

C programming Viva Questions

1. Which type of language is C?

Ans- C is a high-level language and general-purpose structured programming language.

2. What is a compiler?

Ans- Compile is a software program that transfer program developed in a high-level language into executable object code.

3. What is an algorithm?

Ans- The approach or method that is used to solve the problem is called an algorithm.

4. What is a c token and types of c tokens?

Ans- The smallest individual units are known as C tokens. C has six types of tokens Keywords, Constants, Identifiers, Strings, Operators and Special symbols.

5. How many Keywords (reserve word)are in C?

Ans- There are 32 Keywords in the C language.

6. What is an identifier?

Ans- Identifiers are user-defined names given to variables, functions and arrays.

7. What are the Back Slash character constants or Escape sequence characters available in C?

Ans- Back Slash character constant are \t, \n, \0.

8. What is a variable?

Ans- Variables are user-defined names given to memory locations and are used to store values. A variable may have different values at different times during program execution.

9. What are the Data Types present in C?

Ans- Primary or Fundamental Data types (int, float, char), Derived Datatypes(arrays, pointers) and User-Defined data types(structures, unions, enum)

10. How to declare a variable?

Ans- The syntax for declaring variable is data type variable_name-1, variable_name-2,... variable_name-n;

Example 1: int a, b;

Example 2: float p,q;

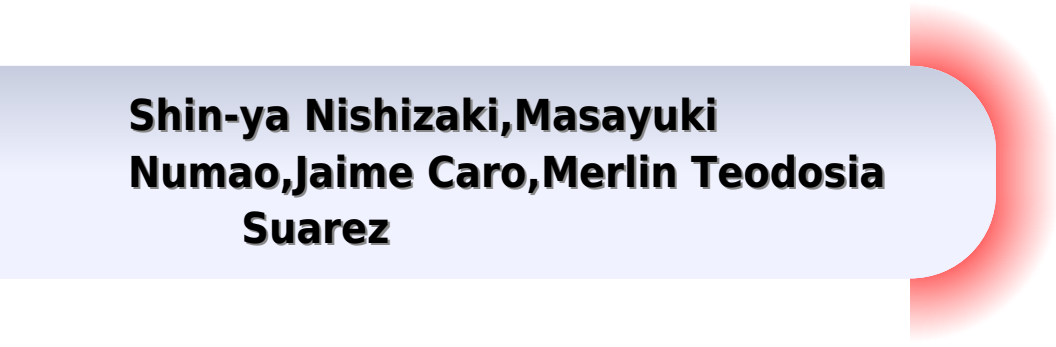
11. What is meant by initialization and how do we initialize a variable?

Ans- While declaring a variable assigning value is known as initialization. Variable can be initialized by using assignment operator (=).

12. How many types of operators are there in C?

C Programming Contest Questions

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C Programming Contest Questions:

Algorithm Design Practice for Collegiate Programming Contests and Education Yonghui Wu, Jiande Wang, 2018-11-15 This book can be used as an experiment and reference book for algorithm design courses as well as a training manual for programming contests It contains 247 problems selected from ACM ICPC programming contests and other programming contests There s detailed analysis for each problem All problems and test datum for most of problems will be provided online The content will follow usual algorithms syllabus and problem solving strategies will be introduced in analyses and solutions to problem cases For students in computer related majors contestants and programmers this book can polish their programming and problem solving skills with familiarity of algorithms and mathematics Mastering C Cybellium, 2023-09-06 Cybellium Ltd is dedicated to empowering individuals and organizations with the knowledge and skills they need to navigate the ever evolving computer science landscape securely and learn only the latest information available on any subject in the category of computer science including Information Technology IT Cyber Security Information Security Big Data Artificial Intelligence AI Engineering Robotics Standards and compliance Our mission is to be at the forefront of computer science education offering a wide and comprehensive range of resources including books courses classes and training programs tailored to meet the diverse needs of any subject in computer science Visit <https://www.cybellium.com> for more books

C Programming FAQs Steve Summit, 1996 Written by the originator of the USENET C FAQ this book addresses the real world problems on C programming that are asked again and again on the comp lang c newsgroup The book is aimed at C programmers who need quick concise answers to the stubborn questions which invariably arise when programming in C It provides accurate answers insightful explanations and extensive code examples

Data Structure Practice Yonghui Wu, Jiande Wang, 2016-02-22 Combining knowledge with strategies Data Structure Practice for Collegiate Programming Contests and Education presents the first comprehensive book on data structure in programming contests This book is designed for training collegiate programming contest teams in the nuances of data structure and for helping college students in computer related

Theory and Practice of Computation Shin-ya Nishizaki, Masayuki Numao, Jaime Caro, Merlin Teodosia Suarez, 2013-06-01 This book comprises the refereed proceedings of the Workshop on Computation Theory and Practice WCTP 2012 held in Manila The Philippines in September 2012 The workshop was organized by the Tokyo Institute of Technology the Institute of Scientific and Industrial Research Osaka University the University of the Philippines Diliman and De La Salle University Manila and was devoted to theoretical and practical approaches to computation The 22 revised full papers presented in this volume were carefully reviewed They deal with biologically inspired computational modeling programming language theory advanced studies in networking and empathic computing

Proceedings of the 2nd International Conference on Green Communications and Networks 2012 (GCN 2012): Volume 5 Yuhang Yang, Maode Ma, 2013-02-11 The objective of the 2nd International Conference on Green Communications and

Networks 2012 GCN 2012 is to facilitate an exchange of information on best practices for the latest research advances in the area of communications networks and intelligence applications These mainly involve computer science and engineering informatics communications and control electrical engineering information computing and business intelligence and management Proceedings of the 2nd International Conference on Green Communications and Networks 2012 GCN 2012 will focus on green information technology and applications which will provide in depth insights for engineers and scientists in academia industry and government The book addresses the most innovative research developments including technical challenges social and economic issues and presents and discusses the authors ideas experiences findings and current projects on all aspects of advanced green information technology and applications Yuhang Yang is a professor at the Department of Electronic Engineering Shanghai Jiao Tong University Maode Ma is an associate professor at the School of Electrical Electronic Engineering Nanyang Technological University **Computer Science and Education** Wenxing Hong,Yang Weng,2023-05-13 This three volume set constitutes selected papers presented during the 17th International Conference on Computer Science and Education ICCSE 2022 held in Ningbo China in August 2022 The 168 full papers and 43 short papers presented were thoroughly reviewed and selected from the 510 submissions They focus on a wide range of computer science topics especially AI data science and engineering and technology based education by addressing frontier technical and business issues essential to the applications of data science in both higher education and advancing e Society

The Philosophy of Software D. Berry,2016-05-04 This book is a critical introduction to code and software that develops an understanding of its social and philosophical implications in the digital age Written specifically for people interested in the subject from a non technical background the book provides a lively and interesting analysis of these new media forms

Advanced Win32 Programming Martin Heller,1993-12-06 Windows NT is Microsoft s next generation of the popular Windows operating system Fully exploiting NT s powerful new features will be a challenge even for experienced Windows programmers This book written by a leading authority on Windows addresses that challenge **AUUGN** ,1990-12

Constitution and Contest Rules University Interscholastic League (Tex.),2001 *Computers in Mathematics* David H. Ahl,1980 *Journal of Research on Computing in Education* ,1988 **Dr. Dobb's Journal of Software Tools for the**

Professional Programmer ,1998 **VLSI Systems Design** ,1988 **The Internet Yellow Pages** Harley Hahn,Rick Stout,1995 This remarkable volume shows you what is available on the world s largest network and how to access the information immediately The Internet Yellow Pages with its unique phone book design and easy to reference alphabetical format transcends area codes to provide up to date information for Internet users around the globe Dr. Dobb's Journal

,1998-07 Problem Solving in C++ Including Breadth and Laboratories Angela B. Shiflet,1998 In the author s words this book introduces students to the analysis design implementation testing and debugging of programs using C and to the breadth and richness of the computer science discipline **PROBLEM SOLVING IN C** features an early but gradual and natural

introduction to object oriented programming starting in Chapter 3 and chapter ending built in laboratories that directly support the book's presentation of concepts. It offers twenty-two discrete breadth sections that present a broad range of topics in computer science. The author presents programming in a clear visual manner with ample use of examples and figures. Other learning features include exercises at the end of each section, an average of 17 programming projects per chapter, historical anecdotes, chapter introductions and goals, programming and debugging hints, chapter key terms and summaries, and review questions.

Programming Challenges Steven S. Skiena, Miguel A. Revilla, 2003-05-12 There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards: the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1 000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27 000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

Journal of Computer Science Education, 1999

The Enigmatic Realm of **C Programming Contest Questions**: Unleashing the Language is Inner Magic

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