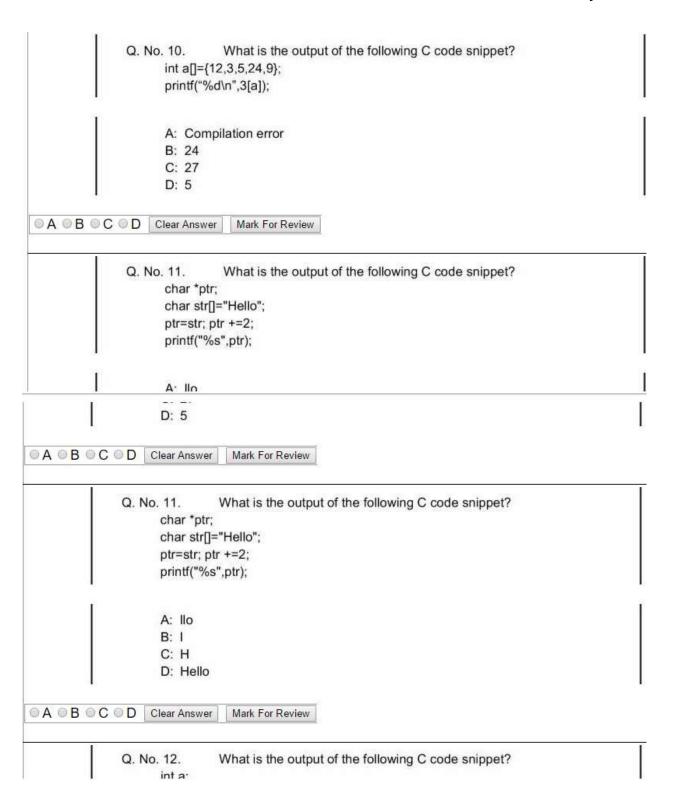
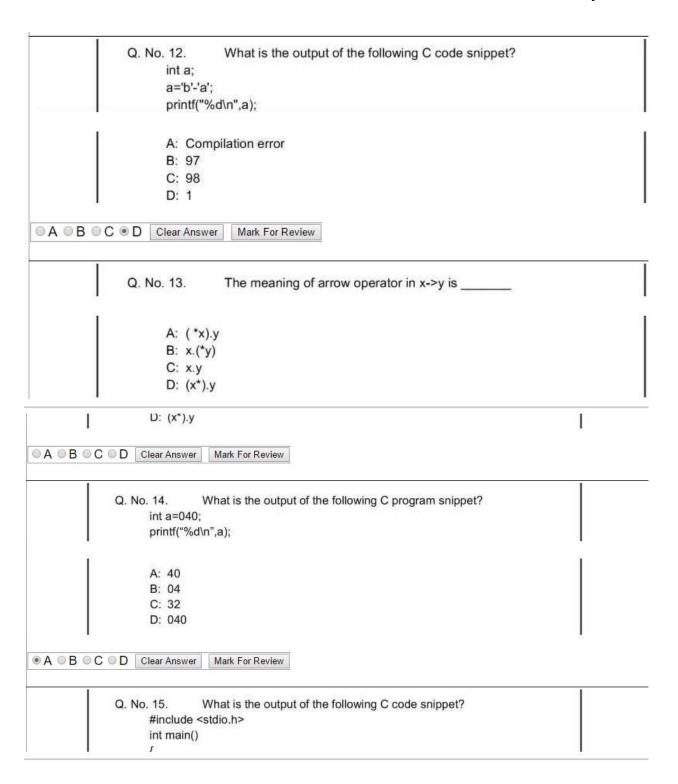


Q. No. 4. What is the output of the following C code snippet?
int a,b=2,c=5;
a=(b,++c,b+c);
printf("%d",a);
Till and the state of the state
A: Compilation Error
B: 2
C: Garbage value
D: 8
A B C D Clear Answer Mark For Review
Q. No. 5. What is the output of the following C code snippet?
int a=0,b=1;
if(a && ++b); printf("%d",b);
printi(%d ,b),
Q. No. 5. What is the output of the following C code snippet?
int a=0,b=1;
if(a && ++b);
printf("%d",b);
A: 1
B: 2
C: Compilation error
D: 0
□ A □ B □ C ● D Clear Answer Mark For Review
Q. No. 6. High level language program is converted into machine language program using
A: Linker
B: Operating System
1

	Q. No. 6. High level language program is converted into machine language program using
	A: Linker B: Operating System
	C: Loader D: Compiler
○ A ○ B ○ C	C Clear Answer Mark For Review
	Q. No. 7. What is the output of the following c code snippet? #define MUL5(X) X*5
	int y; y=MUL5(2+4);
	printf("%d",y);
	A: 30
	B: 36
	C: 22
	D: 14
	Q. No. 8. What is the use of break statement?
Î	A: Exit from only loop
	B: Exit from a loop or switch
	C: Exit from function
	D: Both B and C
○ A ○ B ○	C Clear Answer Mark For Review
	Q. No. 9. Nested function calls are made in
Î	A: First in First out
	B: Last in First out
	C: Parallel
Į	D: Pseudo Parallel
_	





```
Q. No. 15. What is the output of the following C code snippet?

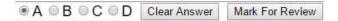
#include <stdio.h>
int main()
{
  int a=5,b=10,c=15;
  printf("%d ",sizeof(c/=a+b));
  printf("%d",c);
  return(0);
}
```

A: 4 1

B: 4 15

C: 2 1

D: Compile time error



Q. No. 16. Which of the following function is used to delete an element from the Queue?

- A: Enqueue
- B: Pop
- C: Dequeue
- D: Push



- Q. No. 17. Which of the following is not an application of stack?
 - A: A parentheses balancing program
 - B: Keeping track of local variables at run time
 - C: Syntax analyzer for a compiler
 - D: Job scheduling

	b. 18. Consider the process of balancing symbols using stack. What characters	
w	ill be pushed into the stack?	
A:	Operators	
B:	Elements in the expression	
С	Open brackets	
D	Closing brackets	
OA OB OC OE	Clear Answer Mark For Review	
Q. No	b. 19. Which sorting algorithm has the same time complexity for all the cases (worst, best and average)?	
A:	Quick	
B:	Merge	
C	Insertion	
D	Selection	
Q. No	o. 20. A tree with n nodes has	
A	: 2n edges	1
В	: n ² edges	
С	: nlog n - 1 edges	
D	: n - 1 edges	Į.
⊕ A ⊕ B ⊕ C ⊕ [Clear Answer Mark For Review	
Q. No	o. 21. Which of the following is not a collision resolution technique in hashing?	
l A	: Open addressing	I
1000	: Separate chaining	
	: Probing	
11000	: Poling	
AABACAF	Notice Assumed Made For Designation	

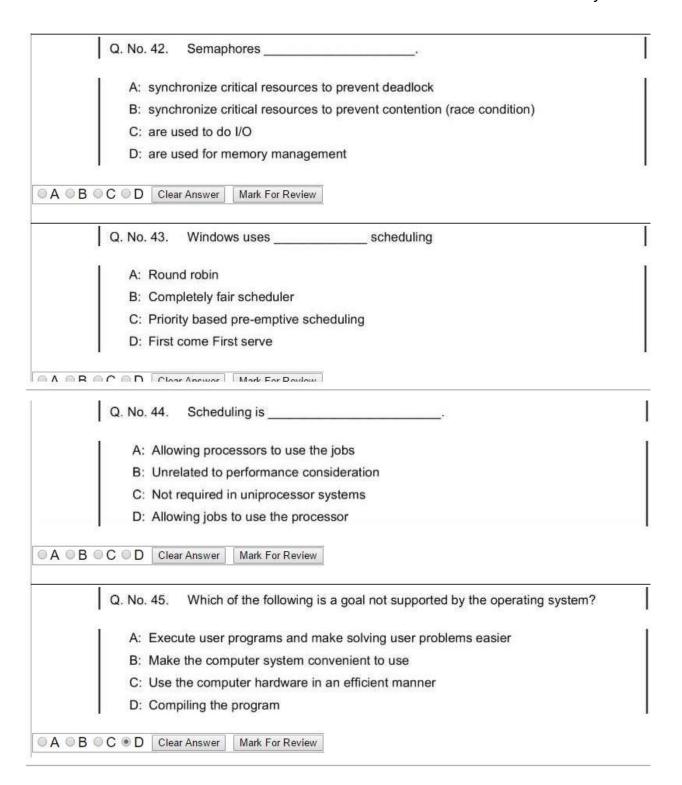
	Q. No. 22.	Which of the following is not a property of an AVL tree?	
	A: AVL	tree need not be a binary tree	
	B: It is h	eight balanced tree	
	C: Sub-t	rees are at a height difference of one	
	D: Rotat	ions are used to balance the tree	
A © E	3 O C O D Clea	r Answer Mark For Review	
	Q. No. 23.	Which one of the following is correct w.r.t friend function?	
	A	It is defined outside the class scope with right to access both private and protected members of a class	
	B:	It is defined inside the class scope with right to access private and protected	
	C	members of a class It is a static member function with right to access only private members of a	
		class	
	D	It is defined outside the class scope with right to access only private members of a class	
	Q. No. 24.	class XYZ: public ABC1, public ABC2 { } is an example of	
	1 2	A: Polymorphic inheritance	
	25	3: Multilevel inheritance	
		C: Multiple Inheritance	
	1	D: Hierarchical inheritance	
⊚ A ⊚	B O C O D Cle	ear Answer Mark For Review	
	Q. No. 25.	When we create an instance of a class (object), we access the object's	
	membe	rs using the operator.	
	1 /	A: insertion	
		3: modification	
	139	C: extraction D: dot	
	1,	7. 401	
0 A 0	B O C O D Cle	ear Answer UnMark	

Q. No. 26.	Exception is raised in C++ using
B C	try c: exception c: catch o: throw
OB OC OD Cle	ar Answer Mark For Review
Q. No. 27.	Under what conditions a destructor destroys an object?
B	Scope of object has finished Object dynamically assigned and it is released using the operator delete Program terminated Both A and B
	ar Answer
Q. No. 28	The operator which cannot be overloaded as member function is
	A: += B: ++ C: << D: ()
A OB OC OD C	lear Answer Mark For Review
Q. No. 29	
	A: constant B: static C: const D: inline
A OB OC OD C	

_	Q. No. 30.	The operator which cannot be overloaded in C++ is
	B: C:	<< sizeof -> []
OA OB	C O D Clea	r Answer Mark For Review
	Q. No. 31.	What is the use of namespace feature in C++?
	B: C:	It represents memory space allocated for names used in a program To organize the names in a program to avoid name collisions It refers to space between the names in a program To pack structure of classes in a program
⊚A ⊚B ⊚	C D Clea	r Answer Mark For Review
	Q. No. 32.	If the ACK value is 200, then what byte has been received successfully in
	Q. No. 32.	If the ACK value is 200, then what byte has been received successfully in
	TCP/IP	handshake?
	1	A: 199 B: 200 C: 201 D: 202
⊚ A ⊚ B	OC OD Cle	ear Answer Mark For Review
	Q. No. 33.	In a network, after the load reaches the capacity, throughput
	1	A: increases sharply B: increases proportionally with the load C: declines sharply D: declines proportionally with the load
OA OB	OC OD C	ear Answer Mark For Review

	Q. No. 34.	Which of the internetworking device takes data sent from one network	
	device a	nd forwards it to the destination node based on MAC address?	
	I a		
	170	: Switch	
		Router	
	1799	: Hub	
	I D	: Bridge	
● A ● B	O C O D Clea	ar Answer Mark For Review	
	Q. No. 35.	Which of the following event is not possible in wireless LAN?	
	l A	: collision detection	
	В	: Acknowledgement of data frames	
	CO.	: multi-mode data transmission	
	D	: collision avoidance	
◎ A ◎ B	C D Clea	ar Answer Mark For Review	
	Q. No. 36.	What is CRC in cyclic redundancy checking?	
	A:	The divisor	- 1
		The quotient	
	725	The dividend	
	D	: The remainder	
	C O D Clea	r Answer Mark For Review	
	Q. No. 37.	The topology which requires a central controller or hub is	63
	A:	Mesh	
		Star	
	9890	Bus	
	D	Ring	
	C D Clea	r Answer Mark For Review	
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	Q. No. 38. The Routing Information Protocol (RIP) is an intra-domain routing based
	on routing algorithm.
	A: distance vector
	B: link state
	C: path vector
	D: OSPF
⊚A ⊚B	C O D Clear Answer Mark For Review
	Q. No. 39. If 10 files are transferred from server A to client B in the same session
	through FTP. The number of TCP connections between A and B is
	1
	A: 9
	B: 10
	C: 11 D: 12
] 5. 12
	Q. No. 40 is a subset of a network that includes all the routers but
	contains no loops.
	A: Spanning Tree
	B: LEACH
	C: Spider Structure
	D: Spider Tree
○A ○B	C D Clear Answer Mark For Review
	Q. No. 41. A connecting device that operates in all five layers of the Internet model or
	seven layers of OSI model is called
	A: Repeater
	B: Bridge
	C: Router D: Gateway



	Q. No. 46. A page fault
	A: is an error in a specific page
	B: occurs when a program accesses a page of memory
	C: is an access to page not currently in memory
	D: is a reference to a page belonging to another program
A B	C D Clear Answer Mark For Review
	Q. No. 47. Device controller informs CPU that it has finished its operation through
	A: Interrupt
	B: Poling
	C: Exception
	D: Trap
	 Q. No. 48. Pick up the wrong statement about DMA A: Direct Memory Access B: Device controller transfers blocks of data from buffer storage directly to main memory without CPU intervention C: Used for high-speed I/O devices able to transmit information at close to memory speeds D: One interrupt is generated per byte
A B	C D Clear Answer Mark For Review
	Q. No. 49 gives control of the CPU to the process selected by the short-
	term scheduler
	A: Content switch
	B: Scheduler

Q. No. 49 gives control of the CPU to the process selected by the short-
term scheduler
A: Content switch
B: Scheduler
C: Dispatcher
D: Long term scheduler
Q. No. 50. Which of the following is not a optimization criteria for a scheduling algorithm
A: Maximum throughput
B: Maximum turnaround time
C: Minimum waiting time
D: Minimum response time