SIEMENS Technical Paper 5

1. Which of following operator can't be overloaded.
a) ==
b) ++
c) ?!
d) <=

2. For the following C program
#include
main()
{printf("Hello World");}
The program prints Hello World without changing main() ,the output should be
intialisation
Hello World
Desruct
The changes should be
a) IOstream operator<<(iostream os, char*s)

os<<'intialisation'<<(Hello World)<

d) none of the above

3. CDPATH shell variable is in(c-shell)

4. The term stickily bit is related to
a) Kernel
b) Undeletable file
c) Both (a) and (b)
d) None

5. Semaphore variable is different from ordinary variable by

6. For the following C program:
swap(int x,y)
int temp;
temp=x;
x=y;
y=temp;}
main()
{int x=2;y=3;
swap(x,y);}
After calling swap, what are the values x & y?

7. Static variable will be visible in
a) Function. in which they are defined

b) Module in which they are defined
c) All the program
d) None

8. Unix system is
a) Multi processing
b) Multi processing, multiuser
c) Multi processing, multiuser, multitasking
d) Multiuser, multitasking

9. X.25 protocol encapsulates the follwing layers

a) Network
b) Datalink
c) Physical
d) All of the above
e) None of the above

10. TCP/IP can work on

a) Ethernet
b) Tokenring
c) (a) & (b)
d) None

11. A node has the IP address 138.50.10.7 and 138.50.10.9. But it is transmitting data from node1 to node 2only. The reason may be
a) A node cannot have more than one address
b) class A should have second octet different
c) class B should have second octed different
d) All of the above

12. The OSI layer from bottom to top

13. For an application which exceeds 64k the memory model should be
a) Medium
b) Huge
c) Large
d) None

14. The condition required for dead lock in unix system is

15. Set-user-id is related to (in unix)

16. Bourne shell has

a) History record****other choices not given

17. Which of the following is not true about C++
a) Code removably
b) Encapsulation of data and code
c) Program easy maintenance
d) Program runs faster

18. For the following C program

```
struct base {int a,b;
base();
int virtual function1();}
struct derv1:base

{int b,c,d;

derv1()

int virtual function1();}

struct derv2 : base

{int a,e; } base::base() {a=2;b=3;

derv1::derv1()

{b=5; c=10;d=11;}

base::function1()

{return(100); }

derv1::function1()

{ return(200); }

main()

base ba;

derv1 d1,d2;

printf("%d %d",d1.a,d1.b)
```

Output of the program is:

a) a=2;b=3;

b) a=3; b=2;

c) a=5; b=10;

d) none

19. For the above program answer the following q's

main()

base da;

derv1 d1;

derv2 d2;

printf("%d %d %d",da.function1(),d1.function1(),d2.function1());

Output is:

a) 100,200,200;

b) 200,100,200;

c) 200,200,100;

d) None of the above program

20.struct { int x; int y; }abc;

x cannot be accessed by the following

1)abc-->x;

2)abc[0]-->x;

3)abc.x;

4)(abc)-->x;

a)1, 2, 3

b) 2 & 3

c) 1 & 2

d) 1, 3, 4

21. Automatic variables are destroyed after fn. ends because

a) Stored in swap

b) Stored in stack and popped out after fn. returns

c) Stored in data area

d) Stored in disk

22. Relation between x-application and x-server (x-win)

23. What is UIL(user interface language)