

SIEMENS Technical Paper 2008

1) The prototype declaration for a pointer to a function which returns a pointer to an integer is:

- a. `int (**pfi)();`
- b. `int (*)(*pfi)();`
- c. `(*int) pfi ();`
- d. `int * (*pfi)();`

Ans: D

2) `main()`

```
{  
static int a[20];  
int i=0;  
a[i]=i++;  
printf(“%d%d%d”, a[0],a[i],i );  
}
```

- a. 0 0 0
- b. 0 0 1
- c. 1 1 1
- d. Error

ans: b

3) `void f(int x,int &y)`

```
{  
x++;  
y++;  
}  
Void main()  
{  
Int i=1,j=1;  
F(I,j)  
Cout<<  
}
```

- a. 1 1
- b. 1 2
- c. 2 1
- d. 2 2

ans: b

4) `void main(void)`

```
{  
FILE *p;  
p=fopen(“c:\tc\trial”, ”w”);  
if(!fp)  
{  
Exit(0);
```

```
}
```

```
Fclose(p);
```

- a. fopen() not used correctly
- b. path should be C:\\tc\\trial
- c. file pointer incorrect
- d. error

ans:b

5) void main(void)

```
{
```

```
Int y=128;
```

```
Const int x=y;
```

```
Printf(“%d”,x);
```

```
}
```

- a. 128
- b. Garbage
- c. 0
- d. Error

ans a

6) when do preprocessor directives get executed

- a. before compilation
- b. during compilation
- c. after compilation
- d. none

ans a

7) which kind of function can access private data members

- a. friend functions
- b. private member functions
- c. public member function
- d. all

ans d

8) which of the following will be automatically generated by the compiler

- a. default constructor, default destructor, copy constructor, assignment operator.
- b. Default constructor, copy constructor.
- c. Address operator, assignment operator
- d. B & C.

ans d

9) difference b/w c++ struct and c++ class is

- a. both are same.
- b. Struct defaults to public member access while class defaults to private member access.
- c. Struct defaults to public base class inheritance while class defaults to private base class inheritance.
- d. B & C.

ans:d

10) static member functions can access “this” pointer

- a. true
- b. false
- c. compiler dependent
- d. none.

Ans:b

11). Main()

```
{  
Char arr[12];  
Printf(“%d”,sizeof(arr));  
}
```

- a. 24
- b. 12
- c. 36
- d. 2

ans:b

12). char *p;

short i;

long l;

(long)i= 1;

- a. both 1 & 2 are correct;
- b. both 1 &2 are incorrect.
- c. Statm 1 is correct.
- d. Statm 2 is correct.

Ans:b

13). Main()

```
{  
Int I;  
I=010;  
Printf(“%d”,i);  
}
```

- a. 2
- b. 8
- c. 10
- d. 4

ans:b

14). Main()

```
{  
Const int val=5;  
Const int *ptrval;  
Ptrval=&val;  
*ptrval=10;  
Printf(“%d”,val);  
}
```

- a. 5
- b. 10

- c. Garbage
- d. Error

ans: d

15) void main(void)

```
{  
Int x=2;  
Int y=4;  
Cout<<<< --y;  
Cout<<  
}
```

- a. 2 4
- 3 4
- b. 3 3
- 3 4
- c. 2 3
- 2 4
- d. 2 3
- 3 3

ans: d

OS questions:

- 1) a page fault occurs when
- a. system crashes due to lack of memory
 - b. page referred belongs to a different program,
 - c. request for the page currently made is not in memory,
 - d. 1 & 2

ans:c

2) the basic criteria of selecting a page replacement algorithm for virtual memory management is

- a. low page fault rate
- b. high page fault rate
- c. high page modification rate
- d. low page size

ans b

3) which of the following is not a scheduling algorithm.

- a. FCFS scheduling
- b. SJF scheduling
- c. Priority based scheduling
- d. Shortest fit scheduling

ans d

4). Which of the following statements is true on demand paging

- a. used to Increase speed of memory access
- b. causes external fragmentation.
- c. technique to manage existing main memory efficiently
- d. allows variable sized segments.

Ans:c

5). A multiprocessor system is

- a. loosely coupled system
- b. tightly coupled system
- c. distributed system
- d. none

ans c

6). What is mutex?

- a. binary semaphore
- b. multitasking facility
- c. bit addressable memory
- d. register

ans a