1) The prototype declaration for a pointer to a function which returns a pointer to an integer is:
   a. int (**pfi)();
   b. int (*)(*pfi)();
   c. (*int) pfi ();
   d. int * (*pfi)();
   Ans: D

2) main()
   
   static int a[20];
   int i=0;
   a[i]=i++;
   printf("%d%d%d", a[0], a[i], i);
   
   a. 0 0 0
   b. 0 0 1
   c. 1 1 1
   d. Error
   ans: b

3) void f(int x, int &y)
   
   x++;
   y++;
   
   Void main()
   
   Int i=1, j=1;
   F(i, j)
   Cout<<
   
   a. 1 1
   b. 1 2
   c. 2 1
   d. 2 2
   ans: b

4) void main(void)
   
   FILE *p;
   p=fopen("c:\tc\trial", "w");
   if(!fp)
   
   Exit(0);
Fclose(p);
a. fopen() not used correctly  
b. path should be C:\tc\trial  
c. file pointer incorrect  
d. error  
ans:b

5) void main(void)  
{  
Int y=128;  
Const int x=y;  
Printf("%d",x);  
}  
a. 128  
b. Garbage  
c. 0  
d. Error  
ans a

6) when do preprocessor directives get executed  
a. before compilation  
b. during compilation  
c. after compilation  
d. none  
ans a

7) which kind of function can access private data members  
a. friend functions  
b. private member functions  
c. public member function  
d. all  
ans d

8) which of the following will be automatically generated by the compiler  
a. default constructor, default destructor, copy constructor, assignment operator.  
b. Default constructor, copy constructor.  
c. Address operator, assignment operator  
d. B & C.  
ans d

9) difference b/w c++ struct and c++ class is  
a. both are same.  
b. Struct defaults to public member access while class defaults to private member access.  
c. Struct defaults to public base class inheritance while class defaults to private base class inheritance.  
d. B & C.  
ans: d

10) static member functions can access “this” pointer
a. true
b. false
c. compiler dependent
d. none.
Ans: b

11. Main()
{
    Char arr[12];
    Printf("%d",sizeof(arr));
}

a. 24
b. 12
c. 36
d. 2
ans: b

12. char *p;
    short i;
    long l;
    (long)i= l;

a. both 1 & 2 are correct;
b. both 1 & 2 are incorrect.
c. Statm 1 is correct.
d. Statm 2 is correct.
Ans: b

13. Main()
{
    Int I;
    I=010;
    Printf("%d",i);
}

a. 2
b. 8
c. 10
d. 4
ans: b

14. Main()
{
    Const int val=5;
    Const int *ptrval;
    Ptrval=&val;
    *ptrval=10;
    Printf("%d",val);
}

a. 5
b. 10
c. Garbage  
d. Error  
ans: d  

15) void main(void)  
{  
  Int x=2;  
  Int y=4;  
  Cout<<< --y;  
  Cout<<  
}  
a.2 4  
  3 4  
b. 3 3  
  3 4  
c. 2 3  
  2 4  
d. 2 3  
  3 3  
ans: d  

OS questions:  
1) a page fault occurs when  
a. system crashes due to lack of memory  
b. page referred belongs to a different program,  
c. request for the page currently made is not in memory,  
d. 1 & 2  
ans:c  

2) the basic criteria of selecting a page replacement algorithm for virtual memory management is  
a. low page fault rate  
b. high page fault rate  
c. high page modification rate  
d. low page size  
ans b  

3) which of the following is not a scheduling algorithm.  
a. FCFS scheduling  
b. SJF scheduling  
c. Priority based scheduling  
d. Shortest fit scheduling  
ans d  

4). Which of the following statements is true on demand paging  
a. used to Increase speed of memory access  
b. causes external fragmentation.  
c. technique to manage existing main memory efficiently  
d. allows variable sized segments.  
Ans:c
5). A multiprocessor system is
a. loosely coupled system
b. tightly coupled system
c. distributed system
d. none
ans c

6). What is mutex?
a. binary semaphore
b. multitasking facility
c. bit addressable memory
d. register
ans a