

Name of the Student:

Roll No:

Department:

Class:

EMPLOYABILITY TEST 1

I. Choose the correct alternative:

1. What is the similarity between a structure, union and enumeration? []
a. All of them let you define new values **b.** All of them let you define new data types
c. All of them let you define new pointers **d.** All of them let you define new structures
2. In which numbering system can the binary number 1011011111000101 be easily converted to? []
a. Decimal system **b.** Hexadecimal system **c.** Octal system **d.** No need to convert
3. Which bitwise operator is suitable for turning off a particular bit in a number? []
a. && operator **b.** & operator **c.** || operator **d.** ! operator
4. Which header file should be included to use functions like `malloc()` and `calloc()`? []
a. `memory.h` **b.** `stdlib.h` **c.** `string.h` **d.** `dos.h`
5. Specify the 2 library functions to dynamically allocate memory? []
a. `malloc()` and `memalloc()` **b.** `alloc()` and `memalloc()`
c. `malloc()` and `calloc()` **d.** `memalloc()` and `faralloc()`
6. Which of the following is not logical operator? []
a. & **b.** && **c.** || **d.** !
7. How many times the `while` loop will get executed if a `short int` is 2 byte wide? []

```
#include<stdio.h>
int main()
{
    int j=1;
    while(j <= 255)
    {
        printf("%c %d\n", j, j);
        j++;
    }
    return 0;
}
```

- a.** Infinite times **b.** 255 times **c.** 256 times **d.** 254 times

8. Which bitwise operator is suitable for checking whether a particular bit is on or off? []
 a. && operator b. & operator c. || operator d. ! operator
9. Which bitwise operator is suitable for turning on a particular bit in a number? []
 a. && operator b. & operator c. || operator d. | operator
10. How many times "IndiaBIX" is get printed? []

```
#include<stdio.h>
int main()
{
    int x;
    for(x=-1; x<=10; x++)
    {
        if(x < 5)
            continue;
        else
            break;
        printf("IndiaBIX");
    }
    return 0;
}
```

- a. Infinite times b. 11 times c. 0 times d. 10 times

II. True Or False

11. A union cannot be nested in a structure []
12. Union elements can be of different sizes. []
13. A structure can contain similar or dissimilar elements []
14. It is not possible to create an array of pointer to structures. []
15. Bitwise & and | are unary operators []
16. Bitwise & can be used to divide a number by powers of 2 []
17. malloc() allocates memory from the heap and not from the stack. []
18. A short integer is at least 16 bits wide and a long integer is at least 32 bits wide. []
19. The modulus operator cannot be used with a long double. []
20. A char variable can store either an ASCII character or a Unicode character. []

ET1_Evaluators

1. B
2. B
3. B
4. B
5. c
6. A
7. B
8. B
9. D
10. C
11. F
12. T
13. T
14. F
15. F
16. F
17. T
18. T
19. T
20. T