Introduction to Computer

Workbook

Std - 10

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PLEDGE

India is my country

All Indians are my brothers and Sisters.

I love my country and I am proud of its rich and varied heritage.

I shall always strive to be worthy of it.

I shall respect my parents, teachers and all my elders and treat everyone with courtesy.

I pledge my devotion to my country and its people.

My happiness lies in their well-being and prosperity.

Std- 10

Subject - Computer

Format of Syllabus

Assessment Details	Type of Assessment	Total	Passing Marks
Internal	FA-1	05	-
Assessment	FA-2	05	-
of school	SA-1	05	-
Level	FA-3	05	-
	FA-4	05	-
	SA-2	05	-
- Marks of Internal Assessment		30	10
- Marks of Board Exam		70	23
- Total Marks of Subject		100	33

- Source : Gujarat Education Board May 2012

SEMESTER - i

(1) Introduction to DBMS & MS Access Package
(2) Relationalship and field properties
(3) Retriving Data Using Queries
(4) Forms, Reports & Macros.
(5) Data Models

Semester - II

(6) C Language an Introduction
(7) Data Types in C language
(8) Operators and Expression
(9) Input output Oprations
(10) Decision Structures
(11) Loop Control Structure
(12) Arrays
(13) Fundtion in C

Section

Std - 10

Work book

MCQ's

Ch - 1 to 13

Ch.1 Introduction to DBMA & MS Access Package

- Data & Information

(1)   All kinds of facts figures and details related to people, places, things or Events is known as ....
        (a) Information   (b) Data   (c) Data base   (d) Table

(2)   .... must be processed in a proper way to generate the useful and meaning ful ....
        (a) Data base   (b) Information   (c) Field   (d) Data

(3)   .... is / are the example/s of DBMS & Database
        (a) Accounting books   (b) Stock register
        (c) Sales register   (d) All

(4)   .... is a collection of related data items stored in organized manner.
        (a) Field   (b) Record   (c) Database   (d) Table

(5)   There is / are .... key points to be considered when we judge any database or Table
        (a) It must be an organized manner
        (b) It must represent such data items that is related with each other
        (c) (a) & (b) both
        (d) Either (a) & (b)

(6)   All tasks related to database handling is known as ....
        (a) Data storage   (b) Data processing
        (c) Database Management   (d) All

(7)   All procedure and style to handle database management tasks is known as ....
        (a) DBMS   (b) RDBMS (c) MDB   (d) BSMD

(8)   The full form of DBMS is ....
        (a) Data base Management system
        (b) Data Managing System
        (c) Manager System Decoding
        (d) Data Base Manage Server

(9)   The database contents are managed through a ....
        (a) DBMS   (b) IBMS   (c) MSDB   (d) BSMD

(10) .... is / are the popular DBMS software is
(a) Foxpro, My SQL (b) SQL Server
(c) MS Access Orecle (d) All

- Introduction to MS Access

(11) MS Access is a .... Software.
(a) RDBMS (b) Word Processing (c) Paint (d) MDBS

(12) The full form of RDBMS is ....
(a) Related Data Base manager System
(b) Relational Database Management System
(c) Read Data Base Management System
(d) Row DataBase Management System

- Table

(13) .... is the main part of database.
(a) Table (b) Query (c) Forms (d) Report

(14) Table consists of one or more predefined vertical columns known as ....
(a) Record (b) Field (c) Row (d) Database

(15) Table consists of of one or more predefined vertical rows knows as ....
(a) Field (b) Records (c) To Data (d) Columns

(16) .... Is a collection of fields.
(a) Table (b) Records (c) Row (d) Column

- Form

(17) An object containing the format style and design to enter edit or view the information is known as ....
(a) Table (b) Form (c) Query (d) Report

- Queries

(18) A question asked within the database environment is known as ....
(a) Forms (b) Query (c) Report (d) Macro

- Reports

(19) The presentation of information in an organized and readable format as per the requirement is known as ....
(a) Query (b) Macro (c) Report (d) Modules

- Macro

(20) A predefined set of instruction that fires actions to be performed one by one in sequence as per the list is called ....
(a) Query   (b) Modules (c) Report   (d) Macro

(21) To perform so many operations in a predefined logical sequence to accomplish a specific task repetitively a facility provided in Access called ....
(a) Macro   (b) Modules (c) Report   (d) Form

- Modules

(22) .... are collection of visual basic procedures.
(a) Macro   (b) Modules (c) Form   (d) Report

(23) .... is a container for VBA instructions.
(a) Antity   (b) Modules (c) Macro   (d) Report

- Creating a sample Database for an Application

(24) .... can be defined as any person, thing, place or an object about which we like to store data in the database.
(a) Attribute (b) Macro   (c) Entity   (d) Report

(25) For each .... Separate tables should be designed.
(a) VBA   (b) Attribute (c) Modules (d) Entity

(26) We need to deside .... while designing the table.
(a) field property   (b) Entity
(c) Data type (d)   (d) Attribute

(27) .... is a way define storage structure of the field.
(a) Data type   (b) Entity   (c) Field property   (d) Attribute

(28) It is compulsory to define the of each field.
(a) Field Record   (b) Data Record
(c) Data type   (d) Data

- Data Types Available in MS Access
* Text

(29) To enter any data consisting of letters, numbers and special characters, we have to select .... data type.
(a) Text   (b) Number (c) Currency   (d) Memo

(30) .... can be defined as characteristics of an entity.
(a) attributes   (b) field   (c) queries   (d) (a) & (b) both

(31)   Maximum storage capacity of Text data type is ....
        (a) 255   (b) 256   (c) 254   (d) 64

(32)   By default Access takes .... data type in its field.
        (a) Text   (b) Memo   (c) Number   (d) Auto number

(33)   We can enter .... data by using Text data type.
        (a) Letters   (b) Numbers   (c) Special Characters   (d) All

(34)   In Access .... data type stores up to 255 characters.
        (a) Memo   (b) Currency   (c) Text   (d) Hyperlink

- Memo

(35)   To store some decriptive data which have more then 255 characters we
        can use .... data type.
        (a) Memo   (b) Currency   (c) Number   (d) text

(36)   In Access to store more then 255 character .... data type of used.
        (a) Text   (b) Memo   (c) Hyperlink   (d) Currency

(37)   .... data type allows us to store up to 64000 characters in Access.
        (a) OLE   (b) Yes/No   (c) Currency (d) Memo

- Number

(38)   To enter marks of students .... data type is used.
        (a) Auto Number   (b) Date and Time
        (c) Text   (d) Number

(39)   .... data type is used to store numerical information in Access.
        (a) Number (b) Text   (c) Memo   (d) OLE

(40)   To calculate addition and subtraction use .... data type.
        (a) Text   (b) Number   (c) Date and Time   (d) OLE

- Date and Time

(41)   To view 'Birthdate' field .... data type is use in MS Access.
        (a) Date/time   (b) Auto number   (c) Text   (d) Memo

(42)   In Access which data type is used to use "MFG Date"?
        (a) Date   (b) Time   (c) Date/Time   (d) Text

- Currency

(43)   .... is a special fixed format with four decimal places to store
        currency.
        (a) Number (b) Currency   (c) Date/Time   (d) Text

(44) .... eliminates possible errors of rounding of amounts.

(a) Number   (b) Date/Time   (c) Currency   (d) Text

(45) In M.S. Access .... data type automatically fills numeric value for each new record in table.

(a) Number   (b) Auto Number   (c) Date/Time   (d) OLE

(46) .... data type which will be auto incremented when a new record is entered.

(a) Auto number   (b) Number   (c) Date/Time   (d) Memo

- To store consecetive numbers e.g.

(47) Bill Number Roll, Account Number etc in field .... data type is used.

(a) Text   (b) Currency   (c) Number   (d) Auto Number

(48) In .... data type one can change its value.

(a) Auto Number   (b) Text   (c) Date/Time   (d) Memo

- Yes / No

(49) .... data type is assigned to fields when only one of the two possible answers.

(a) OLE   (b) Hyperlink   (c) Number   (d) Yes/No

(50) .... is Boolean type data type.

(a) Yes/No   (b) Date/Time   (c) Text   (d) Auto Number

- OLE Object

(51) To store some pictures, audio we can chose .... data type.

(a) OLE object   (b) Auto Number   (c) Hyperlink   (d) Memo

(52) If we want to store a passport size photo graph in table we can choose .... data type

(a) Hyperlink   (b) Yes/No   (c) OLE   (d) Date/Time

- Hyperlink

(53) Link data type is used to store ....

(a) an address of document   (b) object page located in Internet

(c) e-mail address   (d) All

(54) If we don't expect to perform any calculation or sorting with the value in the field it is haltor t use .... data type.

(a) Text   (b) Number   (c) Auto Number   (d) OLE

(55) The field that has unique importance in the table is known as ....

(a) Text   (b) Key field   (c) Primary key   (d) Auto Number

(56)   In terms of database the key field capable of identifying each record uniquely is known as ....
 (a) Null value   (b) Primary key   (c) Key field (d) Table

(57)   .... value means unknown or missing value in Access Table.
 (a) Null   (b) Full   (c) Empty   (d) Dull

(58)   .... values cannot contains duplicate or Null values.
 (a) Primary key   (b) Key field
 (c) Unique   (d) None of above

- Opening MS Access

(59)   It want to work with any created database, we have to open t by selecting ....
 (a) Blank database   (b) Desktop window
 (c) From existing file   (d) Database

(60)   To create New database .... option is select in Database.
 (a) Blank database   (b) New database
 (c) From existing file   (d) None of these

(61)   The default file name .... is shown at the bottom of the screen in the filename column in database screen.
 (a) bd1   (b) mab1   (c) mb1   (d) access1

(62)   The extension of MS Access is ....
 (a) .bdm   (b) .mdb   (c) .xls   (d) .mbd

(63)   When click on create button, The window opened is known as ....
 (a) Access window   (b) Database window
 (c) Desktop window   (d) Existing window

(64)   In Database window by default .... tab is selected.
 (a) Queries   (b) Reports   (c) Tables   (d) Forms

(65)   Creation of Ms Access tables for implementing sample database MS Access provides .... ways to create any tables.
 (a) Using Design View   (b) Using wizard
 (c) Using Database View   (d) All

(66)   There are .... ways to create table in MS Access.
 (a) 2   (b) 3   (c) 4   (d) 5

(67)   .... view is generally used to create structure of table in MS Access.
 (a) Design view   (b) Datasheet view
 (c) Create view   (d) Structure view

(68)   There is/are columns named .... can view in Design view.
   (a) Field name   (b) Data type
   (c) Description   (d) All of these

(69)   You can press .... key it get defailed help provided by MS Access.
   (a) F5   (b) F1   (c) F2   (d) F11

-   In this view define each field requires four steps as under

(70)   To define design view each field requires .... steps.
   (a) 2   (b) 3   (c) 4   (d) 5

- Defining Field name

(71)   To move to next column in design view we may press .... keys.
   (a) Spacebar, Ins   (b) Tab, Enter
   (c) Esc, F1   (d) Shift, Backspace

- Assigning data type

(72)   MS Access always assumes and displays default data type .... for each field.
   (a) Text   (b) Currency   (c) Memo   (d) Auto Number

(73)   Click on .... key to show next to the data type to display a list of data type.
   (a) Up arrow key   (b) Down arrow key
   (c) Left arrow key   (d) Right arrow key

- Writing field discription

(74)   It is optional to write .... for each field.
   (a) Field name   (b) Field description
   (c) Data type   (d) Field property

- Defining field property

(75)   MS Access displays various .... to control and validate data to be entered.
   (a) field name   (b) data type
   (c) field description   (d) field property

- Selecting primary key

(76)   Primary key can be set at .... stages.
   (a) Defining during designing of table
   (b) Defining any time after designing table
   (c) Defining at the saving time of table   (d) (a) & (b) both

(77)   If we try to save the table without defining the primary key, MS Access will display .... to remind us to define it.

(a) Message box   (b) Field name box

(c) Alert box   (d) Dialog box

(78)   We can set any of the field as .... by right clicking on the small box against the desired field name.

(a) Build key   (b) Primary key

(c) Key field   (d) Data field

- Modyfying the structure of Table

I(79)   If we want to modify our table than after selection click on .... button to do this.

(a) Design   (b) Design view   (c) Table   (d) Datasheet

(80)   To insert a new field definition between two existing fields first move the cursor to the left side ho of the field name, in high highlighted row by pressing .... key will insert blank line.

(a) Home   (b) Shift   (c) Insert   (d) Delete

(81)   To delete existing field we first have to select than press .... key to erase the selected row of structure.

(a) Insert   (b) End   (c) Ctrl   (d) Delete

- Operations on Table

(82)   To enter the records in our table first select the table and then click on .... button on toolbar.

(a) Open   (b) Cut   (c) Copy   (d) Paste

(83)   The screen displays   the field names in horizontal line in data entry screen this line consisting of field names is known as ....

(a) Data Entry   (b) Title line (c) Data   (d) Text

(84)   Filling up all empty boxes with appropriate data is known as ....

(a) Data   (b) Text   (c) Black pointing arrow   (d) Data Entry

(85)   In front of the first field there is a small box containing a black pointing arrow sign is known as ....

(a) Record Selector Icon   (b) Record Icon

(c) Black Icon   (d) Selecting Icon

(86)   .... sign is the end of table mark.

(a) *   (b) ▶   (c) ◀   (d) ▼

(87) To add new record in our table scroll to last row and our cursor will be positioned in the field and icon will be changed to the ....
(a) Black pointing arrow   (b) Record Selector Icon
(c) Record Icon   (d) Record Pointer

(88) icon is known as ....
(a) Edit Icon   (b) Remove Icon
(c) Copy Icon   (d) Paste Icon

(89) When we click on any of the field to edit the data, the Black pointing Arrow Icon will be replaced with ....
(a) Record Pointer   (b) Record Selector Icon
(c) Black Pointing arrow   (d) None of these

(90) By pressing .... key the correction will be cancelled and the original contents will be restored.
(a) Esc   (b) Ins   (c) Home   (d) Shift

(91) Word 'Record' then number '1' in the box and at last the word 'of 1' displayed at lower position of the window is known as ....
(a) Record 1 G1   (b) Navigation bar
(c) Record 1   (d) None of these

(92) By pressing .... key a separate window will be displayed in which we can add or edit the content for memo type of field.
(a) Shift + F2   (b) Esc   (c) Enter   (d) Shift + Control

- Editing Record in the Table

(93) Correcting data entered previously is known as ....
(a) Editing   (b) Deleting   (c) Field Name   (d) Field Description

(94) In which type of case editing will not be permitted?
(a) Value of the field with Auto Number data type cannot be change
(b) If the table has a relationship with any other table then the value of key field will not be allowed to change
(c) (a) or (b)   (d) (a) & (b) both

- Deleting records from the table

(95) To delete any record from the table first of all open that table and select the unvanted record than click on .... button.
(a) record   (b) Delete Record   (c) Icon   (d) None of these

- Shorting Data in table

(96)   To sort data in our table we can click on..............

(a) Sort Ascending   (b) Sort Descending

(c) (a) & (b) both   (d) None of these

- Different view for table

(97)   MS Access provides .... type of view to view our table.

(a) 2   (b) 3   (c) 4   (d) 5

(98)   To open view menu .... short cut key is used.

(a) Alt + V   (b) Alt + Z   (c) Alt + E   (d) Alt + W

- Deleting Table from database

(99)   We can remove the whole table by .... button from the database.

(a) Delete   (b) Delete Record   (c) View   (d) None of these

(100)   .... is field or combination of fields used to identify records of a table.

(a) Primary key   (b) Secondary key

(c) Query key   (d) Key composite

(101)   Combination of more then one field when designed as a primary key is also known as ....

(a) Composite primary key   (b) Foreign key

(c) Primary key   (d) All

Ch.1 Introduction to DBMA & MS Access Package
Answer Key

1	b	26	c	51	a	76	d
2	b	27	a	52	c	77	c
3	d	28	c	53	d	78	b
4	c	29	a	54	a	79	b
5	c	30	a	55	b	80	c
6	c	31	a	56	b	81	d
7	a	32	a	57	a	82	a
8	a	33	d	58	a	83	b
9	a	34	c	59	c	84	d
10	d	35	a	60	a	85	a
11	a	39	b	61	a	86	a
12	b	37	d	62	b	87	a
13	a	38	d	63	b	88	a
14	b	39	a	64	c	89	c
15	b	40	b	65	d	90	a
16	b	41	a	66	b	91	b
17	b	42	c	67	a	92	a
18	b	43	b	68	d	93	a
19	c	44	c	69	b	94	d
20	d	45	b	70	c	95	b
21	a	46	a	71	b	96	c
22	b	47	d	72	a	97	a
23	b	48	a	73	b	98	a
24	c	49	d	74	b	99	a
25	d	50	a	75	d	100	a
						101	a

Ch.2 - Relational ships and field Properties

- Creating Relational ship between Tables in MS Access

(1) To establish the appropriate .... tool bar among the different table of the database that we created using MS Access.

(a) relational ship   (b) Referenced   (c) Insert   (d) Update

(2) To create a relation ship data types of field and .... field must be same.

(a) Referencing   (b) Referenced

(c) (a) and (b)   (d) All of these

- Referential Integrity

(3) .... is a mathematical operators.

(a) &   (b) <=   (c) > =   (d) ∞

(4) Referential Integrity Principle can be stated, No unmatched .... value should exist in the database.

(a) Composite foreign key   (b) Foreign key

(c) Primary key   (d) None of these

- Editing Relationship

(5) In Access Database we can create tables with .... relationship.

(a) One to One   (b) One to many

(c) Many to Many   (d) All of these

- One to One Relationship

(6) .... indicates that one specific record of a particular table has one and only one corresponding record in their table of the database.

(a) One to One   (b) One to many

(c) Many to Many   (d) All to above

(7) One chair and one person indicates .... relationship.

(a) One to one   (b) One to many

(c) Many to many   (d) None of above

(8) The most common type of relationship between two tables is .... relationship.

(a) Many to many   (b) One to one

(c) One to many   (d) All

(9)   The relationship between class teacher and students is ....
   (a) One to one   (b) One to many
   (c) Many to many   (d) None of those

(10) The .... relationship occurs in the care of same specific record which has to be stored more than one in both the table.
   (a) One to one   (b) One to many
   (c) Many to many   (d) All

(11) Subject and Subject teacher is the example of .... relationship.
   (a) One of many   (b) One to One
   (c) Many to many   (d) None of these

- Field Properties

(12) Before working with the data we have to create well-defined structure of table.
   (a) Specify field Name   (b) Choose proper data type
   (c) Write Description of a field   (d) All

(13) In the field of Information Technology the data can be said the raw material used to produce finished goods known as ....
   (a) Data   (b) Information   (c) Manufacturing   (d) Finished goods

(14) The quality of the obviously deponds upon the quality of ....
   (a) Output   (b) Input   (c) Output, Input   (d) Input, Output

(15) .... is nothing but putting some possible rules and checkpoints for data to be entered for each field restricting the value entered in a particular field.
   (a) Field level validation   (b) Data Validation
   (c) Data type   (d) Properties

(16) .... determines how the values in the fields are stored and displayed.
   (a) Field properties   (b) Data properties
   (c) Information properties   (d) Validation Text

- Field size

(17) When we select the data type for a particular field .... automatically takes some predefined value.
   (a) Field size property   (b) Data property
   (c) Information   (d) Data

(18) MS Access automatically assigns the predefined field size for .... data type/s.

(a) Date / Time   (b) Yes/No   (c) Currency Hyperlink   (d) All

- Format

(19) .... property specifies the format for displaying and printing the data that we enter in the table.

(a) Caption   (b) Format   (c) Required   (d) Validation rule

(20) MS Access provides some predefined formats for ....

(a) Number   (b) Date/Time   (c) Yes/No   (d) All

- Caption

(21) .... property is used to display some more meaningful name instead of the real field name to appear in the field name header button in the Table Datasheet view.

(a) Caption   (b) Required   (c) Default value   (d) Format

- Default Value

(22) If we want to store current system date automatically then we can type the function .... as the default value property.

(a) Date ( )   (b) Auto Number   (c) Date   (d) Date/Time

(23) .... property does not apply to the Auto Number and OLE object data types.

(a) Format   (b) Default value   (c) Caption   (d) text

- Validation Rule

(24) To ensure correct data entry is to control which values must be restricted at the time of data entry, that is possible in MS Access through the ....

(a) Caption   (b) Default value   (c) Validation Rule   (d) Required

(25) If we forgot to include property MS Access will display a standard error message.

(a) Validation Data   (b) Validation Text

(c) Validation Rule   (d) None of these

- Required

(26) .... property determines whether the use most enter a value for a particular field to complete a record entry.

(a) Required   (b) Validation Rule   (c) Caption   (d) Format

- Importing Data from other File Format

(27) ....command will also be available if we right click any where in database window.

    (a) Import   (b) Export   (c) Field Name   (d) Table Name

(28) To view or display date in dd:mm:yy format .... is select in format property.

    (a) General date   (b) Medium date

    (c) Short date   (d) Long date

(29) .... is not Number field property.

    (a) Double   (b) Byte   (c) Yes/No   (d) Long/short

(30) To export other applications in our created table .... command is used.

    (a) File / Get External data / Import

    (b) Right click any where in window and select Import

    (c) (a) & (b) both

    (d) None of these

Ch.2 Relationship and Field properties
Answer Key

1	a	26	a
2	c	27	a
3	d	28	b
4	b	29	c
5	d	30	c
6	a		
7	a		
8	c		
9	b		
10	c		
11	c		
12	d		
13	b		
14	c		
15	a		
16	a		
17	a		
18	b		
19	d		
20	b		
21	a		
22	a		
23	b		
24	c		
25	a		

Ch.3 - Retrieving data using Queries

- Defining Query

(1) .... is general term identical with question, inquiry or analysis.

(a) Query   (b) Information   (c) Data   (d) Records

(2) In .... query is to ask question about the information in the database.

(a) Access   (b) Excel   (c) Wordpad   (d) Notepad

(3) Through a .... one can tell access to displayed exactly which fields and records he/she would like to view from the database.

(a) Query   (b) Information   (c) Data   (d) Records

- Types of Queries

(4) Queries in access can be categorized into .... types.

(a) 2   (b) 3   (c) 4   (d) 1

(5) Access queries can be categorized into four types what are these?

(a) Select-Query   (b) Parameterized Query

(c) Crosstab, action query   (d) All of these

- Select Queries

(6) A .... query is the most common type used for extracting specific information from the database.

(a) Parameter (b) Select   (c) Cross-tab   (d) action

(7) The result of a .... query is either displayed in a datasheet for viewing purpose or can be used as a basis for a form or report.

(a) Select   (b) Action   (c) Parameter   (d) Cross-tab

- Creating a simple select Query

(8) Like tables, Access offers .... ways to create a Query.

(a) 2   (b) 3   (c) 1   (d) 4

(9) What are the two ways to create query?

(a) Using wizard   (b) Using Design view

(c) (a) & (b) both   (d) None of these

- Using wizard

(10) Click on .... tab you will find simple Query wizard.

(a) Create query using wizard   (b) Create Query using design view

(c) Create query using data   (d) Create query using table

(11) To select fields, fields moves to .... box.
    (a) Selected field   (b) New query
    (c) Field name   (d) Sort field

- Using Design View

(12) After selecting required tables, click on .... button.
    (a) Close   (b) Open   (c) Exit   (d) New

- Editing a Query

(13) To change / Edit Query or data arrange in ascending or descending order .... tab is used.
    (a) Field   (b) Table   (c) Sort   (d) Criteria

(14) To arrange data in Alphabetical order .... command is used.
    (a) Ascending   (b) Descending   (c) Up to down   (d) Down to Up

(15) To arrange data in reverse order of alphabetic .... command is used.
    (a) Ascending   (b) Descending   (c) Up to down   (d) Down to up

- Applying criteria

(16) In Access to display selected records .... is used.
    (a) Criteria   (b) Modify query
    (c) Comparison of query   (d) New query

(17) Text must be surrounded by .... delimiter.
    (a) " "   (b) ,   (c) '   (d) :

(18) Date must be surrounded by the .... delimiter.
    (a) " "   (b) ;   (c) #   (d) ..

(19) .... are called comparison operator.
    (a) =   (b) >,<,>=   (c) <=, <>   (d) All of these

(20) .... are logical operators used in queries.
    (a) AND   (b) OR   (c) NOT   (d) All of these

(21) .... are special operators used in queries.
    (a) LIKE   (b) IS   (c) Between, IN   (d) All of these

- Using Multiple Fields

(22) To find one or many query at a time, we can insert condition in .... tab.
    (a) Field   (b) Table   (c) Criteria   (d) Show

- Using Wild Cards

(23) ....character matches any number of characters. If can be used as the first or last character.

(a) *   (b) ?   (c) [ ]   (d) -

(24) .... character matches any single alphabetic character.

(a) *   (b) [ ]   (c) ?   (d) &

(25) .... character matches any single character within the brackets.

(a) #   (b) [ ]   (c) !   (d) -

(26) .... character matches any character not in the brackets.

(a) !   (b) #   (c) -   (d) ?

(27) .... character matches any one of a range of characters.

(a) *   (b) -   (c) [ ]   (d) #

(28) .... character matches any single numeric character.

(a) *   (b) -   (c) ?   (d) #

- Performing Calculations

(29) Calculations in a query in Access, can be performed .... ways.

(a) 1   (b) 2   (c) 3   (d) 4

(30) In Access query of calculation can be done on which method?

(a) Custom calculation   (b) Predefined calculation

(c) (a) & (b) both   (d) None of these

- Custom Calculation

(31) To perform .... calculation we need to add an extra field.

(a) Custom   (b) Predefined   (c) Calculated data (d) All data

(32) .... function is used to calculate the summation given numbers.

(a) Avg   (b) Min   (c) Sum   (d) Count

(33) .... function is used to calculate Average of given numbers.

(a) Sum   (b) Avg   (c) Min   (d) Max

(34) The .... function returns the lowest value in a field.

(a) Min   (b) Max   (c) Count   (d) Var

(35) .... function returns the highest value in a field.

(a) StDev   (b) Var   (c) Sum   (d) Max

(36) .... function returns the counts the number of values in a field.

(a) Count   (b) StDev   (c) Var   (d) Avg

(37)   .... function returns the standard Deviation of the values in a field.
    (a) Var   (b) max   (c) StDev   (d) Avg

(38)   .... functions returns the variance of the values in a field.
    (a) Var   (b) Sum   (c) Max   (d) Avg

(39)   In Average functions if we want to find .... to a new field.
    (a) Sumnation   (b) Average   (c) Minimum   (d) Maximum

- Querying Multiple tables

(40)   If we want to create query on multiple tables .... fields are used very frequently.
    (a) Field   (b) Table   (c) Sort   (d) Criteria

- Grouping the Data

(41)   Which function is used to grouping the data of given information?
    (a) Count   (b) Maximum   (c) Group By   (d) Sum

- Parameter Queries

(42)   .... queries when run, display a dialog box asking enter the value to match the criteria for retrieving the data.
    (a) Parameter   (b) Action   (c) Select   (d) Delete

(43)   In parameter query if you want information of your subject and another information, write query on .... field.
    (a) Criteria   (b) Data   (c) Field name   (d) Show

- Crosstab Queries

(44)   A .... query summaries the data using aggregate functions and group the results in a spreadsheet form.
    (a) action   (b) parameter   (c) select   (d) cross tab

- Action Query

(45)   An .... query is a query that makes changes to records of a table or can move many records in just one operation.
    (a) Action   (b) Parameter   (c) Select   (d) Cross tab

(46)   There are .... types of action queries.
    (a) 2   (b) 4   (c) 3   (d) 1

(47)   What are the different types of Action queries?
    (a) Make table, Update query   (b) append query
    (c) Delete query   (d) All of these

- Make Table Queries

(48) A .... query creates a new table from all or part of the data in one or more tables.

(a) append   (b) delete   (c) make table   (d) update

(49) .... queries are helpful for creating a table to export to a table.

(a) make table   (b) append   (c) delete   (d) update

- Delete Queries

(50) A .... query delete a specific group of records one or more tables.

(a) append   (b) delete   (c) update   (d) make table

(51) .... queries are generally used to remove records that are discontinued or for which backup has been already takes.

(a) Delete   (b) Append   (c) Update   (d) Make table

- Update Query

(52) An .... query makes global changes to a group of records in a one or more tables.

(a) update   (b) append   (c) delete   (d) make table

(53) In update query we can work on .... field.

(a) field   (b) table   (c) update to   (d) criteria

- Append Queries

(54) An .... query adds a group of records from one or more tables to the end of one or one tables.

(a) append   (b) update   (c) StDev   (d) Avg

Ch.3 Retrieving data using Queries
Answer Key

1	a	26	a	51	a
2	a	27	b	52	c
3	a	28	d	53	c
4	c	29	b	54	d
5	d	30	c		
6	b	31	a		
7	a	32	c		
8	a	33	b		
9	c	34	a		
10	a	35	d		
11	a	39	a		
12	a	37	c		
13	c	38	a		
14	a	39	b		
15	b	40	b		
16	a	41	c		
17	a	42	a		
18	c	43	a		
19	d	44	d		
20	d	45	a		
21	d	46	b		
22	c	47	d		
23	a	48	c		
24	c	49	a		
25	b	50	b		

Ch.4 - Forms, Reports and Macros

- Forms

(1) Access also offers similar alternative to view and work with data in tables are known as ....
   (a) Report   (b) Form   (c) Macro   (d) Information

(2) .... can be designed using various styles, colors, along with heading name and logo of your school.
   (a) macro   (b) report   (c) forms   (d) information

(3) Designing .... is really interesting.
   (a) macro   (b) report   (c) information   (d) forms

(4) There are .... ways to create a form.
   (a) 1   (b) 2   (c) 3   (d) 4

(5) What are the three ways to create a form?
   (a) Using New object : Auto form button
   (b) Using wizard
   (c) Using Design view
   (d) All of these

(6) The simplest way is to use the .... button on the database window toolbar.
   (a) Auto form   (b) Auto button
   (c) New object   (d) Data

- Searching a Record

(7) You can view only one record at a time in the ....
   (a) Design view   (b) Form view   (c) Data view   (d) Wizard view

(8) To find a particular Record, select .... option from edit menu.
   (a) find   (b) form   (c) tables   (d) autoform

- Inserting and Deleting a Record using form view

(9) You can delete a record through a form using .... button on the form view toolbar.
   (a) Delete Record   (b) Insert Record
   (c) New Record   (d) Total Record

- Creating a form with the form wizard

(10) Like other wizard the .... wizard is a series of dialog boxes.
   (a) form   (b) field   (c) new   (d) data

(11) To select all field in forms click on .... buttons.
   (a) >   (b) >>   (c) <   (d) <<

(12) Click .... button to add the field one by one in the selected fields.
   (a) >   (b) <   (c) <<   (d) >>

(13) In .... gives a list of option like columnar, tabular, datasheet, justified, pivot table and pivot chart.
   (a) Excel   (b) Access   (c) Form   (d) Table

- Form Sections

(14) Form can be divided into .... sections.
   (a) 1   (b) 5   (c) 6   (d) 4

- Detail Section

(15) In .... section is the main body of the form.
   (a) detail   (b) footer   (c) data   (d) page header

(16) In .... section, helps all controls to be displayed.
   (a) data entry   (b) footer   (c) data   (d) none of these

- Form Header / Footer sections

(17) In .... section title, date or other information you want to display only at top or bottom of a form.
   (a) form header   (b) form footer
   (c) (a) & (b) both   (d) None of these

(18) If there are so many controls to be displayed on .... section.
   (a) page header   (b) page footer
   (c) (a) & (b) both   (d) None of these

(19) You can add or remove page header / footer section from .... menu.
   (a) view   (b) format   (c) insert   (d) table

- Reports

(20) Entering data in a table using are easier than using open view of table..
   (a) forms   (b) table   (c) report   (d) information

(21) Extracting any type of information is possible in access using ....
   (a) Query   (b) Report   (c) Data   (d) Information

(22) .... are the way to present information in an attractive, arranged and decisive manner.
   (a) Query   (b) Report   (c) Information   (d) Data

(23) Layout of .... is generally designed with printing in mind.

    (a) Report   (b) Information   (c) Data   (d) Query

(24) .... can be created on the basis of a query or table.

    (a) table   (b) data   (c) query   (d) report

(25) The .... dialog box of report wizard is to specify grouping levels.

    (a) first   (b) third   (c) second   (d) fourth

(26) The .... screen of report wizard helps you in choosing style of the report.

    (a) first   (b) second   (c) fifth   (d) sixth

(27) To see whole report on one screen, select .... option from zoom box.

    (a) Fit   (b) Ascending   (c) Descending   (d) Finish

- Editing a Report

(28) To edit, report, click on the design view on .... on toolbar.

    (a) design view   (b) data view

    (c) relational model   (d) report view

(29) Purpose and working of .... is same as discussed in form section.

    (a) Report section   (b) Report footer

    (c) Page header   (d) Report Header

(30) To see all functions in MS Access .... command is used.

    (a) Print preview   (b) Expression Builder

    (c) View   (d) Build

(31) To arrange fields horizontally .... command is used.

    (a) format / align / top   (b) format / top / align

    (c) align / format / top   (d) top / align / format

(32) To open an expression builder click on .... button on report design toolbar.

    (a) data   (b) new   (c) build   (d) builder

- Mailing labels

(33) The .... is contained within the report segment of database window.

    (a) labels   (b) expression builder   (c) build   (d) design view

(34) Many daily activities or organizations required frequent use of ....

    (a) Expression Builder   (b) Mailing labels

    (c) Build   (d) Data information

(34) With the help of .... you can create labels as per your requirement.

(a) dialog box (b) builder   (c) data   (d) information

- Macro

(35) .... are series of actions used to automate sequence of commands used frequently.

(a) Report   (b) Macro   (c) Table   (d) Query

(36) The entire macro window is divided into .... parts.

(a) 1   (b) 2   (c) 3   (d) 4

- Action

(37) The .... column contains list of all the actions you want the macros to execute.

(a) comment (b) argument   (c) action (d) report

- Comment

(38) The .... consists of description of the actions to make it easier to understand what the macro is doing.

(a) system   (b) comment   (c) argument   (d) action

- Arguments

(39) Many actions require additional information called the .... for the action.

(a) arguments   (b) query   (c) comment   (d) action

- Running a macro

(40) You need to .... a macro for future use.

(a) report   (b) macro   (c) comment   (d) data

Ch.4 Forms, Reports and macros
Answer Key

1	b		26	c
2	c		27	a
3	d		28	a
4	c		29	a
5	d		30	b
6	a		31	a
7	b		32	c
8	a		33	
9	a		34	a
10	a		35	b
11	b		39	c
12	a		37	c
13	b		38	b
14	b		39	a
15	a		40	b
16	a			
17	c			
18	c			
19	a			
20	a			
21	a			
22	a			
23	a			
24	d			
25	b			

Ch.5 - Data Models

- Introduction

(1)   As long as data collection is relatively .... it works very well.

(a) Large   (b) Small   (c) Middle   (d) None of these

(2)   If information is to be extracted and it is spanned in multiple files in file system it becomes ....

(a) Easy   (b) Very easy   (c) Difficult   (d) None of these

- Disadvantage of file system

(3)   In file based systems different applications would require separate files containing completely or partially same ....

(a) Data   (b) Information   (c) (a) & (b) both   (d) None of these

- Data base Design and Models

(4)   Database consists of .... related data stored in a single data repository.

(a) Relational   (b) Logically

(c) Mathematically   (d) All of these

(5)   Database system take care of ....

(a) Data   (b) Relationship   (c) (a) & (b) both   (d) None

(6)   Current database system also take care of .... the data.

(a) defining   (b) storing   (c) managing   (d) all

(7)   .... are the way in which records are represented in the database.

(a) Data Models   (b) Data base

(c) (a) & (b) both   (d) None of these

(8)   There are .... types of data models.

(a) 1   (b) 2   (c) 3   (d) 4

- Horizontal Model

(9)   .... is the oldest model in Datamodel.

(a) Hierarchical   (b) Network

(c) Relational   (d) Object oriented

(10) .... was one of the first hierarchical database.

(a) BMS   (b) DMS   (c) IMS   (d) RDS

(11) North America Rockwell Company and IBM developed Hierarchical model jointly in ....

(a) 1950   (b) 1970   (c) 1960   (d) 1980

- Structure

(12) Hierarchical model describes relationship among data using .... structure.

(a) Tree   (b) Graph   (c) (a) & (b) both   (d) None of these

(13) In hierarchical structure records are ....

(a) Root   (b) Nodes   (c) (a) & (b) both   (d) None

(14) In hierarchical model .... can gave many dependent records each of these dependent is known as ....

(a) grand parent & parent   (b) root & parent

(c) (a) & (b) both   (d) both

- Advantages

(15) The hierarchical model has advantage like ....

(a) Conceptual Simplicity   (b) Database Secure

(c) Data Independence   (d) All

(16) It is easier to view understand and depict data and relationships using tree structure.

(a) Tree   (b) Root   (c) Either (a) or (b)   (d) None

(17) .... is provided by DBMS.

(a) Security   (b) Facility   (c) (a) & (b)   (d) None

- Disadvantage

(18) Due to restriction like .... hierarchical model could not become popular.

(a) Data Redundancy   (b) Animalies

(c) (a) and (b) both   (d) None

- Network Models

(19) .... model was created to represent complex relationship more effectively than the hierarchical model.

(a) Network   (b) Object oriented

(c) Hierarchical   (d) Relational

(20) In .... the conference on data system languages C formally defined the network model.

(a) 1978   (b) 1969   (c) 1972   (d) 1971

(21) ....was the first Network Database Management system developed.

(a) IDMS   (b) MSID   (c) DIMS   (d) SMID

- Structure

(22) The network model replaces the hierarchical tree with ....
    (a) picture   (b) graph   (c) image   (d) all

(23) Graphs allows more connection among ....
    (a) Pictures   (b) Nodes   (c) Root   (d) All

(24) Network model and hierarchical model is ability to handle .... relationship.
    (a) one to many   (b) many to many
    (c) one to one   (d) none of these

(25) It is not possible to implement relationship using .... structure without repairing entire node.
    (a) Tree   (b) Graph   (c) (a) & (b) both   (d) None of these

- Advantage

(26) Conceptually very easy to depict and design in .... model.
    (a) Tree   (b) Hierarchical   (c) (a) & (b) both   (d) None of these

(27) Many to many relationship can be implemented using .... model with out any repetition.
    (a) Hierarchical   (b) Relational   (c) Network   (d) Object oriented

- Disadvantage

(28) .... model is/are stored using pointers.
    (a) Network   (b) Hierarchical   (c) (a) & (b) both   (d) None of these

(29) .... is a physical address that determines where a record can the located on the disk.
    (a) Pointed   (b) Array   (c) Either (a) & (b) both   (d) (a) & (b) both

(30) In .... model database designer needs to be aware of physical organization of data.
    (a) Network   (b) Hierarchical   (c) (a) & (b) both   (d) either (a) or (b)

- Relational Model

(31) .... model replaced both the hierarchical and network database models.
    (a) Hierarchical   (b) Object oriented
    (c) Relational   (d) Network

(32) In .... Dr. E.F. Codd Wrote a path breaking paper to represent data and relationship.
    (a) 1970   (b) 1972   (c) 1960   (d) 1962

- Structure

(33) Relationship between two entities are expressed using ....
   (a) keys   (b) relation   (c) query   (d) report

(34) The evolution of the .... database model is considered as one of the major break through in the history of database management.
   (a) Network   (b) Object oriented
   (c) Hierarchical   (d) Relational

(35) Relational model popularly known as ....
   (a) RDBMS   (b) RBDMS (c) DBRMS (d) RMDBS

- Advantage

(36) In .... model designer, programme or and user need be aware of how tables are stared internally.
   (a) Object oriented   (b) Hierarchical
   (c) Network   (d) Relational

(37) .... Capability is one of the reasons for acceptability and popularity of relational models.
   (a) Table   (b) Report   (c) Form   (d) Query

- Disadvantages

(38) Relational model frees database user from tedious efforts required to .... relationship between data.
   (a) store   (b) retrive   (c) design   (d) all

(39) .... are the other database management system as relational model popularly known as RDBMS.
   (a) oracle   (b) sybase   (c) SQL server   (d) all

- Object Oriented Data Model

(40) Object oriented model represents entity using ....
   (a) keys   (b) pointers   (c) class   (d) all

(41) Instance of a class in known as ....
   (a) keys   (b) table   (c) object   (d) record

(42) A .... is a collection of objects of similar type.
   (a) keys   (b) pointer   (c) graph   (d) class

(43) .... model has given a new direction to database designers.
   (a) Network   (b) Object oriented (c) Hierarchical   (d) Relational

- Advantages

(44) The binding of data and method into a class is known as ....

   (a) data encapsulation   (b) inheritance

   (c) operations   (d) all

(45) Encapsulation makes possible for objects to be treated like ....

   (a) Black boxes   (b) Red boxes

   (c) Brown boxes   (d) Green boxes

(46) The hiding details of making class in database from database designer is known as ....

   (a) Data Encapsulation   (b) Data Abstraction

   (c) Either (a) & (b)   (d) (a) & (b) both

(47) We can add additional features of existing class without modifying it is called ....

   (a) Data Encapsulation   (b) Data Abstraction

   (c) Inheritance   (d) all

(48) You can deirve a new class using existing one and can add extra attributes and method in .... model.

   (a) Hierarchical   (b) Network

   (c) Object oriented   (d) Relational

(49) Object oriented model has several advantage like ....

   (a) Polymorphism   (b) Dynamic binding

   (c) Message Communication   (d) all

- Disadvantages

(50) Disadvantage of the .... model are the complex navigational data access and high system overload.

   (a) object oriented   (b) relational

   (c) network   (d) hierarchical

(51) Implemention of .... model requires move powerful features.

   (a) Network   (b) Object oriented

   (c) Hierarchical   (d) Relational

Ch.5 Data Models
Answer Key

1	b	26	c	51	b
2	c	27	c		
3	a	28	c		
4	b	29	a		
5	c	30	c		
6	d	31	c		
7	a	32	a		
8	d	33	a		
9	a	34	d		
10	c	35	a		
11	c	39	d		
12	a	37	d		
13	a	38	d		
14	b	39	d		
15	c	40	c		
16	d	41	c		
17	a	42	d		
18	a	43	b		
19	c	44	a		
20	a	45	a		
21	d	46	b		
22	a	47	c		
23	b	48	c		
24	b	49	d		
25	a	50	a		

Ch.6 - C Language - An Introduction

- Need of programming language

(1)   .... language when used allows us to write an instruction that has only one meaning.

(a) Programming   (b) Data type (c) Variable   (d) Data

(2)   Learning a programming language is only learning new .... to represent the instructions, we want to give to the computer.

(a) language (b) syntax   (c) program (d) keyword

- Need of translator

(3)   Computer can understand only .... language.

(a) Octal   (b) Hexadecimal   (c) Binary   (d) Decimal

(4)   The problem to understand a language by computer is solved by using software programs is known as ....

(a) Compiler (b) Language   (c) Data type   (d) Program

- Programs & Characteristic of program

(5)   .... can be defined as a finit set of precise and clear instructions given to a computer.

(a) Program (b) Language   (c) Type of Data   (d) Data Type

(6)   The process of writing the step by step instructions using a chosed language is known as ....

(a) Language   (b) Type of data   (c) Data type (d) Programming

(7)   Main( ) is known as .... function.

(a) User defined   (b) In-built

(c) Data defined   (d) Data type

(8)   Printf( ) is known as .... functions.

(a) User defined   (b) In built   (c) Data   (d) Data type

(9)   In C language user can use function in program are known as .... functions.

(a) library   (b) inbuilt   (c) userdefined   (d) data

(10) # include <stdio.h> is .... function.

(a) Header file   (b) Statement function

(c) Library function   (d) Exit statement

(11) C programs starts from the first .... when main ( ) is encountered.

(a) {   (b) }   (c) ((d))

(12) return (   ) is known as ....

    (a) Statement of Exit functions   (b) Comment line

    (c) End of scope for main   (d) Header file

- Structure of C program

(13) C program is a set of .... called functions.

    (a) Optional section   (b) Data type

    (c) User defined function   (d) Comment line

- Documentation Section

(14) .... section is an optional section.

    (a) Program   (b) Variable   (c) Syntax   (d) Documentation

(15) In documentation text is enclosed between ....

    (a) /* & */   (b) / & /*   (c) // & //   (d) */ & /*

(16) .... are not processed by C complier and are left as it is.

    (a) file   (b) program   (c) language   (d) comment

(17) In C program .... can be added any where.

    (a) Variable   (b) Comment   (c) Data   (d) Function

- Symbolic Constant Definition

(18) To use such symbolic constant in our program we need to use ....

    (a) /* & */   (b) # define   (c) # include   (d) # include <string>

(19) # define is knows as ....

    (a) Preprocessor   (b) Header file

    (c) Data   (d) Preprocessor directive

(20) Normally symbolic constant are defined ....

    (a) Small Nos.   (b) Large Nos.   (c) Capital letters   (d) Small letters

- File include sections

(21) C provides .... functions.

    (a) inbuilt   (b) library   (c) either (a) or (b)   (d) (a) & (b) both

(22) .... is/are the examples of library function.

    (a) Pow (   )   (b) Sqrt (   )   (c) (a) & (b) both   (d) None of these

(23) .... is used for calculating value of x raise to given power.

    (a) Sqrt (   )   (b) Var (   )   (c) Pow (   )   (d) # include

(24) .... is used to find square root of a numbers.

    (a) Sqrt (   )   (b) Pow (   )   (c) Var (   )   (d) Header file

(25) The extension of header file is ....
(a) .d   (b) .mdb   (c) .ppt   (d) .h

- Global Variable Declaration Section

(26) C variable are governed by ....
(a) Data   (b) Scope   (c) Hope   (d) Value

(27) A scope of C variables is desided by using opening and closing .... braces.
(a) ( )   (b) [ ]   (c) { }   (d) " "

(28) The variables defined within curly braces are known as ....variable.
(a) global   (b) local   (c) main   (d) function

(29) .... variable is defined before defining all the function.
(a) Scope   (b) Global   (c) Local   (d) Function

- Main function

(30) A .... function is the function from where the execution of any C program starts.
(a) Void   (b) Main ( )   (c) Scope   (d) Control

- User defined function

(31) C provideds us a facility of breaking a single program into set of small piece, These piesces are known as ....
(a) Variables (b) Functions   (c) Values   (d) Data

- C character set

(32) In C the characters can be divided into .... catagories.
(a) 1   (b) 2   (c) 3   (d) 4

(33) The character in C can be divided into catagories like ....
(a) Digits & letters   (b) White spaces
(c) Special character   (d) All

(34) In C & is known as ....
(a) Asterisk   (b) At the vate   (c) Amphasand   (d) Apostrophe

(35) ? is known as .... in C language.
(a) Apostrophy   (b) Ampersand   (c) Asterisk (d) At the rate

(36) * is known as .... in C language.
(a) Period   (b) Asterisk (c) Caret   (d) Tilde

(37) @ is known as .... in C.

    (a) Apostrophe   (b) At the rate   (c) Braces   (d) Asterisk

(38) '\' is known as ....

    (a) Forward slash   (b) Backword slash

    (c) Exclamation   (d) Period

(39) '/' is known as ....

    (a) Backword slash   (b) Forward slash

    (c) Exclamation   (d) Dollar

(40) '( )' is used for .... in C.

    (a) Parenthesis Left/Right   (b) Dollar

    (c) Braces left/right   (d) Plus

(41) . is used for .... in C.

    (a) Colon   (b) Caret   (c) Period   (d) Equal to

(42) ^ is known as .... in C.

    (a) Caret   (b) Dollar   (c) Equal to   (d) Colon

(43) ~ is known as .... in C.

    (a) Tilde   (b) Colon   (c) Exclamantion   (d) Quotation mark

- C Words

(44) C is a set of .... sequential C statement form a C program.

    (a) logical   (b) relational   (c) variable   (d) global

(45) A word in C is known as ....

    (a) Variable   (b) Data Type   (c) Token   (d) Function

(46) main ( ) is ....

    (a) an identifier   (b) a compiler   (c) a string   (d) keyword

(47) * is ....

    (a) an operator   (b) an operand   (c) string   (d) charactor

(48) int is ....

    (a) string   (b) constant   (c) keyword   (d) operator

(49) In C language .... types of token available.

    (a) 5   (b) 6   (c) 4   (d) 3

(50) { is .... in C.

    (a) string   (b) keyword   (c) constant   (d) special character

- Key word

(51) To be specified ANSI C standard supports .... predefined words in C.

   (a) 18   (b) 32   (c) 24   (d) 36

(52) In C language predefined words are known as ....

   (a) Variable   (b) String   (c) Operand   (d) Keyword

- Identifier

(53) A word that a user form by making use of C character set is known as

   ....

   (a) identifier   (b) keyword   (c) string   (d) constant

(54) I identifier consists of ....

   (a) set of letters   (b) digits

   (c) special characters   (d) all of these

- Variable

(55) C programs deal with ....

   (a) ASCIL   (b) data   © variable   (d) keyword

(56) To identify the data within the memory space can very based on the operations performed on it, is known as ....

   (a) data   (b) variable   (c) string   (d) constant

(57) The data as it is capable of changing itself is called ....

   (a) string   (b) constant   (c) identifier   (d) variable

(58) Variable name can not be same as ....

   (a) global   (b) local   (c) string   (d) keyword

(59) Variable name consists of ....

   (a) letter   (b) digit   (c) under score   (d) all of above

(60) The first character of variable name must be ....

   (a) keyword   (b) under score   (c) letter   (d) (a) and (b) both

(61) The variable names are ....

   (a) sensitive   (b) string   (c) constant   (d) name of these

- Constant

(62) The entities of C that do not change its value through out the execution of program are known as ....

   (a) variable   (b) constant   (c) string   (d) data

- Numeric constant

(63) The constant that store numeric value is known as ....
- (a) Numeric constant
- (b) Constant
- (c) Variable
- (d) Operator

(64) The numeric constants are divided in .... parts.
- (a) 1
- (b) 2
- (c) 3
- (d) 4

(65) The numeric constants are divided in which two categories?
- (a) integer constant
- (b) real constants
- (c) (a) & (b) both
- (d) Either (a) or (b)

- Integer Constant

(66) Integer constant refers to .... numbers.
- (a) whole
- (b) real
- (c) fraction
- (d) none of these

(67) Integer constants are .... types.
- (a) Decimal
- (b) Hexadecimal
- (c) Octal
- (d) All

(68) The decimal constant use numeric digit like ....
- (a) 0 to 8
- (b) 0 to 9
- (c) 0 to 10
- (d) 1 to 10

(69) In hexadecimal constant numeric digits use .... after 9 digits.
- (a) 0 to 9
- (b) A to F
- (c) A and B
- (d) only A

(70) The hexadecimal numbers have base ....
- (a) 8
- (b) 16
- (c) 4
- (d) 2

(71) A to F refers to numeric values ....
- (a) 9 to 14
- (b) 10 to 15
- (c) 14 to 15
- (d) None

(72) The octal constants use numeric digits from ....
- (a) 0 to 7
- (b) 1 to 8
- (c) 1 to 10
- (d) 1 to 9

(73) The base of octal number system is ....
- (a) 7
- (b) 8
- (c) 9
- (d) 10

- Real Constant

(74) In real constant a number system is represented using ....
- (a) man sitssa
- (b) exponent
- (c) either (a) or (b)
- (d) (a) & (b) both

- Character constant

(75) There are .... types of character constants in C language.
- (a) 1
- (b) 2
- (c) 3
- (d) 4

- Single Character Constant

(76) A single character constant is represented by using single character enclosed with in ....
- (a) single quotes
- (b) double quotes
- (c) curlybrackets
- (d) semi colon

(77) The full form of ASCII is ....
    (a) American Standard Code for Information Interchange
    (b) Advanced Standard Code for Information Interchange
    (c) Analysis Standard Code for Information Interchange
    (d) None of these

- String constant

(78) .... is used to define in double quotes in C.
    (a) Single character   (b) string   (c) variable (d) constant

- Back slash character

(79) C provides special two character constant known as ....
    (a) back slash character   (b) escape squenle
    (c) (a) & (b) both   (d) None of these

(80) .... is used to insert vertical tab.
    (a) \V   (b) \t   (c) \a   (d) \b

(81) \i is use to ....
    (a) insert back slash   (b) insert single quote
    (c) insert question marks   (d) insert double quote

(82) \b is used to ....
    (a) insert single quote   (b) insert question mark
    (c) insert back slash   (d) insert horizontal tab

- Certain numeric and character

(83) Certain numeric and character constants can be defined using symbolic
    identifier and are known as ....
    (a) Numeric constant   (b) Constant
    (c) Symbolic constant   (d) String

(84) The preprocessor directive statement instructs the compiler that the
    occurrence of the symbolic constant used in program should be
    replaced by the .... value.
    (a) string   (b) variable (c) constant   (d) function

- Points to be remember in C Program

(85) In C header file should be include before the .... function.
    (a) void   (b) main ( )   (c) void main   (d) return

(86) Normally C programs consists of .... letter alphabets.
    (a) Lower   (b) Upper   (c) Toggle   (d) Super

(87) In C .... are case sensitive.

   (a) Complies   (b) Identifires   (c) Variables   (d) Functions

(88) In C program every C statement end with ....

   (a) Colon   (b) Semi colon   (c) Question mark   (d) Full stop mark

- Execution of C program

(89) The program that we write using an editor is known as ....

   (a) Source code C program   (b) Program

   (c) Function   (d) Variable

(90) The extension of source file is ....

   (a) .C   (b) .CPP   (c) .XP   (d) None of these

(91) The compiler works of converting a source program into machine language program known as ....

   (a) object code   (b) object program

   (c) either (a) & (b)   (d) program

(92) The extension of object code is ....

   (a) .obj   (b) .job   (c) .ojb   (d) .bjo

(93) The executable code is ....

   (a) exe   (b) xls   (c) cxe   (d) abc

(94) To link the program .... is used.

   (a) Code   (b) Compiler   (c) Constant   (d) Linker

- History of C

(95) The origin of C has been dated back to ....

   (a) 1965   (b) 1970   (c) 1972   (d) 1975

(96) The full form of BPCL is ....

   (a) Basic Constant Programming Language

   (b) Basic Combined Programming Language

   (c) Basic Compile Programming Language

   (d) None of these

(97) C language is also known as .... programming language.

   (a) general purpose   (b) ANSI   (c) Compile   (d) Code

(98) In .... C was standardized in ANSI.

   (a) 1989   (b) 1980   (c) 1999   (d) 1990

(99) C is also considered to be a .... level language.

   (a) Portable   (b) Middle level   (c) Front level   (d) Last level

Ch.6 Language - An Introduction
Answer Key

1	a	26	b	51	b	76	a
2	b	27	c	52	d	77	a
3	c	28	b	53	a	78	b
4	a	29	b	54	b	79	c
5	a	30	b	55	d	80	a
6	c	31	b	56	b	81	a
7	a	32	d	57	d	82	c
8	b	33	d	58	d	83	c
9	a	34	c	59	d	84	c
10	a	35	a	60	d	85	b
11	a	39	b	61	a	86	a
12	a	37	b	62	b	87	b
13	a	38	b	63	a	88	b
14	d	39	b	64	b	89	a
15	a	40	a	65	c	90	a
16	d	41	c	66	a	91	d
17	b	42	a	67	d	92	a
18	b	43	a	68	b	93	a
19	d	44	a	69	b	94	d
20	c	45	c	70	b	95	c
21	d	46	a	71	b	96	b
22	c	47	a	72	a	97	a
23	c	48	c	73	b	98	a
24	a	49	b	74	d	99	b
25	d	50	d	75	b		

Ch.7 - Data Types in C Language

- Introduction

(1) C language used certain .... to identify the type of value that can be stored in an identifier.

   (a) Data type (b) Key words   (c) (a) or (b)   (d) (a) & (b) both

(2) The key words associate a data is known as its ....

   (a) Data Type (b) Keys   (c) Tokens (d) Program

- What is Data types

(3) The type of value that can be asigned to an identifier is known as ....

   (a) Keyword   (b) Data Type

   (c) Identify   (d) None of these

(4) C language uses set of .... to relate a data with its value

   (a) Keywords   (b) Identifier   (c) Data Type   (d) All

(5) In C language keywords identify the thing ....

   (a) Types of value   (b) Memory space require

   (c) (a) & (b)   (d) (a) & (b) both

(6) Each type is aollecated a fixed memory space in C denoted by ....

   (a) bit   (b) byte   (c) bytes   (d) None

(7) .... byte is combination of 8 bits.

   (a) 7   (b) 8   (c) 9   (d) 10

- Basic Data types of C

(8) C language supports basic data types called ....

   (a) Integer   (b) Decimal   (c) Character   (d) All

(9) The data types are represented using keyword ....

   (a) int   (b) float   (c) char   (d) all

(10) We also have one more primitive type known as .... in C language.

   (a) Void   (b) Voice   (c) Viod   (d) Vdio

(11) An identifier is associated with its data type by using the ....(a) keyword   (b) data   (c) syntax (d) none of these

(12) The contents written in .... brackets for the given syntax are optional.

   (a) square brackets   (b) curley brackets

   (c) rounded brackets   (d) simple brackets

- Integer

(13) ....is a positive or negative whole number with no fractional part in it.

   (a) Integer   (b) Float   (c) Real   (d) Char

(14) The data type int uses .... bytes of memory space.

    (a) 1   (b) 2   (c) 3   (d) 4

(15) The memory range of int has

    (a) -32,768 to +32767   (b) -32768 to +32786

    (c) -32876 to +32876   (d) -32678 to +32678

(16) We need to prefix a keyword long with int which will use .... bytes.

    (a) 2   (b) 3   (c) 4   (d) 6

(17) It is possible to allocate only positive values in C language with the use of .... keyword.

    (a) signed   (b) Int   (c) Unsigned   (d) Float

(18) .... is the range of unsigned int data type.

    (a) 0 to 65536   (b) 0 to 65535   (c) 0 to 32767   (d) 0 to 32768

(19) .... means positive or negative whole number.

    (a) Integer   (b) Float   (c) Character   (d) None of these

(20) For signed integers the value of range is calculated as ....

    (a) $-2^{(n-1)}$ (b) $+2^{(n-1)}-1$

    (c) $-2^{(n-1)}$ to $2^{(n-1)}-1$ (d) $-2^{(n-1)}$ to $12^{(n-1)}$

(21) For unsigned integers the range is calculate as ....

    (a) 0 to 65535   (b) 0 to 2n-1

    (c) $-2^{(n-1)}$ to $2^{(n-1)}$ (d) None of these

- Real

(22) To use real values C language supports a data type identified by keyword ....

    (a) Float   (b) Integer   (c) Char   (d) All

(23) Float uses .... bytes of storage space.

    (a) 1   (b) 2   (c) 3   (d) 4

(24) If we need precise values in real that we must use .... rather than float.

    (a) long   (b) double   (c) single   (d) unsigned

(25) In float (real) value use .... bytes.

    (a) 6   (b) 7   (c) 8   (d) 9

(26) In real we can also use long as a prefix to ....

    (a) single   (b) double   (c) extra   (d) none of these

(27) C also support .... format.

    (a) social   (b) scientific   (c) (a) o (b)   (d) (a) and (b) both

(28) ....bits are allocated to real number for representing exponent part.

(a) 2 (b) 4 (c) 8 (d) 16

(29) ....bits are allocated to real number for representing mantissa part.

(a) 23 (b) 25 (c) 26 (d) 22

- Character

(30) To store such values we have to use a keyword ....

(a) int (b) float (c) char (d) none of these

(31) Char keyword required .... bytes of memory space.

(a) 1 (b) 2 (c) 6 (d) 8

(32) Each character is associated with an integer value called ....

(a) ASCII (b) Ansi (c) (a) or (b) (d) (a) & (b) both

(33) By default char is ....

(a) signed (b) unsigned (c) (a) & (b) both (d) none of these

(34) The range of character data type is ....

(a) 0 to 255 (b) -128 to 127 (c) -128 to 128 (d) 0 to -255

(35) The range of unsigned char is ....

(a) 0 to 7 (b) 0 to 256 (c) 0 to 255 (d) 0 to 8

(36) The different between .... and .... in the ASCII in C language.

(a) Small and capital (b) Small and large

(c) Large and small (d) None of these

(37) Numeric value if written .... quatation is also assigned an ASCII value

(a) Double (b) Signal (c) Either (a) or (b) (d) (a) & (b) both

- Empty Data Set

(38) C provides a special data type identified by keyword ....

(a) int (b) float (c) char (d) void

(39) .... data type has no value and we denote to be empty.

(a) int (b) float (c) chat (d) void

(40) It we don't want the function to return a value then we can prefix it with ....

(a) keyword (b) real (c) char (d) void

(41) .... statement tells the compiler to exit from the function body.

(a) void (b) return (c) function (d) all

(42) To void getting such a message when we don't writ 'return' we can prefix .... with void.

(a) main ( ) (b) ( ) main (c) meen (d) man

- Assigning values to variables

(43) .... once declared can be assigned values.

    (a) keyword   (b) tokens   (c) variables   (d) ASCII

(44) To assign a value we use the .... syntax.

    (a) variable = value   (b) var = value & Data type

    (c) value = variable   (d) variable = value

(45) To intitialize and declare a variable in same statement we can use .... statement.

    (a) Data variable   (b) Data type variable = value

    (c) Variable = Value   (d) Unsigned value

- User Defined Data type

(46) C is a .... language.

    (a) flexible   (b) non-flexible   (c) (a) & (b)   (d) none

(47) Keyword .... is/are used in C to create new data type.

    (a) typef   (b) enum   (c) (a) & (b) both   (d) None of these

- Type defination

(48) In C language .... keyword is used to type definition.

    (a) Defenition   (b) Tdefiniton   (c) typedef (d) tdef

(49) .... refers to new name that we want to assign to the available data type.

    (a) valuable   (b) validity   (c) data type   (d) variable

(50) C allows to give .... to an existing data type.

    (a) data type   (b) tdef   (c) value   (d) an alias

(51) .... keyword allows us to give an alias to an existing data type.

    (a) type   (b) tdef   (c) typedef (d) char

- Enumerated data type

(52) Enumerated data types can be created in C using keyword ....

    (a) num   (b) enum   (c) Enum   (d) number

(53) The variable defined using .... can be assigned any numeric value or values given inciarly brackets.

    (a) Enum   (b) enum   (c) anay   (d) Derived data type

(54) The syntax for enum is ....

    (a) typedet identifies (value 1 value ...... value)

    (b) Enum var (value 1, value 2...... value.n)

    (c) enum identifier (value 1 value 2 .... valuen)

    (d) enum identifier {identifier 1 identifier.........}

(55) User defined data types allows user to defined .... with meaning full name.

    (a) variable   (b) keyword   (c) array   (d) data type

- Derived data type

(56) C provided us derived data types like.

    (a) Array   (b) Structure   (c) Union   (d) All of these

- Array

(57) .... data structure consists of group of variable having same property.

    (a) Array   (b) Structure   (c) Pointer   (d) Union

(58) It is possible to have statement like .... in C.

    (a) ch subj [   ] = " C language'

    (b) char subj [   ] = "C language"

    (c) char subject [   ] = "C language"

    (d) char subject (   ) = "C language"

Ch.7 Data Type in C Language
Answer Key

1	b	26	b	51	c
2	a	27	b	52	b
3	b	28	c	53	b
4	a	29	a	54	c
5	d	30	c	55	d
6	c	31	a	56	d
7	d	32	a	57	a
8	d	33	b	58	c
9	d	34	b		
10	a	35	c		
11	c	39	a		
12	a	37	b		
13	a	38	d		
14	b	39	d		
15	a	40	d		
16	c	41	b		
17	c	42	a		
18	b	43	c		
19	a	44	a		
20	c	45	b		
21	b	46	a		
22	a	47	c		
23	d	48	c		
24	b	49	d		
25	c	50	d		

Ch.8 - Operators and Expressions

- Operators

(1) An operators is a .... that identifies the operations that can be performed on operands.
   (a) symbol   (b) sign   (c) data   (d) data type

(2) The operators in C can be categorized into .... type.
   (a) 7   (b) 6   (c) 5   (d) 8

(3) .... operators in C we can use.
   (a) Arithmetic   (b) Conditional   (c) Bitwise   (d) All

- Arithmetic Operators

(4) To perform an arithmetic operations C provides various basic operators like ....
   (a) +   (b) -   (c) %   (d) All

(5) .... operators is use for division of two operands resulting in quotient.
   (a) +   (b) /   (c) %   (d) *

(6) .... operators is used for division of two operands resulting in reminder.
   (a) -   (b) /   (c) *   (d) %

(7) .... operator is used for multiplication in C.
   (a) *   (b) %   (c) /   (d) -

(8) .... known as modulo operators in C.
   (a) *   (b) /   (c) %   (d) -

(9) In C language in arithmetic operation the right side statement is called ....
   (a) Variable   (b) Data Type   (c) Data   (d) Expression

(10) In C language in arithmetic operation the left side statement is called ....
   (a) Data Type   (b) Data   (c) Variable   (d) Expression

(11) Based on the operand used in the expression the arithmetic can be categorized in ....
   (a) Integer arithmetic   (b) Real arithmetic
   (c) Mixed mode arithmetic   (d) All

- Integer Arithmetic

(12) An Integer arithmetic is considered when the operand used in the expression are in .... numbers.
   (a) Positive   (b) Negative   (c) Whole   (d) All of these

(13) In Arithmetic operation, when the operation used in any whole numbers is called .... expression.
    (a) integer   (b) real   (c) fractional   (d) float

- Real Arithmetic

(14) In real arithmetic all the operands used in an expression are ....
    (a) integer   (b) float   (c) variable   (d) all of these

(15) In real arithmetic, the variables are declared as ....
    (a) int   (b) float   (c) char   (d) real

- Mixed mode Arithmetic

(16) In .... mode users are able to use integer as well as float operands within an expression.
    (a) Integer   (b) Real   (c) Mixed Mode   (d) None of these

(17) C allows quotomatic conversion of lower range data type to higher range data type in .... mode arithmetic.
    (a) Integer mode   (b) Mixed mode
    (c) Real mode   (d) Float mode

- Assignment operators

(18) .... operator is used to assign value in C program.
    (a) "="   (b) "+"   (c) "*"   (d) " "

(19) Assignment operator is used to assign a .... to a variable.
    (a) Constant value   (b) Result of an expression
    (c) Either (a) or (b)   (d) (a) &)b) both

(20) In short hand operator the syntax for its use is ....
    (a) Variable Aop = Constant value i
    (b) Variable Aop = expression I
    (c) Either (a) or (b)
    (d) (a) & (b) both

- Relational Operators

(21) .... are used to change the flow of execution of program in C.
    (a) comparisons   (b) expression   (c) programe   (d) variables

(22) C provides .... relational operators for the purpose of comparision.
    (a) 7   (b) 6   (c) 8   (d) 4

(23) .... is used to check non equality between operands.
    (a) = =   (b) !=   (c) >   (d) <

(24) .... is used to check grather value or equality between two operators
(a) >   (b) <   (c) >=   (d) <=

(25) For checking equality of two operands we may use .... sign.
(a) "="   (b) "*"   (c) "#"   (d) "<"

(26) .... operators are used along with dicision structure and control structure in C.
(a) Assignment (b) Relational   (c) Bitwise   (d) Conditional

- Increment & Decrement operator

(27) .... is the statement or syntax for incrementing using short hand operator.
(a) Variable = -1   (b) Variable = 1
(c) Variable = -1   (d) Variable = +1

(28) C provides special unary operators like ....
(a) "++"   (b) "--"   (c) "+"   (d) (a) & (b) both

(29) "++" & "--" operators are used as .... to a variable.
(a) prefix   (b) suffix   (c) Either (a) or (b)   (d) (a) (b)

(30) In suffixed form we can call increment/decrement operator as ....
(a) post increment operator   (b) post decrement operator
(c) either (a) or (b)   (d) (a) & (b)

(31) In post increment operator when used an expression uses the ....
value of a variable to evaluate the expression.
(a) New   (b) Old   (c) Default   (d) (a) or (b)

(32) In pre increment operator, when used in an expression first increment the value of variable by 1 then uses the .... value a variable to evalute the expression.
(a) New   (b) Old   (c) Default   (d) (a) & (b)

- Conditional Operators

(33) In conditional operator decision structure called .... for making a decision.
(a) if   (b) for   (c) type   (d) keyword

(34) C provides an operator known .... of for checking our condition.
(a) Relational   (b) Logical   (c) Increment   (d) Conditional

(35) Conditional Operator is also known as ....
(a) Unary   (b) Binary   (c) Ternary   (d) Any of these

(36) In conditional operator the condition refers to a .... expression.

(a) Logical   (b) Relational   (c) Assignment   (d) Increment

- Logical Operator

(37) Such relation wherein we need to use .... is known as logical operators.

(a) AND   (b) OR   (c) (a) or (b)   (d) (a) & (b) both

(38) To represent such a relation C provides logical operators like ....

(a) &&   (b) || (c) !   (d) All

(39) .... is a Logical AND operator.

(a) &&   (b) || (c) !   (d) >

(40) .... is a logical OR operator.

(a) &&   (b) || (c) !   (d) <

(41) .... is logical NOT operator.

(a) !   (b) || (c) (a) & (b)   (d) &&

(42) Logical .... is used when all the given condition must be satisfied.

(a) AND   (b) OR   (c) NOT   (d) (a) or (b) ot (c)

(43) Logical .... is used when any one of given conditions must be satisfied.

(a) AND   (b) OR   (c) NOT   (d) None of these

(44) .... operators returns 1 only if both expressions return 1.

(a) AND   (b) OR   (c) NOT   (d) None

(45) .... operators refurns 1 when any of the expression return 1.

(a) AND   (b) OR   (c) NOT   (d) All of these

- Bitwise operators.

(46) C allows us to operate directly at .... level using bitwise operators.

(a) bit   (b) byte   (c) kb   (d) mb

(47) .... operator is used to perform bitwise AND, or XOR we require two operands.

(a) Left side   (b) Right side   (c) (a) & (b) both   (d) None of these

- Special Operators

(48) C provides special operators like ....

(a) "( )"   (b) "&"   (c) "*"   (d) All of these

(49) .... operator is used to return size of bytes required to store on entity

(a) special   (b) relational   (c) bitwise   (d) logical

- Priority of operators

(50) .... operator is used for function call.

(a) ( )   (b) [ ]   (c) ++   (d) - -

(51) .... operator is used to for Array expression.

(a) [ ]   (b) %   (c) ( )   (d) *

(52) .... operator is used for Increment.

(a) ++   (b) - -   (c) %   (d) *

(53) .... operator is used for modulo division.

(a) /   (b) %   (c) +   (d) +

(54) .... operator is used for size of operand.

(a) size of"   (b) size of " "   (c) size of ( )   (d) size of [ ]

(55) .... property of an expression requires internal conversion of data types to be performed.

(a) Type conversion   (b) Type act

(c) Type of   (d) Data type

(56) In Type conversion to override internal conversion by performing a process called ....

(a) type casting   (b) type act

(c) type   (d) casting

(57) In type conversion to type cast any value we use the syntax ....

(a) (data type) variable   (b) (data type) constant

(c) (a) & (b) both   (d) Either (a) or (b)

- Sample Program

(58) In sample program it is possible to calculate any program we can use .... formula.

(a) Zeller's congruence   (b) Zeller's Data

(c) Data type   (d) Zeller's Theory

Ch.8 Operators and Expressions
Answer Key

1	a	26	b	51	a
2	d	27	c	52	a
3	d	28	d	53	b
4	d	29	c	54	c
5	b	30	c	55	a
6	d	31	b	56	a
7	a	32	a	57	c
8	c	33	a	58	a
9	d	34	d		
10	c	35	c		
11	d	39	b		
12	d	37	d		
13	a	38	d		
14	b	39	a		
15	b	40	b		
16	c	41	a		
17	b	42	a		
18	a	43	b		
19	c	44	a		
20	c	45	b		
21	a	46	a		
22	b	47	c		
23	b	48	d		
24	c	49	a		
25	a	50	a		

Ch. 9 - Input - output operations

(1) The .... means to read data from some devices.

    (a) input   (b) output   (c) processed   (d) none of these

(2) To assign the values to the variables during the execution of the program is called .... operation.

    (a) output   (b) input   (c) processed   (d) all of these

(3) To assign values to variables for the first time either in the declaration section or at any other stage of the program is called ....

    (a) input operation   (b) initalization

    (c) assignment   (d) delaration

(4) Which input function takes a character from the standard input devices?

    (a) getchar ( )   (b) putchar (c) get ( ) (d) printf

(5) The .... function is similar to the function except that the header file.

    (a) getche ( )   (b) getchar ( ) (c) (a) & (b) both   (d) get ( )

(6) The function takes a character from console file.

    (a) getc ( ) (b) getchar ( )   (c) gets ( ) (d) getche ( )

(7) The .... function takes a character from the standard input device.

    (a) getchar ( )   (b) getche ( )   (c) gets ( ) (d) get ( )

(8) The .... and .... function is also used for inputting a character but the difference is that the character keys in will not seen enclosed on the screen.

    (a) getchar ( )   (b) getch ( )   (c) getc ( ) (d) (a) & (b) both

(9) Which input functions is included in <conio.h>?

    (a) getchar ( ) (b) get c ( )   (c) getche ( )   (d) gets ( )

(10) The .... function accepts the character from a file instead of the standard input device.

    (a) gets ( ) (b) getc ( ) (c) getche ( )   (d) getchar ( )

(11) The group of characters is called ....

    (a) letters   (b) alphabets   (c) string   (d) text

(12) In C a .... is enclosed within double quotation.

    (a) string   (b) letter   (c) alphabet   (d) character

(13) The string always ends with .... symbol.

    (a) ('/0')   (b) ('\0')   (c) ('/a')   (d) ('\n')

(14) The .... function in c, is used to read a string.

    (a) gets ( ) (b) putchar ( ) (c) put ( )   (d) get ( )

(15) A null characters is automatically assigned as a last character of the string by the compiler, immediately after the .... key is pressed.
   (a) Enter   (b) Tab   (c) Alt   (d) Esc

(16) In C the formatted function for inputting data is ....
   (a) Scant ( )   (b) Printf ( )   (c) gets ( )   (d) Read ( )

(17) The variable names are preceded by .... sign.
   (a) $ (b) &   (c) *   (d) %

(18) The .... sign is mandatory to write because in C to represent an address of any location is used.
   (a) $ (b) *   (c) &   (d) %

(19) In % p, what does 1 represent?
   (a) long   (b) language   (c) last   (d) length

(20) In %Lp what does p represent?
   (a) program   (b) point   (c) character   (d) dat type

(21) In a scanf statement, ... refers to character data type.
   (a) %d   (b) %c   (c) %c   (d) %c

(22) In a scanf statement .... refers to an integer data.
   (a) %p   (b) %c   (c) %d   (d) %t

(23) In a scanf statement .... is used for inputting unsigned positive integer.
   (a) u   (b) c   (c) f   (d) g

(24) In a scanf ( ) statement, we use .... as a format specifier for double variable.
   (a) f   (b) d   (c) L   (d) c

(25) In a scanf ( ) statement, we use .... as a format specifier for double decimal.
   (a) if   (b) s   (c) b   (d) u

(26) In a scanf ( ) statement we use .... as a format specifier for a short integer.
   (a) u   (b) s   (c) if   (d) h

(27) In a scanf ( ) statement we use .... as a format specifier for a real value.
   (a) f   (b) e   (c) g   (d) all of these

(28) In a scanf ( ) statement we use .... as a format specifier for a long double.
   (a) if   (b) df   (c) h   (d) u

(29) The results obtained from a computer is normally called ....
(a) output   (b) input   (c) processing   (d) none of these

(30) The .... function writes a single character one at a time to the standard output devices.
(a) puts ( )   (b) putchar ( )   (c) put c ( )   (d) getc ( )

(31) The .... statement, will take the cursor to the next line on the screen.
(a) print ('\n')   (b) gets ('\n')
(c) putchar ('\n')   (d) getchar ( )

(32) The .... function writes the character to the file instead of the standard output device.
(a) puts ( )   (b) put c ( )   (c) putchar ( )   (d) print ( )

(33) The .... function is used to write a string to an output device.
(a) putchart ( )   (b) putc ( )   (c) puts ( )   (d) none of these

(34) The .... character used for new line.
(a) \n   (b) \b   (c) \c   (d) all of these

(35) The .... character used for back space.
(a) \n   (b) \b   (c) \c   (d) \d

(36) The .... character used for tab keys.
(a) \n   (b) \b   (c) \c   (d) \t

(37) The general format of control string is?
(a) %lmp   (b) %l.mp   (c) %P.ml   (d) %C.mp

(38) In %l.mp, ...is the total character position in which the variable value is to be printed.
(a) l   (b) m   (c) p   (d) .mp

(39) In %i.mp, ... is used for specifying the number of digits after decimal.
(a) m   (b) l   (c) .pm   (d) m

(40) In % l.mp .... is shows the type of variable.
(a) l   (b) m   (c) p   (d) .lp

(41) In a printf ( ) statement which is the corresponding character for real number in exponent form?
(a) f   (b) e   (c) /d   (d) s

(42) In a printf ( ) statement, which is the corresponding character for integer hexadecimal form?
(a) f   (b) s   (c) x   (d) u

(43) In a printf ( ) statement, which is the corresponding character for integer in octal form?

(a) e   (b) u   (c) s   (d) 0

(44) If .... the value 455 will be printed in 6th position with right justification?

(a) 1=3   (b) 1=-3   (c) 1=6   (d) 1=-6

(45) If .... the value 2658 will be printed in 7th position with left justification.

(a) 1=4   (b) 1=-4   (c) 1=7   (d) 1=-7

Ch.9 Input - Output Operations
Answer Key

1	a	26	d
2	b	27	d
3	a	28	a
4	a	29	a
5	c	30	b
6	d	31	c
7	b	32	b
8	d	33	c
9	c	34	a
10	b	35	b
11	c	39	d
12	a	37	b
13	b	38	a
14	a	39	d
15	a	40	c
16	a	41	b
17	b	42	c
18	c	43	d
19	d	44	d
20	c	45	c
21	b		
22	c		
23	a		
24	c		
25	a		

Ch. 10 - Decision structure

(1) In .... structure where the instructions are execute one by one sequentially.
(a) decision   (b) sequential   (c) standard   (d) oriented

(2) In .... structure where the statements to be executed are determined based on some criteria.
(a) decision   (b) standard   (c) oriented   (d) sequential

(3) The .... structure enable to perform specific actions depending on the results of one of more condition.
(a) standard   (b) sequential   (c) decision   (d) oriented

(4) The .... structure is also known as selective structures.
(a) standard   (b) sequential   (c) oriented   (d) decision

(5) C provides .... statement under selective structure.
(a) one   (b) three   (c) two   (d) four

(6) C provides two statements under selective structure .... and ....
 (a) if   (b) switch   (c) (a) & (b) both   (d) none of these

(7) The .... statement is a powerful decision making statement used for conditional transfer of control.
(a) switch   (b) if   (c) until   (d) while

(8) The .... statement is a two way branch statement used in conjuction with an expression can be evaluated to true or false.
(a) until   (b) switch   (c) if   (d) for

(9) If statement can be used in .... different ways.
(a) one   (b) two   (c) three   (d) four

(10) In .... statement some action is to be taken in case of true condition but no action is to be take in case of false condition.
(a) simple if   (b) if-else   (c) nested if   (d) none of these

(11) If if compound statement one or more statement are enclosed within a pair of .... brackets.
(a) ( )   (b) [ ]   (c) { }   (d) < >

(12) The .... symbol is not used after right parenthesis. If done so it is a null statement used in if.
(a) :   (b) ;   (c) " "   (d) *

(13) In if statements are embedded in { }, it is called .... statement.
(a) compound   (b) multiple   (c) compiler   (d) multiplier

(14) In an expression evaluated to .... its value is treated as false.
(a) 0 (b) 1 (c) 2 (d) 3

(15) If an expression evaluated to .... its value is treated as true.
(a) 0 (b) 1 (c) 2 (d) 3

(16) The .... statement has two blocks statements in else part are executed when the test expression is false.
(a) simple if (b) if...else (c) nested if (d) none of these

(17) When if statement is used within another if statement it is called ....
(a) nested if (b) simple if (c) if ..... else (d) (a) & (b) both

(18) In .... statement if many appear either in true block or in false block or in both.
(a) simple if (b) nested if (c) if ... else (d) none of these

(19) When chain of if statements is used only in else (false) block of nested if statement, it becomes ....
(a) nested if (b) simple if (c) if ....else (d) else if ladder

(20) In .... multi-way decision is a chain of ifs in which the statement associated with each else is another if.
(a) simple if (b) nested if (c) else of ladder (d) if .... else

(21) C has built-in multi way decision statement known as a ....
(a) if...else (b) else if ladder (c) switch (d) simple if

(22) When an action is to be taken based on a selection of choice made multiple from multiple option, ... statement is useful.
(a) if...else (b) else...if ladder (c) nested if (d) switch

(23) .... statement required only one argument, which is checked with number of case options.
(a) switch (b) else...if ladder (c) if ...else (d) simple if

(24) The constant is also known as case label and in ends with .... symbol.
(a) ; (b) : (c) * (d) $

(25) If .... statement is not used at the end of block, it will continue executing the statements of the following block.
(a) continue (b) pause (c) break (d) stop

(26) Expression used with .... should be integer or character but can not be relational or logical.
(a) simple if (b) else...if (c) switch (d) if....else

(27) Switch statement requires.............. arguments.

(a) one   (b) two   (c) three   (d) many

(28) In switch statement, block of statement start after : and ends it finds keywords ....

(a) case   (b) default   (c) }   (d) all of them

(29) What is optional in switch statement?

(a) default   (b) case   (c) switch   (d) none of these

(30) In C while using switch statement which statement transfer control outside the block of statement unconditionally?

(a) continue   (b) exit ( )   (c) break   (d) none of these

(31) Which statement is used to indicate the end of particular case and exit from switch statement?

(a) continue   (b) exit ( )   (c) break   (d) none of these

(32) In .... statement. break and default are optional.

(a) switch   (b) simple if   (c) nested if   (d) else...if

(33) Which case will be executed when the value of variable does not match with any of the case constants?

(a) break   (b) default   (c) continue   (d) none of these

(34) When no match is found with given case labels of a switch statement, ... case of the switch is evaluated.

(a) switch   (b) case   (c) default   (d) if

Ch.10 Dicision Structure
Answer Key

1	b	26	c
2	a	27	a
3	c	28	d
4	d	29	a
5	c	30	c
6	c	31	c
7	b	32	a
8	c	33	b
9	c	34	c
10	a		
11	c		
12	b		
13	a		
14	a		
15	b		
16	b		
17	a		
18	b		
19	d		
20	c		
21	c		
22	d		
23	a		
24	b		
25	c		

Ch. 11 - Loop Control Structures

(1) The word .... implies that the flow of execution may not be sequential and the control may be transferred to any statement based on certain condition.
(a) if structure   (b) control structure
(c) switch   (d) conditional structure

(2) 'C' provides .... types of loop structures.
(a) one   (b) two   (c) three   (d) four

(3) The .... statement is useally used when the statements are to be executed repeatedly for a fixed number of times.
(a) for   (b) while   (c) do...while   (d) exit

(4) The .... statement can also be used even when number of iterations can not be determined.
(a) while   (b) for   (c) do...while   (d) none of these

(5) In .... loop, it use some criteria to stop repeating otherwise loop will executed infinite number of times.
(a) exit ( )   (b) while   (c) for   (d) do...while

(6) The header or for statement contains .... expressions.
(a) one   (b) two   (c) three   (d) four

(7) For statement contains three expressions seperated by .... symbols in parenthesis.
(a) .   (b) ;   (c) *   (d) $

(8) The statement block is also referted to as body of the ....
(a) condition   (b) loop   (c) structure   (d) statement

(9) In .... loop usually expression is used for initailzing a counter variable that is used to control the number of times a loop is to be executed.
(a) for   (b) while   (c) do...while   (d) if

(10) This variable is sometimes called a control variable ans used in .... for loop terminating criteria.
(a) Expression1   (b) Expression2
(c) Expression3   (d) Expression4

(11) .... expression is often used for incrementing or decrementing a control variable.
(a) expression3   (b) expression2
(c) expression4   (d) expression1

(12) The .... statement in loop will transfer control outside for loop.

    (a) if...else   (b) break   (c) while   (d) continue

(13) The .... is executed until it satisfies certain conditions.

    (a) loop   (b) break   (c) continue   (d) default

(14) An infinite loop is one in which the test expression is always ....

    (a) false   (b) true   (c) positive   (d) negative

(15) Nesting of for loop means using one for loop within another .... loop.

    (a) while   (b) do...while   (c) for   (d) until

(16) The .... statement brings the cursor in the next line.

    (a) printf ('\n')   (b) scanf ('\n')   (c) writen ('\n')   (d) write ('\n')

(17) When number of iteration cannot be pre determind and when loop terminating condition is to be tested before entering to loop .... loop is mostly used.

    (a) until   (b) for   (c) do...while   (d) while

(18) The .... loop is entry controlled loop as the condition is checked at the entry point.

    (a) while   (b) for   (c) until   (d) do...while

(19) If test expression results in false in the beginning itself, body of the .... may not be executed at all.

    (a) test   (b) loop   (c) circle   (d) round

(20) Body of the .... loop may not execute at all.

    (a) while   (b) for   (c) until   (d) do....while

(21) What are entry controlled loops?

    (a) for   (b) while   (c) until   (d) (a) & (b) both

(22) The .... loop is preferred for known number of interactions.

    (a) while   (b) for   (c) until   (d) if

(23) The .... loops are preferred for unknown number of interations.

    (a) for   (b) while   (c) do...while   (d) (b) & (c) both

(24) The .... loop, test expression is checked before executing the body of the loop.

    (a) for   (b) do....while   (c) while   (d) until

(25) The .... loop should be used when the value of the test expression is to be checked after executing the body of the loop.

    (a) while   (b) do....while   (c) for   (d) until

(26) The .... loop is exit controlled loop.
   (a) do....while   (b) while   (c) for   (d) until

(27) In .... loop, body of the loop will be executed at least once.
   (a) while   (b) do.....while   (c) for   (d) until

(28) The .... loop is possible by using one loop control structure within another, irrespective of the type of loop control structures used.
   (a) do.....while   (b) for   (c) nested loops   (d) while

(29) Use .... statement to jump out of a loop.
   (a) stop   (b) break   (c) continue   (d) remove

(30) The .... would only exit from the loop containing it.
   (a) continue   (b) stop   (c) break   (d) terminate

(31) Use .... statement to skip the following statements in a loop and reiterate.
   (a) break   (b) exit   (c) continue   (d) stop

(32) The .... statement skips the execution of its following statements in the body of the loop and passes the control for next iteration.
   (a) continue   (b) exit   (c) break   (d) stop

(33) In .... and .... construct, continue transfer the control to test expression used with while.
   (a) while   (b) do.....while   (c) for   (d) (a) & (b) both

(34) The word .... implies that the flow of execution may not be sequential and the control mat transfer to any statement based on certain conditions.
   (a) control structures   (b) control loop
   (c) control c   (d) control program

(35) When the ....statement is encountered inside any C loop, control automatically passes to the next statement after the loop in which break is used.
   (a) break   (b) continue   (c) exit   (d) control

Ch.11   Loop Controls Structures
Answer Key

1	b	26	a
2	c	27	b
3	a	28	c
4	d	29	b
5	c	30	c
6	c	31	c
7	b	32	a
8	b	33	d
9	a	34	a
10	b	35	a
11	a		
12	b		
13	a		
14	b		
15	c		
16	a		
17	d		
18	a		
19	b		
20	a		
21	d		
22	b		
23	d		
24	c		
25	b		

Ch. 12 - Arrays

(1) The .... can be defined as group of values having same data type.
   (a) While   (b) Array   (c) Table   (d) For

(2) Arrays in C can be classified in .... groups.
   (a) One   (b) Three   (c) Two   (d) Four

(3) There are two types of array? What are they? available.
   (a) Singal dimensional   (b) Multidimensional
   (c) Table array   (d) (a) & (b) both

(4) In which type of array there is one row and one column?
   (a) Multidimensional   (b) Single dimensional
   (c) Two dimensional   (d) Three dimensional

(5) Which of the following array has one or more rows and one or more columns?
   (a) Single   (b) 3D array   (c) Multidimensional   (d) None of these

(6) Basically the purpose of is to represent a group of similar values under a single name.
   (a) Array   (b) For   (c) If   (d) While

(7) The character array in C is considered as ....
   (a) character   (b) float   (c) string   (d) integer

(8) Any subscripts from 0 to 9 are valid and they are also known as ....
   (a) sort   (b) index   (c) match   (d) lookup

(9) The index in a subscripted variable should be either .... that returns an integer value.
   (a) an integer   (b) an integer constant
   (c) or an expression   (d) all of these

(10) An array can be initialized in .... ways.
   (a) one   (b) two   (c) three   (d) four

(11) An array can be initialized two ways they are ....
   (a) at compile time   (b) at run time
   (c) at execute time   (d) (a) & (b) both

(12) In .... initialization the values are assigned at the time of declaring the array.
   (a) compile time   (b) run time   (c) execute time   (d) none of these

(13) When the user enters the values while executing the program it is known as .... initialization.
   (a) run time   (b) ran time   (c) working time   (d) office time

(14) The values in the array list are seperated by using .... symbol.
(a) ","   (b) "*"   (c) "$"   (d) "?"

(15) Strings in C are terminated by .... character.
(a) "\o"   (b) "/o"   (c) "$o"   (d) "/s"

(16) if the less number of values are provided to array than its size then C will automatically assign .... to remaining elements.
(a) 8   (b) 1   (c) 16   (d) 0

(17) What is used to represent tabular data?
(a) Array   (b) Integer   (c) (a) & (b) both   (d) None of these

(18) The purpose of array is to represent a group of similar values under a .... name.
(a) single   (b) multiple   (c) two   (d) triple

(19) What is the syntax to read an integer value for array x?
(a) Scanf ("%d", & x [counter])
(b) Scanf ("%c", & x [counter])
(c) Scanf ("%t") & x [counter[)
(d) None of these

(20) At what time array can be initialized?
(a) compile time   (b) run time   (c) (a) & (b)   (d) none of these

(21) In int x [10]; the name of array is ....
(a) int   (b) 10   (c) x   (d) ;

(22) In C, ... characters can be stored in char name [80];.
(a) 70   (b) 79   (c) 80   (d) 89

(23) In int x[2] [3] .... values can be stored.
(a) 5   (b) 6   (c) 4   (d) 8

(24) Index in a subscripted variable should return .... value.
(a) real   (b) integer   (c) decimal   (d) float

(25) In C, ... operators is used to get the size of array.
(a) size   (b) size out   (c) size of ( )   (d) size in

(26) First element of Array is ....
(a) 1   (b) 0   (c) 5   (d) 10

Ch.12 Arrays
Answer Key

1	b	26	b
2	c		
3	b		
4	d		
5	c		
6	a		
7	c		
8	b		
9	d		
10	b		
11	d		
12	a		
13	a		
14	a		
15	a		
16	d		
17	a		
18	a		
19	a		
20	c		
21	c		
22	b		
23	b		
24	b		
25	c		

Ch. 13 - Function in C

(1) Once the problem is divided into set of tasks, we can write .... for each task.
 (a) function   (b) array   (c) condition   (d) none of these

(2) There are .... types of functions available in C.
 (a) one   (b) two   (c) three   (d) four

(3) The functions already available in compiled form in C library are known as ....
 (a) object   (b) header   (c) library   (d) array

(4) Which corresponding file is necessary to include for the use of every library function?
 (a) library   (b) header   (c) object   (d) array

(5) Which header file includes functions such as memory allocation routines, random number generator?
 (a) <stdlib.h>   (b) <stdio.h>   (c) <string.h>   (d) <time.h>

(6) Which header file include function such as character testing and conversion functions?
 (a) <stdio.h>   (b) <ctype.h>   (c) <stdilib.h>   (d) <string.h>

(7) Which header file include functions such as Cos( ), log( ), sqrt( )?
 (a) <math.h>   (b) <stdio.h>   (c) <string.h>   (d) <ctype.h>

(8) Which header file include function such as printf( ), scanf( )?
 (a) <ctype.h> (b) <time.h>   (c) <stdio.h>   (d) <math.h>

(9) Which header file include functions such as strcmp( ), strlen( ) etc?
 (a) <math.h>   (b) <stdio.h>   (c) <time.h>   (d) <string.h>

(10) Which header file include time manipulation functions?
 (a) <time.h>   (b) <string.h>   (c) <ctype.h>   (d) <math.h>

(11) The functions developed by the user for his or her individual purpose are known as .... function.
 (a) library   (b) User defined   (c) Individual   (d) All of these

(12) The .... is an example of user defined functions.
 (a) sort( )   (b) main( )   (c) printf( )   (d) scanf( )

(13) .... is the process of reviewing and executing a program with the intent of detecting errors.
 (a) Testing   (b) Void   (c) Formatting   (d) Debugging

(14) .... is the process of isolating and correcting the errors.
 (a) Formatting (b) Debugging   (c) Testing   (d) Void

(15) The sub programs called .... are much easier to understand test and debug.
(a) Function   (b) Array   (c) Debugging   (d) Test

(16) If function does not return any value but it returns only control then the data type is ....
.(a) integer   (b) float   (c) void   (d) double

(17) For more than one argument, all arguments are seperated by ..... symbol.
(a) ,   (b) *   (c) " "   (d) $

(18) When return type of the function is .... then there is no need to put the return statement at the end of the function body.
(a) integer   (b) void   (c) prototype   (d) function

(19) Once the function is defined in the program, it can be used by the .... function.
(a) caller   (b) calling   (c) called   (d) call-out

(20) Function call sends the control to the body of the function and then statements in the body of functions are executed one by one and control returns to the .... function.
(a) caller   (b) calling   (c) call-out   (d) called

(21) Functions prototype is needed when the function if defined after ....
(a) main( )   (b) sqrt( )   (c) cos( )   (d) void( )

(22) If the main( ) function call the 1 function 'mul( )' then the main ( ) function is known as .... function.
(a) caller   (b) called   (c) inbuilt   (d) user defined

(23) How many types of functions are there?
(a) 2   (b) 1   (c) 3   (d) 4

(24) In which type of functions there is no data communication between functions?
(a) No argument, No return value
(b) No argument, return value
(c) Argument, No return value
(d) None of them

(25) In which type of functions there is one way communication?
(a) No argument, No return value
(b) Argument, No return value
(c) Argument, return value
(d) None of these

(27) .... means partitioning a complex problem into set of sub programs which are easily understand able maintainable and manageble.

(a) Modularity   (b) Portability   (c) Complexity   (d) flexbility

(28) Fibonacci set is a series of numbers developed by ....

(a) Leonardo   (b) Dennis   (c) Bill Gates   (d) Bless Pascal

(29) The arguments used at the time of function definition are known as .... arguments.

(a) single   (b) multiple   (c) no   (d) formal

(30) Special data type in 'C' known as void denotes ....

(a) string   (b) full   (c) valid   (d) empty

Ch.13   Functions in C
Answer Key

1	a	26	d
2	b	27	a
3	c	28	a
4	b	29	d
5	a	30	d
6	b		
7	a		
8	c		
9	d		
10	a		
11	b		
12	b		
13	a		
14	b		
15	a		
16	c		
17	a		
18	b		
19	b		
20	a		
21	a		
22	a		
23	c		
24	a		
25	b		