

Programming Ness Technologies Placement Questions & Answers

Q1. Identify which of the following are declarations

```
1 : extern int x;  
2 : float square ( float x ) { ... }  
3 : double pow(double, double);
```

- A. 1
- B. 2
- C. 1 and 3
- D. 3

Q2. What will be the output of the program If the integer is 4 bytes long?

```
#include  
int main()  
{  
    int **r, **q, *p, i=8;  
    p = &i;  
    q = &p;  
    r = &q;  
    printf("%d, %d, %d ", *p, **q, ***r);  
    return 0;  
}
```

- A. 8, 8, 8
- B. 4000, 4002, 4004
- C. 4000, 4004, 4008
- D. 4000, 4008, 40163.

Q3. What function should be used to free the memory allocated by calloc() ?

- A. dealloc();

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- B. `malloc(variable_name, 0)`
- C. `free()`;
- D. `memalloc(variable_name, 0)`

Q4. Point out the error in the program

```
#include
int main()
{
    int a=10;
    void f();
    a = f();
    printf("%d ", a);
    return 0;
}
void f()
{
    printf("Hi");
}
```

- A. Error: Not allowed assignment
- B. Error: Doesn't print anything
- C. No error
- D. None of above

Q5. What does the following declaration mean?

```
int (*ptr)[10];
```

- A. ptr is array of pointers to 10 integers
- B. ptr is a pointer to an array of 10 integers
- C. ptr is an array of 10 integers

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D. ptr is an pointer to array

Q6. Point out the error in the program?

```
typedef struct data mystruct;  
struct data  
{  
    int x;  
    mystruct *b;  
};
```

- A. Error: in structure declaration
- B. Linker Error
- C. No Error
- D. None of above

Q7. In the following code what is P?

```
typedef char *charp;  
const charp P;
```

- A. P is a constant
- B. P is a character constant
- C. P is character type
- D. None of above

Q8. Which of the following is the correct usage of conditional operators used in C?

- A. $a > b ? c = 30 : c = 40;$
- B. $a > b ? c = 30;$
- C. $\text{max} = a > b ? a > c ? a : c : b > c ? b : c$

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D. `return (a>b)?(a:b)`

Q9. What will be the output of the program ?

```
#include
int main()
{
    char p[] = "%d ";
    p[1] = c;
    printf(p, 65);
    return 0;
}
```

- A. A
- B.a
- C. c
- D. 65

Q10. What will be the output of the program (myprog.c) given below if it is executed from the command line?

```
cmd> myprog one two three
```

```
/* myprog.c */
#include
#include
int main(int argc, char **argv)
{
    printf("%s ", *++argv);
    return 0;
}
```

- A. myprog

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B. one

C. two

D. three

C++ PROGRAMMING :

Q11. The comma operator (,) is primarily used in conjunction with

A. for statement

B. if-else statement

C. do-while statement

D.All of the above

E. None of the above

Q12. To execute a C++ program, you first need to translate the source code into object code. This process is called

A. coding

B. compiling

C. sourcing

D. translating

Q13. The rules of a programming language are called its _____

A. code

B. guidelines

C. procedures

D. regulations

E. syntax

Q14. An array element is accessed using

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A. a first-in-first-out approach

B. the dot operator

C. a member name

D. an index number

Q15. The program can access the private members of a class

A. directly

B. only through other private members of the class

C. only through other public members of the class

D. None of the above - the program cannot access the private members of a class in any way

Q16. The #ifndef directive tests to see whether _____

A. a class has been defined

B. a variable has been given a value

C. a class has no variable definitions

D. any objects of the class have been instantiated

Q17. Which of the following statements is false?

A. A function is a block of code that performs a specific task

B. Functions allow programmers to break large and complex problems into small and manageable tasks

C. Functions allow programmers to use existing code to perform common tasks

D. Functions can be called, or invoked, only once in a program

E. Programmer-defined functions can be either value-returning or void

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Q18. The generic type in a template function

- A. must be T
- B. can be T
- C. cannot be T for functions you create, but may be for C++s built-in functions
- D. cannot be T

Q19. When a child class function is called, the compiler looks first for a matching function name in the _____

- A. class of the object using the function name
- B. immediate ancestor class
- C. base class
- D. descendant class

Q20. A function that is called automatically each time an object is destroyed is a

- A. constructor
- B. destructor
- C. destroyer
- D. terminator

Q21. If no constructors can specified for a derived class, objects of the derived class will use the constructors in the base class

- A. True
- B. False

Q22. The get() function returns _____

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- A. a character
- B. void
- C. a reference to the object that invoked it
- D. a copy of the object that invoked it

Q23. The most efficient data type for a variable that the number 20000 is the _____ data type

- A. Character
- B. Double
- C. Float
- D. Long Integer
- E. Short Integer

Q24. The number 5.5e3 is a _____ constant

- A. character literal
- B. named literal
- C. numeric literal
- D. string literal

Q25. The compiler determines the type used in a template function via _____

- A. the name of the function
- B. the first variable declared within the function
- C. the type of the argument passed to the function
- D. the type of the value returned from the function

JAVA & J2EE:

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Q26. What will be the output of the program?

```
public class CommandArgsThree
{
    public static void main(String [] args)
    {
        String [][] argCopy = new String[2][2];
        int x;
        argCopy[0] = args;
        x = argCopy[0].length;
        for (int y = 0; y < x; y++)
        {
            System.out.print(" " + argCopy[0][y]);
        }
    }
}
```

and the command-line invocation is

```
> java CommandArgsThree 1 2 3
```

- A. 0 0
- B. 1 2
- C. 0 0 0
- D. 1 2 3

ANS: D

Q27. What will be the output of the program?

```
public class CommandArgs
{
    public static void main(String [] args)
    {
        String s1 = args[1];
        String s2 = args[2];
    }
}
```

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```
String s3 = args[3];  
String s4 = args[4];  
System.out.print(" args[2] = " + s2);  
}  
}
```

and the command-line invocation is

```
> java CommandArgs 1 2 3 4
```

- A. args[2] = 2
- B. args[2] = 3
- C. args[2] = null
- D. An exception is thrown at runtime.

ANS: D

Q28.

```
public class F0091  
{  
    public void main( String[] args )  
    {  
        System.out.println( "Hello" + args[0] );  
    }  
}
```

What will be the output of the program, if this code is executed with the command line:

```
> java F0091 world
```

- A. Hello
- B. Hello Foo91
- C. Hello world
- D. The code does not run.

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ANS: D

Q29. What will be the output of the program?

```
public class TestDogs  
  
{  
    public static void main(String [] args)  
    {  
        Dog [ ][ ] theDogs = new Dog[3][ ];  
        System.out.println(theDogs[2][0].toString());  
    }  
}  
class Dog { }
```

- A. null
- B. the Dogs
- C. Compilation fails
- D. An exception is thrown at runtime

ANS: D

Q30. What will be the output of the program ?

```
public class Test  
{  
    public static void main(String [] args)  
    {  
        signed int x = 10;  
        for (int y=0; y<5; y++, x--)  
            System.out.print(x + ", ");  
    }  
}
```

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```
}
```

- A. 10, 9, 8, 7, 6,
- B. 9, 8, 7, 6, 5,
- C. Compilation fails.
- D. An exception is thrown at runtime

ANS: C

Q31. What will be the output of the program?

```
public class Test
{
    public static void main (String[] args)
    {
        String foo = args[1];
        String bar = args[2];
        String baz = args[3];
        System.out.println("baz = " + baz); /* Line 8 */
    }
}
```

And the command line invocation:

```
> java Test red green blue
```

- A. baz =
- B. baz = null
- C. baz = blue
- D. Runtime Exception

ANS: D

Q32. What will be the output of the program?

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```
public class Test  
{  
    public static void main (String args[])  
    {  
        String str = NULL;  
        System.out.println(str);  
    }  
}
```

- A. NULL
- B. Compile Error
- C. Code runs but no output
- D. Runtime Exception