

**ARULMIGU PALANIANDAVAR ARTS COLLEGE  
FOR WOMEN, PALANI**

**DEPARTMENT OF MATHEMATICS**

**PROGRAMMING IN C**

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**(Autonomous)**  
**Programming in 'c'**

**UNIT - I**

1. Every program instruction must conform precisely to the \_\_\_\_\_ of the language. (Ans: syntax rules)
2. The compiler ignores white spaces unless they are a part of \_\_\_\_\_ (Ans: string constant)
3. Each \_\_\_\_\_ sequence consists of three characters. (Ans: trigraph)
4. In C, the smallest individual units are known as \_\_\_\_\_ (Ans: tokens)
5. In C all keywords have \_\_\_\_\_ meanings and these meanings cannot be changed. (Ans: fixed)
6. All keywords must be written in \_\_\_\_\_ (Ans: lower case)
7. Identifiers refer to the names of variables, functions and arrays.
8. In C, constants refer to a \_\_\_\_\_ that do not change during the execution of the program. (Ans: fixed value)
9. All \_\_\_\_\_ constant refers to a sequence of digits. (Ans: integer)
10. An \_\_\_\_\_ constant consists of any combination of digits from the set 0 through 7. (Ans: octal integer)
11. A sequence of digits preceded by 0x is considered as \_\_\_\_\_ (Ans: hexadecimal integer)
12. The mantissa is either a real number expressed in \_\_\_\_\_ or an \_\_\_\_\_ (Ans: decimal notation, integer)
13. A single character constant contains a single character enclosed within a pair of \_\_\_\_\_ (Ans: single quote marks)
14. A string constant is a sequence of characters enclosed in \_\_\_\_\_ (Ans: double quotes)
15. C supports some backslash character constants that are used in \_\_\_\_\_ (Ans: output functions)
16. A \_\_\_\_\_ is a data name that may be used to store a data value. (Ans: variable)
17. The type of \_\_\_\_\_ it does not return any value to the calling functions.

18. The variable which has been declared before the main is called \_\_\_\_  
(Ans: global variable)

19. a global variable is also known as \_\_\_\_\_ variable. (Ans: external)

20. \_\_\_\_\_ variable are automatically initialized to zero. (Ans: Static)

## UNIT - II

21. A variable defined inside a function is called \_\_\_\_ (Ans: local variable)

22. An \_\_\_\_\_ is a symbol that are used in programs to manipulate data and variables. (Ans: operator)

23. An arithmetic operation involving only one real operand is called \_\_\_\_ (Ans: real arithmetic)

24. When one of the operand is real and the other is integer, the expression is called a \_\_\_\_ (Ans: mixed mode arithmetic expression)

25. An expression containing a relation operator is termed as a \_\_\_\_  
(Ans: relational expression)

26. An \_\_\_\_\_ that combines two or more relational expressions is termed as logical expression or compound relational expression.

27. \_\_\_\_\_ operators are used to assign the result of an expression to a variable. (Ans: Assignment)

28. Increment and decrement operators are \_\_\_\_\_ and they require variable as their operands. (Ans: unary operator)

29. The \_\_\_\_\_ is a compile time operator when used with an operand. (Ans: size of operator)

30. C has a distinction of supporting special operators known as \_\_\_\_\_ for manipulation of data at bit level. (Ans: bitwise operator)

31. In C a \_\_\_\_\_ pair is to construct conditional expressions.  
(Ans: ternary operator)

32. The automatic conversion is known as \_\_\_\_\_ conversion.  
(Ans: implicit type)

33. \_\_\_\_\_ is different from the automatic conversion.

34. An expression that combines two or more relational expressions is termed as \_\_\_\_\_ expression. (Ans: arithmetic)

35. \_\_\_\_\_ can be used to change the order of evaluation expressions. (Ans: parantheses)

36. A \_\_\_\_\_ consists of only one operand with no operators. (Ans: unary expression)

37. All functions arguments must be \_\_\_\_\_ to variables. (Ans: pointers)
38. While using \_\_\_\_\_ have should be exercised to clear any unwanted characters in the input stream. (Ans: getchar functions)
39. We do not use commas in the format \_\_\_\_\_ of a scanf statement. (Ans: string)
40. We double quotes for \_\_\_\_\_ constants, single quotes for \_\_\_\_\_ constants. (Ans: character string, single character)

### UNIT - III

41. For using character functions we must include the header file \_\_\_\_\_. (Ans: \_\_\_\_\_)
42. The if...else statement is an extension of the \_\_\_\_\_. (Ans: simple if statement)
43. The \_\_\_\_\_ expression must be an integral type. (Ans: switch)
44. Switch case labels must be constants or \_\_\_\_\_. (Ans: constant expressions)
45. The \_\_\_\_\_ statement transfers the control out of the switch statement. (Ans: break)
46. Case labels must be \_\_\_\_\_ and no two labels can have the same value.
47. A loop will be formed and some statements will be executed repeatedly, such a jump is known as a \_\_\_\_\_. (Ans: backward jump)
48. A \_\_\_\_\_ is often used at the end of a program to direct the control to go to the input statement to read further data.
49. We do not use the equal operator to compare two \_\_\_\_\_ values (Ans: floating point)
50. Multiway selection can be accomplished using an else if statement or the \_\_\_\_\_ statement (Ans: switch)
51. The \_\_\_\_\_ statement when executed in a switch statement causes immediate exit from the structure (Ans: break)
52. A control structure may be classified either as the \_\_\_\_\_ loop or as the \_\_\_\_\_ loop (Ans: entry controlled loop, exit controlled)
53. In the \_\_\_\_\_, the control conditions are tested before the start of the loop execution. (Ans: entry controlled loop)
54. The entry controlled and exit controlled loop are also known as \_\_\_\_\_ loops. (Ans: pre test, post test)

55. The control sets up an \_\_\_\_\_ and the body is executed over and over again (Ans: infinite loop)
56. The sentinel controlled loop is known as \_\_\_\_\_ loop. (Ans: indefinite repetition)
57. In a counter controlled loop, variable known as \_\_\_\_\_ is used to count the loop operations. (Ans: counter)
58. A for loop with the no test condition is known as \_\_\_\_\_ loop (Ans: infinite)
59. A counter controlled loop called as \_\_\_\_\_ (Ans: definite repetition loop)
60. While loops can be used to replace \_\_\_\_\_ without any change in the body of the loop (Ans: for loop)

#### UNIT - IV

61. We can jump out of a loop using either the \_\_\_\_\_ statement or \_\_\_\_\_ statement. (Ans: break, goto)
62. An \_\_\_\_\_ is a fixed size sequenced collection of elements of the same data type. (Ans: array)
63. A list of items can be given one variable name using only one subscript and such a variable is called \_\_\_\_\_ or \_\_\_\_\_ array. (Ans: single subscript variable, one dimensional)
64. \_\_\_\_\_ is the process of finding the location of the specified element in a list. (Ans: searching)
65. \_\_\_\_\_ is the process of arraying elements in the list according to their values.
66. The process of allocating memory at compile time is known as \_\_\_\_\_ (Ans: static memory allocation)
67. In the ways that receive static memory allocation are called \_\_\_\_\_ (Ans: static array)
68. The arrays created at run time is known as \_\_\_\_\_ (Ans: dynamic array)
69. The variable used as a subscript in an array is popularly known as \_\_\_\_\_ variable. (Ans: subscripted)
70. An array can be initialized either at compile time or at \_\_\_\_\_ (Ans: run time)
71. An array that uses more than two subscript is referred to as \_\_\_\_\_ array. (Ans: multi dimensional)

72. When an array is declared, C automatically initializes its elements to \_\_\_\_\_ (Ans: zero)
73. An array created using malloc function at run time is referred to as \_\_\_\_\_ array. (Ans: dynamic)
74. In arrays, the smallest elements 'bubble up' to the top, this algorithm is called \_\_\_\_\_ (Ans: bubble sorting)
75. Dynamic arrays are created using \_\_\_\_\_ and memory management functions.
76. Defining the size of an array as a \_\_\_\_\_ makes a program more scalable (Ans: symbolic constant)
77. A sorted list is called an \_\_\_\_\_ (Ans: ordered list)
78. The general form of array declaration is \_\_\_\_\_ (Ans: type variable name[size];)
79. An array subscript an \_\_\_\_\_ integer constants or \_\_\_\_\_ (Ans: integer, integer variables)
80. An array can be explicitly initialized at \_\_\_\_\_ (Ans: run time)

### **UNIT - V**

81. The two most commonly used search techniques are \_\_\_\_\_ (Ans: sequential search, binary search)
82. The independently coded programs are called \_\_\_\_\_ and it is referred to as functions. (Ans: sub programs)
83. Every C program can be designed using a collection of black boxes known as \_\_\_\_\_ functions (Ans: library)
84. The program execution always begins with the \_\_\_\_\_ function (Ans: main)
85. In C, the independent program segments called \_\_\_\_\_, that are individually called \_\_\_\_\_ (Ans: program units)
86. All module are designed as single\_entry, single\_exit systems using \_\_\_\_\_ (Ans: control structure)
87. The calling program should declare any function that is to be used later in the program is known as the \_\_\_\_\_ or \_\_\_\_\_ (Ans: function declaration, function prototype)
88. The program that calls the function is referred to as the \_\_\_\_\_ or \_\_\_\_\_ (Ans: calling program, calling function)

89. The function we need to invoke it at a required place in the program is known as the \_\_\_\_\_ (Ans: function call)
90. The place of declaration all the functions the prototype is referred to as a \_\_\_\_\_ nprototype. (Ans: global)
91. The parameters used in prototypes and function defines are called \_\_\_\_\_ and these used in function calls are called actual parameters. (Ans: formal parameters)
92. \_\_\_\_\_ variables are declared inside a function. (Ans: internal static)
93. Variables are alive and active throughout the entire program are known as \_\_\_\_\_ or \_\_\_\_\_ (Ans: external variables, global variables)
94. \_\_\_\_\_ refers to the period during which a variable retains a given value during execution of a program. (Ans: longevity)
95. The feature of \_\_\_\_\_ is that their value cannot be changed accidentally. (Ans: automatic variables)
96. The arguments that are used to send out information are called \_\_\_\_\_ (Ans: output parameters)
97. A pointer variable can be assigned the \_\_\_\_\_ of another variable. (Ans: address)
98. A \_\_\_\_\_ can be initial with null or zero value. (Ans: pointer variable)
99. The process of calling a function using pointers to pass the addresses of variables is known as \_\_\_\_\_ (Ans: call by reference)
100. The process of passing the actual value of variables is known as \_\_\_\_\_ (Ans: call by value)
101. A pointer variable cannot be multiplied by a \_\_\_\_\_ (Ans: constant)



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