



Al-Razi Guess Paper consists of 100 MCQs, 100 Short Questions and Long Questions to get 100% Success in Examination

Multiple Choice Questions

1. The ____ part of the for loop runs first. (☆8)
 (A) Conditional (B) Body
 (C) Initialization (D) Functions
2. Include statements are written in ____ section. (☆7)
 (A) Header (B) Main
 (C) Comments (D) Print
3. scanf is ____ in c language. (☆6)
 (A) Keyword (B) Library
 (C) Function (D) None
4. There are ____ types of control statements in c language. (☆6)
 (A) 2 (B) 3 (C) 4 (D) 5
5. If the size of the array is 100 then the range of indices will be ____ (☆6)
 (A) 0-99 (B) 0-100
 (C) 1-100 (D) 2-2012
6. If a function body contains three return statements, ____ of them will be executed. (☆6)
 (A) One (B) Two
 (C) Three (D) First and last
7. A software that helps a programmer write computer programs is called _____. (☆5)
 (A) Compiler (B) Editor
 (C) IDE (D) Debugger
8. Which of these lines of code is correct? (☆5)
 (A) int = 20 (B) grade = 'A';
 (C) line = this is a line (D) None
9. Which of these operators has the highest priority? (☆5)
 (A) / (B) = (C) > (D) !
10. ____ operator is used to calculate ____%. (☆5)
 (A) Percentage (B) Remainder
 (C) Factorial (D) Square
11. Conditional logic helps in ____ (☆5)
 (A) Decisions (B) Repetitions
 (C) Traversing (D) First three
12. If an if statement contains another if statement, then this structure is called _____. (☆5)
 (A) Nested (B) Boxed
 (C) Repeated (D) Exposed
13. ____ makes it easier to write and read values in an array. (☆5)
 (A) Loops (B) Conditions
 (C) Expressions (D) Functions
14. The functions in the standard library are called _____. (☆5)
 (A) User-defined (B) Built-in
 (C) Repetition based
 (D) Iterative
15. char cd () {return='a';} This function contains ____ "char". (☆5)
 (A) Body (B) Return Type
 (C) Hey (D) Argument Minutes
16. ____ refers to the transfer of code to another function. (☆5)
 (A) Calling (B) Defining
 (C) Rewriting (D) Including
17. To initialize a variable we use ____ operator. (☆4)
 (A) → (B) = (C) @ (D) ?
18. The ____ structure is always used to repeat a set of instructions over and over again. (☆4)
 (A) Loop (B) Conditional
 (C) Control (D) Data
19. Functions can be built-in or _____. (☆4)
 (A) Admin Defined
 (B) Server Defined
 (C) User defined (D) Both a and b
20. The values passed to the function are called _____. (☆4)
 (A) Bodies (B) Return Types
 (C) Hey (D) Argument
21. The advantages of using functions are _____. (☆4)
 (A) Readability (B) Reusability
 (C) Ease of debugging
 (D) First three
22. ____ is software that converts program files into code that a machine can understand and run. (☆3)
 (A) Compiler (B) Editor
 (C) IDE (D) Debugger
23. ____ Values that do not change while the program is running. (☆3)
 (A) Variables (B) Constants
 (C) Strings (D) Comments
24. A float uses ____ bytes of memory. (☆3)
 (A) 3 (B) 4 (C) 5 (D) 6
25. ____ is considered a container for storing constants. (☆3)
 (A) Box (B) Jar
 (C) Variable (D) Collection
26. getch() is used to get ____ input from the user. (☆3)
 (A) int (B) float
 (C) char (D) First three
27. What will be the value of variable a after that part of the code is executed? (☆3)

```
int a = 3;
float b = 2.2;
a = a - b;
```

 (A) 8.8 (B) 0.8 (C) 8.0 (D) 8.2
28. What happens if the condition in the if statement is not fulfilled? (☆3)
 (A) The program stops.
 (B) An index out of bounds error occurs
 (C) The rest of the code starts running
 (D) Compiler calls to change the condition
29. Which of these conditions indicates that c is a factor of a or not? (☆3)
 (A) a%c==0 (B) c%a==0
 (C) a*c==0 (D) a+c==0
30. The default control structure of the C language is: (☆3)
 (A) Random control
 (B) Sequential control
 (C) Conditional control
 (D) Repetition control
31. Loop within a loop is called: (☆3)
 (A) while loop (B) do while loop
 (C) for loop (D) nested loop
32. elements of an array stored at ____ locations in memory are safe. (☆3)
 (A) Attached (B) Scattered
 (C) Distributed (D) None
33. Readability helps code to _____. (☆3)
 (A) To understand (B) To change
 (C) Debugging (D) First three
34. A list of words that are already defined and that the program cannot use as names of its variables is called _____. (☆2)
 (A) Auto words (B) Keywords
 (C) Restricted words
 (D) Pre-defined words
35. printf ____ type to print data is used. (☆2)
 (A) int (B) float
 (C) char (D) First three
36. Which of these is not a type of option operator? (☆2)

- (A) Arithmetic operator
(B) Relational operator
(C) Check operator
(D) Logical operator
- 37. Which of these characters is correct in C language?** (☆2)
(A) "here" (B) "a"
(C) 'a' (D) None
- 38. C Which option is correct about language?** (☆2)
(A) c is not a case-sensitive language
(B) Can use keywords as names of variables
(C) All logical operators are binary
(D) None
- 39. The C language provides _____ functions to display output.** (☆2)
(A) scanf **(B)** print f
(C) main (D) auto
- 40. _____ statements specify the order in which program statements will be executed.** (☆2)
(A) Loop **(B)** Conditional
(C) Control **(D)** First three
- 41. A condition can be any _____ expression.** (☆2)
(A) Arithmetic (B) Relational
(C) Logical
(D) Arithmetic, relational or logical
- 42. According to _____, all statements are executed in the given order.** (☆2)
(A) Repetition control
(B) Conditional control
(C) Sequential control
(D) Random control
- 43. Array is a _____ structure.** (☆2)
(A) Loop (B) Control
(C) Data (D) Conditional
- 44. _____ is a unique identifier that refers to an array.** (☆2)
(A) Data type **(B)** Array name
(C) Array size (D) None
- 45. Arrays can be initialized _____ of the declaration.** (☆2)
(A) Time (B) After
(C) in side **(D)** both a and b
- 46. Using loops within loops is called _____ loops.** (☆2)
(A) for (B) while
(C) do-while **(D)** nested
- 47. To initialize an array in a statement it _____ initialize the declaration.** (☆2)
(A) Time (B) After
(C) First (D) Both a and b
- 48. The strategy of solving a big problem by dividing it into small parts is called _____.** (☆2)
(A) Analysis **(B)** Divide and conquer
(C) Synthesis (D) Deduction
- 49. A _____ is a block of statements that performs a specific task.** (☆2)
(A) Function
(B) Selection Structure
(C) Conditional Structure (D) Hey
- 50. The input of the function is called _____.** (☆2)
(A) Return Receive
(B) Arguments
(C) Parameters (D) Procedure
- 51. _____ defines the inputs and outputs of the function.** (☆2)
(A) Function Definition
(B) Function Declaration
(C) Function Signature
(D) Function Initialization
- 52. The following is a selection statement:** (☆2)
(A) if statement
(B) if-else statement
(C) both a and b
(D) else statement
- 53. Every programming language has some basic building blocks that adhere to some programming principles called _____.** (☆1)
(A) Programming Rules
(B) Syntax
(C) Structural Elements
(D) Semantic Rules
- 54. _____ is used in the service code to further define the algorithms and procedures used by the program.** (☆1)
(A) Messages (B) Signals
(C) Comments (D) Explanations
- 55. A series or list of instructions is called:** (☆1)
(A) Hardware **(B)** Software
(D) Operating System
(C) Firmware
- 56. The process of storing instructions in a computer is called:** (☆1)
(A) Comments (B) IDE
(C) Programming (D) Syntax
- 57. A person who knows how to write a computer program is called:** (☆1)
(A) System Analyst
(B) Computer Program
(C) Computer Designer
(D) Computer Operator
- 58. Programmers write computer programs in special languages called:** (☆1)
(A) Special Program
(B) English Programme
(C) Programming language
- (D) None of these
- 59. Who created the c-language?** (☆1)
(A) Kathleen (B) Jeff Beddoes
(C) Thomas Curtner
(D) Dennis Ritchie
- 60. _____ combines all the major programming tools to form:** (☆1)
(A) Programming Environment
(B) Text Editor
(C) IDE (D) Program Centex
- 61. In C language there _____ types of loop structure.** (☆1)
(A) 2 **(B)** 3
(C) 4 (D) 5
- 62. GUI stands for:** (☆1)
(A) Graphical user interface
(B) Graphical user interaction
(C) Graphical uniform interface
(D) Graphical uniform interaction
- 63. Which of the following is a text editor program:** (☆1)
(A) Notepad **(B)** Text Edit
(C) WordPad **(D)** All
- 64. Which of these is IDE of C programming language?** (☆1)
(A) code :: Blocks **(B)** Dave C++
(C) X-Code **(D)** All of these
- 65. The C language provides _____ functions to take input from the user.** (☆1)
(A) scanf (B) print f
(C) main (D) auto
- 66. printf is a _____ function to display the output on the screen.** (☆1)
(A) Main function
(B) User defined function
(C) Built-in function
(D) Return function
- 67. printf derives its name from _____.** (☆1)
(A) print functions **(B)** print formatted
(C) print form (D) print free
- 68. It is used to format data in input and output operations:** (☆1)
(A) printf (B) scanf
(C) format specifier
(D) escape sequence
- 69. A format specifier is preceded by a _____ sign.** (☆1)
(A) % (B) & (C) = (D) !
- 70. The format specifier for the int data type is:** (☆1)
(A) %c (B) %f **(C)** %d (D) %t
- 71. The format specifier for a float data type is:** (☆1)
(A) %d **(B)** %f (C) %c (D) %i
- 72. The format specifier for a character data type is:** (☆1)
(A) %d **(B)** %c (C) %i (D) %f

73. The escape sequence consists of _____ characters. (★1)

- (A) 2 (B) 3 (C) 4 (D) 5

74. Which of these statements will run? (★1)

```
int a = 5;
if(a<10)
  a ++;
if (a > 4)
  a - -;
```

- (A) a ++; (B) a - -;
(C) First both (D) None

75. A set of multiple instructions enclosed in parentheses is called a _____. (★1)

- (A) Box (B) List
(C) Block (D) Job

76. We control program continuity by _____. (★1)

- (A) Program body
(B) Program code
(C) Control Statements
(D) Data Types

77. Statements that help us decide which statements should run next based on conditions are called _____. (★1)

- (A) Sequential (B) Selection
(C) Random (D) Repetition

78. There are _____ types of conditional statements. (★1)

- (A) 2 (B) 3 (C) 4 (D) 5

79. By creating a condition through the _____ statement, we can assign code to it. This code runs only if the condition is fulfilled, otherwise it does not run. (★1)

- (A) if (B) if-else
(C) if-else-if (D) if-then

80. if (condition) structure contains if: (★1)

- (A) Variable (B) Constant
(C) Keyword (D) Pointer

81. If we want to assign more than one statement to a if statement, we write them inside _____. (★1)

- (A) Box (B) Block
(C) Wave (D) List

82. If we want one set of instructions to be executed only if a condition is fulfilled otherwise another set will be executed then in such case we use _____ statement. (★1)

- (A) if (B) if-else
(C) if-else-then (D) if-then

83. _____ is a container used to store a collection of items in a particular order. (★1)

- (A) Data field (B) Data structure
(C) Data type (D) None

84. _____ is one of the most

widely used data structures. (★1)

- (A) Loop (B) Control Statements
(C) array (D) function

85. _____ is a data path that can hold multiple values of the same data type. (★1)

- (A) Array (B) Loop
(C) Control Structure
(D) Conditional Structure

86. A feature of an array is that it _____ stores all values in computer memory. (★1)

- (A) Separately (B) Together
(C) Intermittently (D) None

87. An array of int type containing seven days wages of a laborer, how to declare it: (★1)

- (A) int daily_wage=[7];
(B) int daily_wage={7};
(C) int daily_wage=[7],
(D) int daily_wage=(7);

88. Putting values in an array for the first time is called array _____. (★1)

- (A) Declaration (B) Initialization
(C) Definition (D) Storage

89. Each element of an array is a _____ by writing it with the name of the array we can access the data of the array. (★1)

- (A) Name (B) Size
(C) Index (D) Structure

90. An important contribution of arrays is that _____ as an index can be used. (★1)

- (A) Name (B) Variables
(C) Constants (D) Data type

91. If we have to repeat one or more statements, we use _____. (★1)

- (A) Functions (B) Hey
(C) Selection Structure
(D) Loops

92. There are _____ types of loops in the C language. (★1)

- (A) 2 (B) 3 (C) 4 (D) 5

93. A good strategy for solving any problem is to break it down into _____ parts. (★1)

- (A) Two (B) Three
(C) small (D) large

94. _____ use a divide-and-conquer strategy to solve a programming question. (★1)

- (A) Array (B) Data Structure
(C) Control Structure
(D) Functions

95. The _____ function is used to display anything on the computer screen. (★1)

- (A) #include (B) scanf
(C) printf (D) user defined

96. _____ is a function used to take

input from the user. (★1)

- (A) scanf (B) printf
(C) input (D) output

97. Each program executes: (★1)

- (A) input (B) output
(C) main (D) inverse

98. Basically C language has _____ functions. (★1)

- (A) Two (B) Three
(C) Four (D) None

99. Functions that are present in C's standard library are called _____ functions. (★1)

- (A) User-defined (B) Built-in
(C) Admin Defined
(D) System Defined

100. Functions that the programmer defines are called _____ functions. (★1)

- (A) User-defined (B) Built-in
(C) Admin Defined
(D) Auto Defined

Subjective Type (Part I)

1. What is Array Initialization? Write a synopsis. (★14)

2. What are functions? Give examples. (★13)

3. What are User Defined Functions? (★12)

4. What are control statements used for? (★10)

5. How does the if else statement work? Write its structure as well. (★9)

6. How many types of functions are there? Write the names. (★9)

7. What are built-in functions? (★9)

8. How is the function used? Or how the function is called? Give an example. (★9)

9. What is the difference between parameter and argument? (★9)

10. What is the use of nested selection structure? (★9)

11. How are arrays declared? (★9)

12. How do sequential control statements work? (★8)

13. What are selection or conditional statements? (★8)

14. What is the function of return within a function? (★8)

15. What is meant by a "for" loop? Describe its structure. (★8)

16. What is meant by tested loop? Structure it. (★8)

17. What are the types of control statements? Write the name. (★7)

18. Difference between unary operator and binary operator. (★7)

19. How the if statement works. Describe this structure. (★7)

20. What is meant by IDE? (★7)

21. What is meant by keywords? (☆7)
22. How can we declare a variable? (☆7)
23. What are the advantages of using functions in programming? (☆7)
24. What is meant by the signature of a function? (☆7)
25. What does a text editor do? (☆6)
26. What does the compiler do? (☆6)
27. What is meant by operator precedence? (☆6)
28. What is the function of getch () function in C language? (☆6)
29. What is the difference between assignment operator and equal operator? (☆6)
30. What does array mean? (☆6)
31. How many types of selection/conditional statements are there? (☆6)
32. How does the divide-and-conquer strategy help solve problems? Or what is meant by a good problem-solving strategy? (☆6)
33. What is meant by loop structure? (☆6)
34. What is meant by arguments to functions? (☆6)
35. What is meant by the body of a function? (☆6)
36. What do you know about logical operators? (☆5)
37. Define computer programmer. (☆5)
38. Write down the rules for naming variables. (☆5)
39. What is meant by the index of an array? (☆5)
40. How many types of loops are there? (☆5)
41. What is meant by parameters of functions? (☆5)
42. Draw a flowchart of an if statement. (☆4)
43. When does a syntax error occur? (☆4)
44. What is meant by constants? (☆4)
45. What is meant by I/O function? (☆4)
46. State the purpose of the escape sequence. (☆4)
47. What are assignment operators? (☆4)
48. What is a compound statement? (☆4)
49. How to access the elements of an array? (☆4)
50. What is meant by function reuse? What is meant by function reusability? (☆4)
51. What is meant by computer programming? (☆3)
52. What is meant by programming environment? (☆3)
53. What is meant by syntax? (☆3)
54. What are header files? (☆3)
55. What is meant by comments in C-program? (☆3)
56. What are character constants? (☆3)
57. What is meant by variable? (☆3)
58. What is meant by initialization of a variable? (☆3)
59. Write the difference between "Char" and "int". (☆3)
60. What is meant by format specifier? (☆3)
61. What is meant by statement terminator? (☆3)
62. Explain the purpose of "\n". (☆3)
63. What does the modulus operator do? (☆3)
64. Write a truth table of the end operator (&&). (☆3)
65. Draw a flowchart of an if-else statement. (☆3)
66. Describe the structure of an if-else-if statement. (☆3)
67. What is meant by data structure? (☆3)
68. Draw a flowchart of the structure of a for loop. (☆3)
69. What is meant by define a function? (☆3)
70. What is meant by program? (☆2)
71. When and who made C language? (☆2)
72. Explain the purpose of "\t". (☆2)
73. What are operators? Write the names of some operators. (☆2)
74. What are Arithmetic Operators? (☆2)
75. What Are Relational Operators? (☆2)
76. Write of truth table OR Operator. (☆2)
77. What is the function of NOT operator (!) in C language? (☆2)
78. What is meant by language short-circuit evolution? (☆2)
79. Create a nested selection structure. (☆2)
80. Why is it important to write multiple instructions in a block within an if or else statement? (☆2)
81. What is meant by condition? (☆2)
82. Explain the difference between 'if' statement and "if else" statement. (☆2)
83. Why do we need data structures? (☆2)
84. When a for loop is used? (☆2)
85. Write a program to display Pakistan three times on the screen. (☆2)
86. Write a program that writes a table of two. (☆2)
87. Write an example of a float type declaration to return the numbers of five students. (☆2)
88. How does language use the strategy of divide and conquer? (☆2)
89. List the parts of a function definition. (☆2)
90. Write a program to define an if statement. (☆1)
91. Write a program that takes the percentage input of the student and prints a pass if the percentage is greater than 50. (☆1)
92. Write a program that takes the following input from the user and calculates the gross salary of an employee. (☆1)
93. Write a program that takes a character as input, if it is a digit, print a digit, otherwise print NOT a digit. (☆1)
94. Write two examples of array declaration. (☆1)
95. Write any two examples of array initialization. (☆1)
96. Write a program that displays numbers from one to ten on the screen. (☆1)
97. When are two points important to keep in mind while arranging functions in a program? (☆1)
98. How many values can a function return? (☆1)
99. Which strategy divides the problem into smaller problems and why? (☆1)
100. What value will return? (☆1)

Subjective Type (Part II)

1. What are logical operators? Explain its types. (☆6)
2. What are comments? Explain their purpose, syntax and types. (☆5)
3. Write a program to print even numbers 2-20 using "for" loop. (☆4)
4. Write a program to print odd numbers between 1-19 using "for" loop. (☆4)
5. What is meant by data type of variable? Explain their types and give examples. (☆3)
6. What are format specifiers? Explain their uses and give examples. (☆3)
7. What are Arithmetic Operators? Explain any three arithmetic operators. (☆3)
8. Illustrate the use of printf () and scanf () in C language with examples. (☆3)
9. Write a program to print a table of any number using "for" loop. (☆3)
10. What is meant by constants? Explain their types and give examples. (☆2)
11. Write a program that takes input from the user for the marks obtained for 4 subjects and displays the marks obtained on the screen. (☆2)
12. Write a program that prints the factorial of any number using a for loop. (☆2)
13. Write a program using a for loop to print the sum of the first ten natural numbers. (☆2)