **cmd from OS** B through scanf() C both D none
27. The redirection operator> transfer any output to:
 A text file B console C **both** D none
28. Which function is used to detect the end of the file
 A **feof()** B ferror() C fputs() D fgetch()
29. The EOF is equivalent to
 A **-1** B 0 C 1 D none
30. Which function is used to write string to the file
 A feof() B fputc() C **fputs()** D fgetch()
31. Which function is used to write char one by one to a file
 A fwrite() B **fputc()** C fputs() D fgetch()
32. Which function is used to write the block of structured data to the file
 A **fwrite()** B fputc() C fputs() D fgetch()
33. A file opened in 'a' mode can be
 A read/write B **append** C only write D none
34. A file pointer contains all information about a file.
 A **Yes** B no
35. Which is correct for file pointer declaraction:
 A **FILE *p;** B int *p; C both D none
36. Which mode will create a file in binary mode:
 A **wb** B rb C w+ D none
37. Command line arguments are:
 A **argc & argv** B only argc C only argv D none
38. Which function is used to return the current pointer position?
 A fcur() B fposition() C **ftell()** D none
39. In which file type data can be access randomly?
 A sequential B **Random** C both D none
40. Which file type can take more time to accessing the records?
 A **sequential** B Random C both D none
41. Which function is used to set the pointer position anywhere in the file?
 A ftell() B fposition() C **fseek()** D none
42. Choose a C Formatted Input Output function below.

- A printf(), scanf() B sprintf(), sscanf() C fprintf(), fscanf() D **All**
43. Choose a C un-Formatted Input Output function below.
A gets(), puts() B getchar(), putchar() C **both** D none
44. _____ I/O functions allow to supply input or display output in user desired format.
A **formatted** B unformatted C both D none
45. _____ functions contain format specifier in their syntax.
A **formatted** B unformatted C both D none
46. Unformatted I/O functions are used mainly for character and string data types.
A **yes** B no
47. A file opened in 'r' mode can be
A read/write B append C **only read** D none
48. _____ is a collection of records which placed on disk.
A program B **file** C character D none
49. What are types of files :
A sequential B random C binary D **all**
50. Which function is used to reads an integer from the file?
A **getw()** B putw() C both D none
51. _____ used to report error during read/write operation
A **ferror()** B ferrors() C error() D none
52. _____ function is used to create a new file during read/write operations
A **fopen()** B putw() C both D none
53. Which function is used to close a file associated with file pointer?
A fcloseall() B **fclose()** C both D none
54. Which function is used to close all files opened with fopen()?
A **fcloseall()** B fclose() C both D none
55. _____ used to write all types of data values to the file.
A ftell() B fposition() C **fprintf()** D none
56. _____ used to read all types of data values from the file.
A ftell() B **fscanf()** C fprintf() D none
57. This function is used to change the name of the file.
A ftell() B fchange() C **rename()** D none
58. Which is unformatted input function:
A getchar() B gets() C **both** D none
59. Which is unformatted output function:
A putchar() B puts() C **both** D none
60. Which function is used to remove the specified file from the disk?
A perror() B fposition() C **unlink()** D none