

DAY 73 • LIVE



MCA CET 2025 COMPUTER PROGRAMMING C LANGUAGE



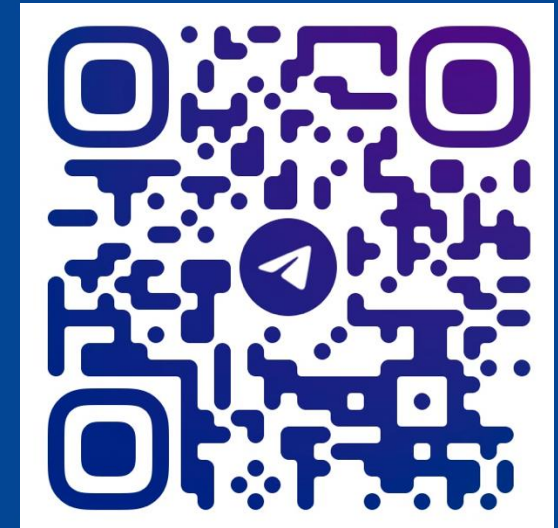
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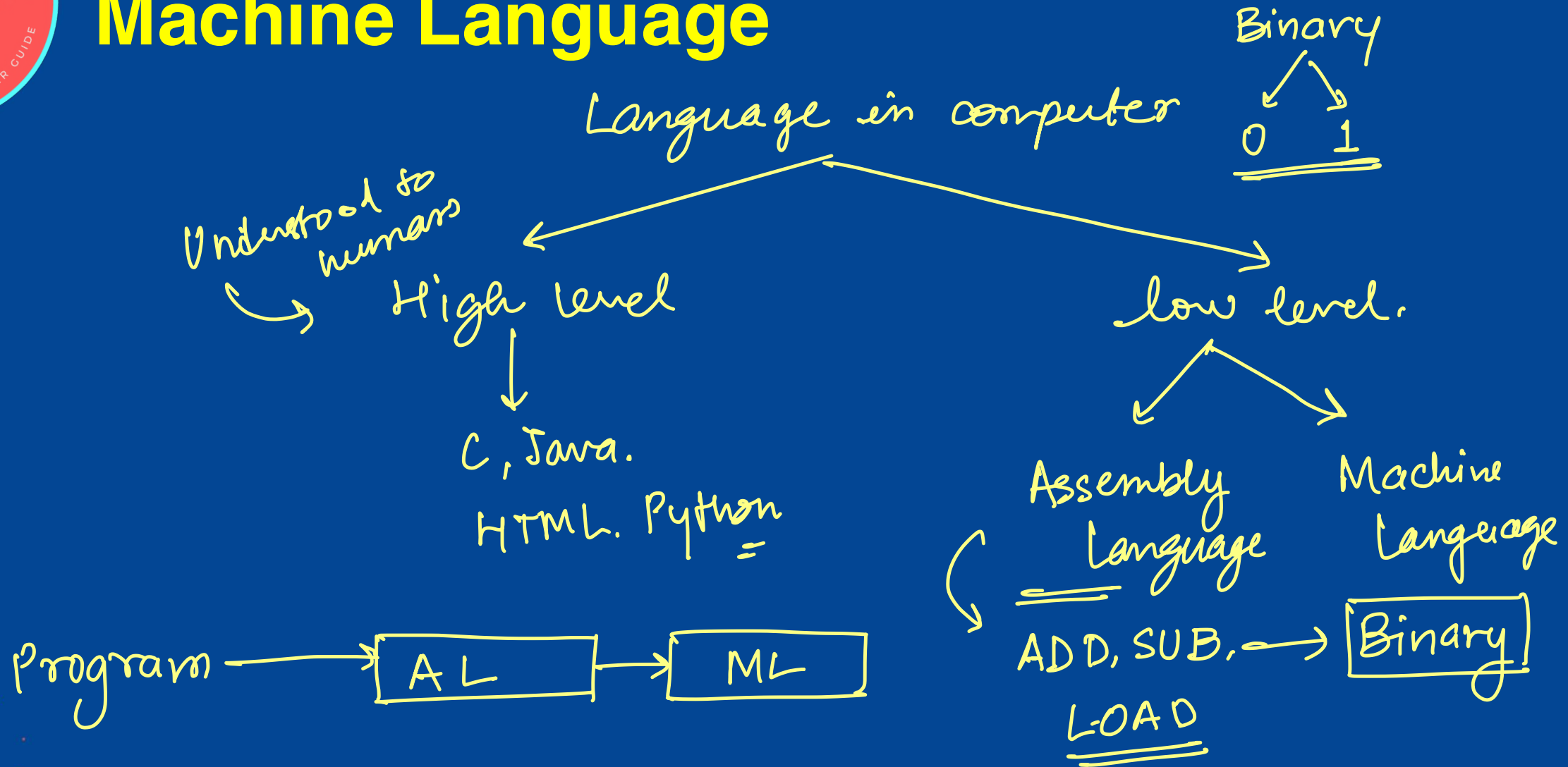
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High Level, Low Level, Assembly & Machine Language





Write code $\Rightarrow$ C/C++/Java
Compiler $\rightarrow$ Machine Language

A compiler _____

(a) is a computer program

~~(b) Translates a high level language into machine language~~

(c) is a part of software

(d) None



HLL
↓
Assembly
↓
machine

The lowest form of Computer Language is called ____ .

- (a) BASIC
- (b) FORTRAN
- ~~(c) Machine Language~~
- (d) COBOL

<u>Exe.</u> Compiler	<u>Interpreter</u>
code → Machine Language At the whole	Line by line check code for errors



Assembly language

- ☒ (a) Uses alphabetic codes in place of binary number used by machine language
- (b) is the easiest language to write program
- (c) Need not be translated into machine language
- (d) None



$$(float) \ 9 \longrightarrow \frac{9.0}{5} = 1.8$$

Study the following statement

printf("%f", (float) 9/5);

print floating points.

int $9/5 = \underline{\underline{1.8}}$.

What will it print?

- ~~(a) 1.800000~~ (b) 1.0 (c) 2.0 (d) None



What cannot replace "?" in the following code to print all the odd numbers less than 100?

for $\rightarrow$ initializing $\rightarrow$ condition $\rightarrow$ incremental
`for (i = 1; ?; i = i + 2)`
`printf("%d\n", i);`

$101 \leq 100 \Rightarrow F$
 $101 \leq 101 \Rightarrow T \checkmark$

(a) $i \leq 100$ ✓

~~(b) $i \leq 101$~~

(c) $i < 100$ ✓

(d) $i < 101$ ✓

$101 < 100 \Rightarrow F$
99

$\downarrow$
`for ( _____ :  $i \leq 100$  ; i + 2 ) -`

$101 < 100 \Rightarrow \textcircled{F}$

print (99) $\Rightarrow$

101



Consider the following C code

```
main()
```

```
{
```

```
    int a = 5, b = 9;
```

```
    float r;
```

```
    r = b/a;
```

```
}
```

What is the value of r?

(a) 1.8

~~(b) 1.000000~~

(c) 2.0

(d) 0.0

$r = 1.0000$

int

$$\frac{9}{5} = 1$$

$a = 3 + 5$
 $a = 5$

= Assignment
operator

left ← Right



It is necessary that every valid C program

- (a) Must contain at least one function
- (b) Need not contain any function (X)
- (c) Need input data (X)
- (d) None (X)

70Q
→ ERIC
140
↓



main()

```
{  
    int x;  
    ② x=3*4%5;  
    printf("x=%d", x);  
}
```

* / % $\Rightarrow$

$$3 \times 4 = 12 \% 5$$

$\downarrow$
Remainder

②

The output is

- ~~(a) x = 2~~
- (b) x = 2.3
- (c) x = 5
- (d) x = 1.9



Prior to using the pointer variable

(a) It should be declared ←

(b) It should be initialized ←

~~(c) It should be both declared and initialized~~

(d) None

```
int *ptr;
```

```
int a = 10
```

```
*ptr = &a
```




```
main()
```

```
{
```

```
    int a = 2, b = 3, c = 4;
```

```
    a = b = c;
```

```
    printf("%d", a);
```

```
}
```

What will be the output?

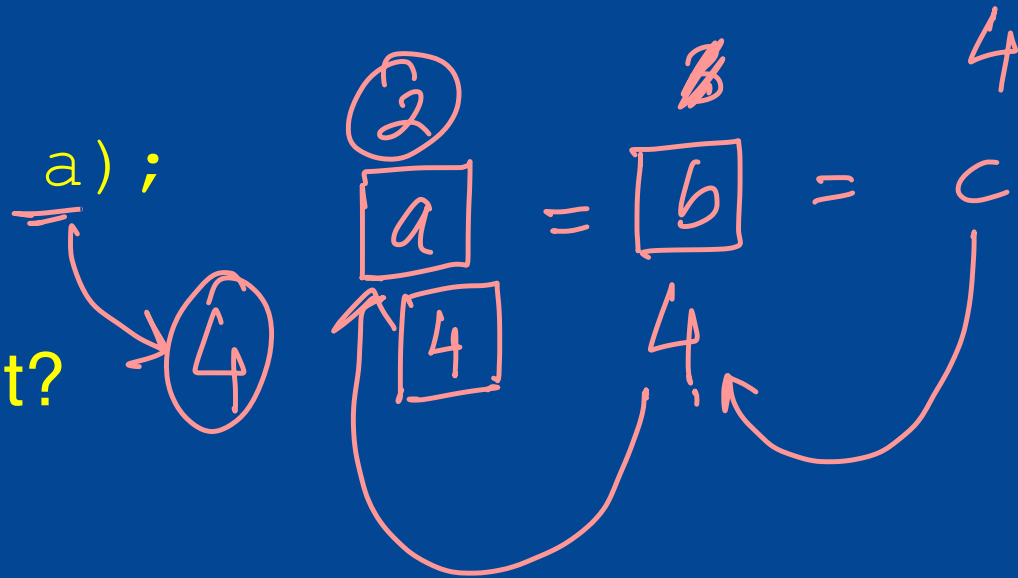
(a) 2

(b) 3

~~(c) 4~~

(d) error

= Assignment





```
main()  
{  
    const int a;  
    a = 2;  
    printf("%d", a);  
}
```

const int a = 2;
↑
value can't be change

What will be the output?

- (a) 2
- (b) 0
- (c) 2.0
- ~~(d) error~~

const float pi;

pi = 3.14;



```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int a = 10, b = 5, c = 5;
```

```
    int d;
```

```
5 d = b + c = a;
```

```
    printf("%d", d);
```

```
}
```

a. 1

b. 5

c. 10

☒ d. Syntax Error

$c == a \Rightarrow \underline{\text{True}}$
5 10 $\hookrightarrow 1$

False = '0'

space

==

no space

==

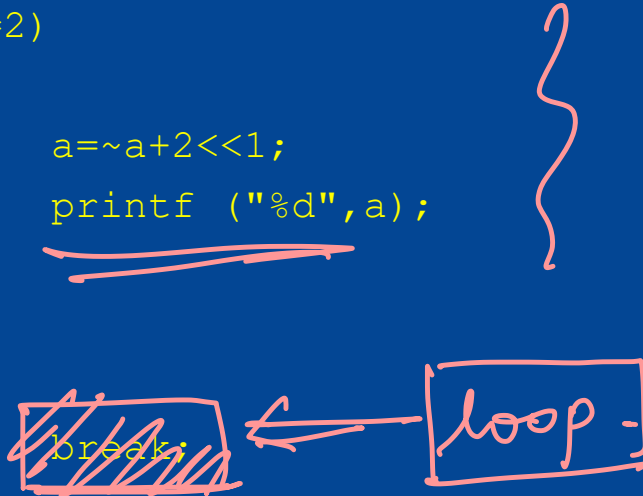
5+0

5



What will be output if you will compile and execute the following C c o d e ?

```
#include<stdio.h>
int main ()
{
    int a=2;
    if(a==2)
    {
        a=~a+2<<1;
        printf ("%d",a);
    }
    else
    {
        break;
    }
    return 0;
}
```



- (a) It will print nothing
- (b) -3
- (c) -2
- ~~(d) Compile error~~



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↓
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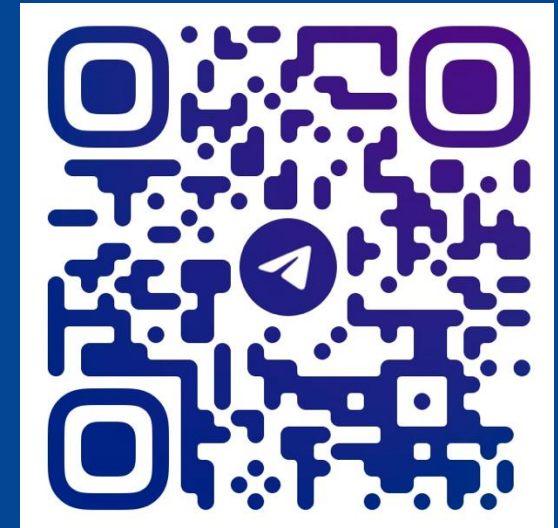


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