

MCQ's

1. Types of Programming language:

- (a) Two
- (b) Three
- (c) Four
- (d) Five

2. Which of the following is IDE?

- (a) XCode
- (b) Visual Studio
- (c) Dec C++
- (d) All

3. Variable is a name of

- (a) machine
- (b) software
- (c) **memory location**
- (d) memory

4. Person who write programs called:

- (a) program
- (b) programming
- (c) **programmer**
- (d) engineer

5. High Level Languages are languages.

- (a) Urdu-oriented
- (b) **English-oriented**
- (c) Persian-oriented
- (d) Special-oriented

6. High level languages are

- (a) C
- (b) C++
- (c) Java
- (d) **All of these**

7. C language was developed in between

- (a) 1969 and 1970
- (b) 1969 and 1971
- (c) **1969 and 1973**
- (d) 1969 and 1975

8. C language was introduced by.

- (a) John Backus
- (b) Dennis Lily
- (c) **Dennis Ritchie**
- (d) None of all

9. C language was developed at Laboratories.

- (a) Cell
- (b) Bell
- (c) Well
- (d) Dell

10. Which of the following symbol is used to denote a pre-processor statement?

- (a) !
- (b) P
- (c) #
- (d) :

11. First character of variable must be:

- (a) Letter
- (b) Underscore
- (c) Digit
- (d) **both a & b**

12. _____ values do not change during program execution.

- (a) **Constants**
- (b) Variable
- (c) Coefficient
- (d) None of all

13. Constant may be

- (a) Integer
- (b) Characters
- (c) Real
- (d) **all**

14. Types of integer data type

- (a) **two**
- (b) three
- (c) four
- (d) five

15. All the reserved words of C programs must be written in

- (a) Uppercase
- (b) **Lowercase**
- (c) Smaller case
- (d) Middle case

16. What is the valid range of numbers for int type of 2 bytes?

- (a) 0 to 256
- (b) **-32768 to +32767**
- (c) -65536 to +65536
- (d) No specific range

17. Which symbol is used as a statement terminator in C?

- (a) !
- (b) #
- (c) ""
- (d) ;

18. Which of the following symbol used for single line comment?

- (a) **
- (b) ??
- (c) //
- (d) \$\$

19. Which of the following is valid comment of C program?

(c) /* Adeel Mahboob */

(d) /Computer Teacher/

20. Types of comments are

(a) two (b) three (c) four (d) many

21. Assigning value to a variable for the first time called

(a) initialization (b) declaration (c) assigning (d) entering

22. What is the valid range of numbers for int type of 4 bytes?

(a) 0 to 256 (b) -32768 to +32767
(c) -65536 to +65536 (d) -2147483648 to 2147483648

23. Which of the following variable name is invalid?

(a) _Hello. (b) roll_num (c) name (d) Float

24. Character is enclosed in?

(a) ' ' (b) . , (c) :: (d) :: :

25. Identify the correct character constant.

(a) 'ab' (b) 'A' (c) '6 (d) '/6'

26. Example of integer constant is:

(a) 56 (b) -57 (c) 3.6000 (d) both a & b

27. Character set of C includes

(a) Alphabets (b) digits (c) special symbols (d) All

28. Character takes how many bytes in memory

(a) 1 (b) 2 (c) 3 (d) 4

29. Every variable has a unique name called:

(a) variable name (b) keyword (c) identifier (d) reserved word

30. What is the maximum size of a float variable?

(a) 1 byte (b) 2 bytes (c) 4 bytes (d) 5 bytes

31. A declaration float a; occupies _____ of memory

(a) 1 byte (b) 4 bytes (c) 8 bytes (d) 16 bytes

32. A variable must be _____ before its use

(a) initialize (b) declare (c) assign (d) enter

33. A software that is used for writing a program is

(a) compiler (b) text editor (c) IDE (d) debugger

34. Which of the following is a software that is responsible for conversion of program files to machine understandable and executable code.

(a) compiler (b) editor (c) IDE (d) debugger

35. Every programming language has some primitive building blocks and follows some grammatical rule known as its.

(a) programming rules (b) syntax (c) building blocks (d) semantics rules

36. The list of predefined words are called

(a) auto words (b) reserved words (c) predefined words (d) restricted words

37. include statements are written in _____ section.

(a) header (b) main (c) comments (d) print

38. _____ are added in the code further to explain the algorithms and techniques used by the program

(a) messages (b) comments (c) hints (d) explanations

39. _____ are the values that do not change during the whole execution of the program.

(a) variable (b) constants (c) strings (d) none

40. A float uses _____ bytes of memory.

(a) 3 (b) 4 (c) 5 (d) 6

41. For initializing a variable, we use _____ operator.

(a) → (b) = (c) @ (d) ?

42. _____ can be thought of as a container to store constants.

(a) box (b) jar (c) variable (d) collections