

Q. No. 1. Which one of the following is correct w.r.t control expression in switch statement?

- A: Only int can be used
- B: Both char and int can be used
- C: Any data type can be used
- D: Only void cannot be used

☐ A ☒ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 2. Which one of the following is correct w.r.t the usage of break and continue statements in C?

- A: break can be used in for, if and while statement body
- B: continue can be used only in for loop body
- C: break can be used only in for and if statement body
- D: break and continue can be used in for, while and do-while loop body. But only break can be used in switch body

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 3. Let y be an integer which can take a value of 0 or 1. The statement if(y==0) y=1; else y=0; is equivalent to which one of the following?

- A: y=1+y;
- B: y=1-y;
- C: y=y-1;
- D: y=1%y;

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 4. What is the meaning of the following declaration in C language?
int (*d)[10];

- A: It will result in compile time error
- B: d is a pointer to an array of 10 integers
- C: d is pointer to integer array
- D: d is an array of 10 integer pointers

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 5. Which one of the following is the most appropriate way of using format specifiers in printf statement in order to print **float** a, **double** b and **long double** c in C language?

- A: printf("%f %f %f",a,b,c)
- B: printf("%f %ff %fff",a,b,c);
- C: printf("%f %lf %Lf",a,b,c);
- D: printf("%f %lf %llf",a,b,c);

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 6. What is the output of the following C program? Assume size of integer as 4 bytes and size of character as 1 byte.

```
union XYZ {  
    int a;  
    char b[8];  
    int c;  
};  
int main()  
{  
    printf("%d",sizeof(union XYZ));  
    return(0);  
}
```

- A: 16
- B: 12
- C: 8
- D: 32

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 7. Consider the following C program snippet.

```
unsigned x;  
Which one of the following is correct?
```

- A: Compile time error, as datatype is not mentioned
- B: It accepts and takes int by default
- C: It accepts and takes char by default
- D: Runtime error

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 8. What is the output of the following C program?

```
#include <stdio.h>
int *gatr;
int main()
{
    int *lbtr = NULL;
    if(gatr == lbtr)
    {
        printf("Equal!");
    }
    else
    {
        printf("Not Equal");
    }
    return 0;
}
```

- A: It always prints Not Equal
- B: It always prints Equal
- C: Sometimes only it prints Equal
- D: Compile time error, as pointers cannot be compared

☐ A ☐ B ☐ C ☐ D

Q. No. 9. Consider the following C program snippet:

```
extern int data;
int edata;
Which one of the following is correct?
```

- A: Both the above statements declare variables
- B: Both the above statements define variables
- C: First statement declares data and second statement defines edata
- D: First statement defines data and second statement declares edata

☐ A ☐ B ☐ C ☐ D

Q. No. 10. What is the output of the following C program?

```
#include <stdio.h>
void fun(int ptr)
{
    ptr++ = 30;
}
int main()
{
    int y = 20;
    fun(y);
    printf("%d", y);
    return 0;
}
```

- A: 20
B: 30
C: 31
D: Compile time Error

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 11. Which one of the following is an operator in 'C'?

- A: @
B: \$
C: ,
D: @@

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 12. The meaning of arrow operator in `aptr->bm`

- A: `aptr.(*bm)`
B: `(*aptr).bm`
C: `aptr.bm`
D: `(aptr*).bm`

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 13. What is the output of the following C program snippet?

```
int i=0x7+07+7;  
printf("%x\n",i);
```

- A: 21
- B: 20
- C: 15
- D: 16

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 14. What is the output of the following C code snippet?

```
int y[]={6,5,3,2,1,0};  
printf("%d\n",5[y]*3);
```

- A: Compile time error
- B: 15
- C: 45
- D: 0

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 15. What is the output of the following C code snippet?

```
int i=8;  
while(i-=2) printf("%d ",i);
```

- A: 8 6 4 2
- B: 6 4 2
- C: 8 6 4 2 0
- D: 8 6 4

☐ A ☒ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 16. _____ Operation removes an element from the stack.

- A: push
- B: pop
- C: peep
- D: peek

☐ A ☒ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 17. _____ indicates pre-order traversal in a binary tree?

- A: Left sub-tree, Right sub-tree and root
- B: Right sub-tree, Left sub-tree and root
- C: Root, Left sub-tree, Right sub-tree
- D: Right sub-tree, root, Left sub-tree

☐ A ☐ B ☒ C ☐ D

Clear Answer

Mark For Review

Q. No. 18. In linked representation of stack, the null pointer of the last node in the list represents

- A: Beginning of the stack
- B: Bottom of the stack
- C: Middle of the stack
- D: In between some value

☒ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 19. What is the time complexity of merge sort?

- A: $O(n)$
- B: $O(n^2)$
- C: $O(n \log n)$
- D: $O(\log n)$

☐ A ☐ B ☐ C ☒ D

Clear Answer

Mark For Review

Q. No. 20. Pick up the wrong statement for calculating degree of a node in a graph is _____

- A: For every regular edge on a vertex is counted as 1
- B: For a self-loop it is counted as 2
- C: Sum of all the edges on a vertex
- D: Sum of all the edges in the graph

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 21. Height of a node in a tree is

- A: Level of the node
- B: Number of hops from root to the node
- C: Number of hops from the node to the leaf node in the longest path
- D: Number of children

☐ A ☐ B ☒ C ☐ D

Clear Answer

Mark For Review

Q. No. 22. State true or false?

1. Binary search tree requires a sorted list
2. Linear search will take n^2 comparisons

- A: True, True
- B: True, False
- C: False, True
- D: False, False

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 23. Which one of the following is not an important feature of Object oriented programming language?

- A: Polymorphism
- B: Encapsulation
- C: Inheritance
- D: Parallelism

☐ A ☐ B ☐ C ☒ D

Clear Answer

Mark For Review

Q. No. 24. Placing data members in private section helps to provide

- A: Encapsulation
- B: Data hiding
- C: Overloading
- D: Abstraction

☐ A ☒ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 25. _____ refer to the names of functions, variables, arrays, classes etc.,

- A: Operators
- B: Punctuators
- C: Manipulators
- D: Identifiers

☐ A ☐ B ☐ C ☒ D

Q. No. 26. Which one of the following is a valid constructor prototype in class ABC?

- A: void ABC(int);
- B: int ABC();
- C: ABC();
- D: void ABC(int,float);

☐ A ☐ B ☐ C ☐ D

Q. No. 27. Which one of the following operator can be overloaded only as member function in C++?

- A: []
- B: *
- C: <<
- D: +=

☐ A ☐ B ☒ C ☐ D

Q. No. 28. Create a class titled Triangle with private non-static data fields named base and height. The Triangle class contains a public non-static function named displayArea() whose prototype is void Triangle::displayArea(). This function calculates area of triangle and displays the same. Which one of the following correctly invokes this member function over Triangle object?

- A: Triangle tobj; tobj.displayArea();
- B: Triangle tobj=displayArea();
- C: Triangle tobj, *tptr=&tobj; tptr->displayArea();
- D: Both A and C

☐ A ☐ B ☐ C ☐ D

Q. No. 29. Which one of the following is relevant to exception handling in C++?

- A: sizeof
- B: try
- C: virtual
- D: template

☐ A ☒ B ☐ C ☐ D

Q. No. 30. What is the value of x after executing the following code?

```
int x=0,y=5;  
x=10, y++, x +=y;
```

- A: 10
- B: 5
- C: 16
- D: 15

☒ A ☐ B ☐ C ☐ D

Q. No. 31. Which one of the following is true about this pointer?

- A: It is passed as an implicit argument to all function calls
- B: It is passed as an implicit argument to all non-static member function calls
- C: It is passed as an implicit argument to all static member function calls
- D: None of the above

☐ A ☐ B ☐ C ☐ D

Q. No. 32. Flow control is carried out by TCP using _____ window protocol.

- A: limited-size
- B: sliding
- C: fixed-size
- D: partial

☐ A ☒ B ☐ C ☐ D

Q. No. 33. ICMP is a _____ layer protocol.

- A: data link
- B: transport
- C: network
- D: application

☐ A ☐ B ☒ C ☐ D

Clear Answer

Mark For Review

Q. No. 34. _____ protocol is not desirable for real time streaming because it follows the policy of retransmission during errors.

- A: UDP
- B: TCP
- C: RIP
- D: SIP

☐ A ☒ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 35. This device has no filtering capability and just forwards the frames.

- A: router
- B: bridge
- C: hub
- D: repeater

☐ A ☒ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 36. In networking, the server uses _____ port and the client uses _____ port.

- A: a well-known, an ephemeral
- B: a well-known, a well-known
- C: an ephemeral, an ephemeral
- D: unknown, unknown

☒ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 37. If two or more bits in the data unit have changed, what is that error referred to_____.

- A: burst
- B: double bit
- C: single bit
- D: erroneous bit

☒ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 38. The data rate of Gigabit Ethernet is _____Mbps.

- A: 10,000
- B: 1000
- C: 100
- D: 10

☐ A ☐ B ☐ C ☐ D

Clear Answer

Mark For Review

Q. No. 39. _____ is defined as a variation in the delay of received packets

- A: Reliability
- B: Delay
- C: Jitter
- D: Bandwidth

☐ A ☐ B ☒ C ☐ D

Clear Answer

Mark For Review

Q. No. 40. _____ and _____ are the 2 services defined by the IEEE 802.11 standard for wireless LANs

- A: ESS, SSS
- B: BSS, ESS
- C: BSS, ASS
- D: BSS, DCF

☐ A ☒ B ☐ C ☐ D

Clear Answer

Mark For Review

<p>Q. No. 41. This access method requires that each station first listen to the medium before sending.</p> <p>A: FDMA B: CDMA C: TDMA D: CSMA</p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/></p>
<p>Q. No. 42. One program that is running all the time is</p> <p>A: Kernel B: System program C: Application program D: User program</p> <p><input checked="" type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/></p>
<p>Q. No. 43. In which state, the process will be waiting to be assigned to a processor?</p> <p>A: New B: Running C: Waiting D: Ready</p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input checked="" type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/></p>
<p>Q. No. 44. DMA is</p> <p>A: Direct Machine Account B: Direct Machine Access C: Direct Memory Account D: Direct Memory Access</p> <p><input type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input checked="" type="radio"/> D <input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/></p>

Q. No. 45.	CPU generates ____ address.
A: Logical B: Physical C: Absolute D: Sequential	
<input checked="" type="radio"/> A <input type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>

Q. No. 46.	State true or false i. paging avoids External fragmentation ii. physical memory into fixed-sized blocks called Frames
A: True, False B: True, True C: False, True D: False, False	
<input type="radio"/> A <input checked="" type="radio"/> B <input type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>

Q. No. 47.	Switching the CPU to another process requires saving the state of the old process and loading the saved state of the new process is called
A: mode switch B: process switch C: context switch D: CPU switch	
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>

Q. No. 48.	Which of the following is not a Scheduling Algorithm Optimization Criteria?
A: Max CPU utilization B: Max throughput C: Max turnaround time D: Min waiting time	
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>

Q. No. 49.	Semaphore is used for solving _____
A: wait & signal B: deadlock C: synchronization D: priority	
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>

Q. No. 50.	Bankers algorithm is used in handling situations related to
A: Fragmentation B: Page fault C: Dead lock D: Context Switching	
<input type="radio"/> A <input type="radio"/> B <input checked="" type="radio"/> C <input type="radio"/> D	<input type="button" value="Clear Answer"/> <input type="button" value="Mark For Review"/>

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