

## MCQ's

1. Types of Programming language:

(a) **Two**

(c) Four

(b) Three

(d) Five

2. Which of the following is IDE?

(a) XCode

(c) Dec C++

(b) Visual Studio

(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

(c) Persian-oriented

(b) **English-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

(c) **1969 and 1973**

(b) 1969 and 1971

(d) 1969 and 1975

8. C language was introduced by.

(a) John Backus

(c) **Dennis Ritchie**

(b) Dennis Lily

(d) None of all

9. C language was developed at Laboratories.

(a) Cell

(c) Well

(b) **Bell**

(d) Dell

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

(a) !

(c) #

(b) P

(d) :

11. First character of variable must be:

(a) Letter

(c) Digit

(b) Underscore

(d) **both a & b**

12. \_\_\_\_\_ values do not change during program execution.

(a) **Constants**

(c) Coefficient

(b) Variable

(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