

## Computer Science 10th Class English Medium Online Test

Sr	Questions	Answers Choice
1	Software that facilitates programmers in writing computer programs is known as _____:	A. a complier B. an editor C. an IDE D. a debugger
2	_____ is a software that is responsible for the conversion of program files to machine understandable and executable code:	A. compiler B. editor C. ide D. debugger
3	Every programming language has some primitive building blocks and follows some grammar rules known as its _____:	A. programming rules B. syntax C. building blocks D. semantics rules
4	A list of words that are predefined and must not be used by the programmer to name his own variables are known:	A. auto words B. reservedwords C. restrictedwords D. predefinedwords
5	Includes statements are written in _____ section:	A. header B. main C. comments D. print
6	_____ are added in the source code to further explain the techniques and algorithms and by the programmer.	A. messages B. hints C. comments D. explanations
7	_____ are the values that do not change during the whole execution of program:	A. variables B. constants C. strings D. comments
8	A float uses _____ bytes of memory:	A. 4 B. 3 C. 5 D. 6
9	For initializing a variable, we use _____ operator:	A. = B. ? C. @ D. &gt;
10	_____ can be thought of as a container to store constants:	A. box B. jar C. variable D. collection
11	Set of instruction given to the computer to perform a specific task is known as:	A. computer program B. software C. both a and b D. none of these
12	The process of feeding or storing the instruction in the computer is known as:	A. computer program B. software C. hardware D. computer programming
13	The person who knows how to write a computer program correctly is known as:	A. programmer B. firmware C. engineer D. composer
14	Computer programs are written in languages called:	A. developer B. software C. engineer D. programming languages
15	A collection of all the necessary tools for programming makes up a:	A. tools B. programming environment C. designer D. programming languages

16	Which provides us the basic platform to write and execute programs ?	A. tools B. programming environemtn C. designer D. programming languages
17	software that provides a programming environment and facilitates the programmer is writing and executing computer programs is known as:	A. IDE B. block C. designer D. software
18	Software that allows programmers to write and edit computer progams:	A. editor B. code C. software D. programmer
19	Which is software that is responsible for conversion of a computer program written in some programming language to machine language code ?	A. header B. compiler C. programmer D. text editor
20	Every programming language has some primitive building blocks and follows some grammar rules known as:	A. rules B. signs C. blocks D. syntax
21	Words which have predefined meaning is known as:	A. reserved words B. keywords C. both a and b D. syntax
22	How many parts C language program is divided ?	A. 1 B. 3 C. 2 D. 4
23	Which is a part where head files are included ?	A. header section B. mainsection C. bodysection D. fullsection
24	Which section corresponds to the main function and the body of the main function ?	A. header B. main C. body D. full
25	In main function everything enclosed in:	A. body B. included files C. curly braces D. file
26	Statements that are ignored by the compiler and do not get executed:	A. read only B. comments C. enclosed in braces D. curly braces
27	Which are used to include additional information about the program ?	A. comments B. read only C. colon D. underscore
28	Which are the values that do not change ?	A. constants B. variables C. numeric D. string
29	How many types of constant ?	A. 3 B. 1 C. 2 D. 4
30	Which of the following are types of constant ?	A. Integer constants B. realconstants C. characterconstants D. all of these
31	What is the name given to a memory location as the data is physically stored inside the computer's memory ?	A. constant B. realconstants C. characterconstants D. variable
32	Each variable has a unique name called:	A. identifier B. simple name C. formula D. constant
33	Which from the following describes the types of constant that can be stored in variable ?	A. character B. data type C. variable

		C. variable D. constant
34	A _____ must be declared before its use:	A. character B. data type C. variable D. constant
35	_____ include specifying variable's data type and giving it a valid name:	A. identifier B. variable declaration C. formula D. constant
36	Assigning value to variable for the first time is called:	A. initiation B. variable initialization C. variable D. string constant
37	The _____ can be initialized at the time of declaration or after declaration:	A. character B. data type C. variable D. constant
38	Programmers write computer programs in special languages called:	A. general languages B. programming languages C. popper languages D. constant
39	A _____ has a graphical user interface (GUI), meaning that a user can interact with it using windows and buttons to provide input and get output:	A. IDE B. programming C. constant D. EDA
40	An _____ consists of tools that help a programmer throughout the phases or writing, executing an testing a computer program:	A. DBA B. IDE C. EDP D. editor
41	Which of the following is an example of IDE's for C language ?	A. visual studio B. Xcode C. code::blocks D. all of these
42	_____ editor is a software that allows programmers to write and edit computer programs:	A. text B. ms word C. notepad D. power point
43	Main screen of an _____ where we can write our programs:	A. DBA B. EDP C. IDE D. editor
44	C language program is written in the text editor of IDE _____:	A. text B. ms word C. power point D. code::blocks
45	Which languages is understood by computer ?	A. machine language B. assemblylanguage C. high levellanguage D. middle levellanguage
46	Which is used to convert high level programming language into machine language ?	A. compiler B. C language C. code programming D. internal programming
47	Which can be thought of as grammar of a programming language ?	A. syntax B. rules C. english D. programming
48	Which error if proper syntax or rules of the programming language are not followed ?	A. logical error B. runtimeerror C. englisherror D. syntaxerror
49	Words which have special meaning in language are called:	A. simple word B. englishword C. reservedwords D. commonwords
50	Which section contains header files ?	A. header section (Link section) B. main section C. reservesection D. bodysection

51	We include header files in our program by writing the include statements at _____ of program:	B. middle C. end D. section
52	Which header file includes file that contains information related to input and output functions ?	A. math.h B. <b>stdio.h</b> C. string.h D. c.h
53	Header file is started from _____ symbol:	A. <b>#</b> B. \$ C. & D. =
54	Which header file contains all predefined mathematical functions ?	A. <b>math.h</b> B. stdio.h C. strin.h D. c.h
55	Main section consists of a _____ function:	A. main() B. body() C. <b>both a and b</b> D. center()
56	Which is the starting point of the execution of the program ?	A. <b>main()</b> B. body() C. end() D. center()
57	All the statements inside these _____ make the body of main function:	A. <b>{ }</b> B. () C. ?? D. ==
58	C language is:	A. top sensitive B. <b>casesensitive</b> C. endsensitive D. sectionsensitive
59	Each statement ends with:	A. <b>;</b> B. : C. = D. ,
60	Which are the statements in a program that are ignored by the compiler ?	A. <b>comments</b> B. common verb C. end sensitive D. section sensitive
61	Which facilitate other programmers to understand our code ?	A. common words B. <b>comments</b> C. end sensitive D. section sensitive
62	Which help us to understand our own code even after years of writing it?	A. common words B. <b>comments</b> C. end sensitive D. section sensitive
63	How many types of comments in C language are ?	A. 1 B. <b>2</b> C. 3 D. 6
64	Single-line comments start with:	A. <b>//</b> B. == C. ?? D. &&
65	Multi-line comments start with;	A. ?* and end *? B. /=/ C. /?/?/ D. <b>/*and end at */</b>
66	These are the values without a decimal point:	A. <b>integer constants</b> B. stringconstants C. characterconstants D. singleconstants
67	If the value is not proceeded by a sign, it is considered:	A. negative B. <b>positive</b> C. module D. single constants
68	These are the values including a decimal point:	A. <b>real constants</b> B. string constants C. characterconstants D. singleconstants

69	Any single small case letter, upper case letter, digit, punctuation mark, special symbol enclosed within '' is considered:	A. integerconstants B. stringconstants C. characterconstants D. singleconstants
70	How many bytes of memory is used by integer data type ?	A. 1 B. 4 C. 2 D. 3
71	Which keyword is used for integer data type ?	A. int B. float C. char D. double
72	By default, type int is considered as:	A. single integer B. negativeinteger C. positiveinteger D. originalinteger
73	An _____ can store only positive values and its value ranges from 0 to +4,294,967,295.	A. unsigned int B. negativeint C. positiveint D. integer
74	Keyword unsigned is used to declare an _____ integer:	A. signed B. negative integer C. unsigned D. originalinteger
75	Which data type is used to store a real number ?	A. float B. negative integer C. unsigned D. original integer
76	Floating point numbers store numbers up to:	A. seven digits of precision B. eightdigits of precision C. tendigits of precision D. sixdigits of precision
77	Which keyword is used to declare the floating type variable ?	A. int B. float C. positive D. char
78	How many bytes are used by float type variable?	A. 1 B. 4 C. 3 D. 2
79	To declare character type variables in C, we use the keyword:	A. int B. char C. float D. positive
80	How many characters can be stored in a char type variable ?	A. 1 B. 3 C. 4 D. 2
81	Which name must begin with a letter or an underscore, it cannot begin with a digit ?	A. character B. variable C. constant D. string
82	A _____ cannot be used as a variable name:	A. reserved word B. simple words C. stringwords D. reserved variable
83	Which of the following is not a valid variable name ?	A. height B. 9A C. f_name D. average
84	We need to declare a _____ before we can use it in the program:	A. variable B. constant C. string D. underscore
85	_____ includes specifying its data type and giving it a valid name:	A. variable B. constant C. string D. declaring a variable
86	Multiple variables of same data type may also be declared in a:	A. multiple B. single statement C. many D. multiple variable


87	_____ cannot be declared unless we mention its data type:	A. variable B. constant C. string D. declaring a variable
88	_____ specifies the type of variable, the range of values allowed by that variable and the kind of operations that can be performed on it:	A. variable B. constant C. string D. declaring a variable
89	Which language was developed by Dennis Ritchie ?	A. Java B. C C. Python D. COBOL
90	C language was develop in:	A. 1969-1973 B. 1990-2000 C. 1955-60 D. 1970-80
91	GUI stands for:	A. graphical user interface B. user interface C. global user interface D. grammar interface
92	Which one is not IDE ?	A. x code B. dev, c++ C. visual studio D. python
93	How many keyword (Reserve words) are ?	A. 28 B. 29 C. 32 D. 31
94	The execution of program starts from:	A. main section B. headersection C. header file D. #include
95	Header files have extension:	A. .c B. .h C. .doc D. .ppt
96	The conversion of program file into binary file is called:	A. editing B. compilation C. linking D. execution
97	In C language main() is a:	A. function B. code C. editor D. library
98	Which of the following is header file ?	A. void main() B. getch() C. #include<stdio.h> D. none of these
99	The process of running a program is called:	A. debugging B. compiling C. execution D. using
100	Which extension is used to save C language program ?	A. .doc B. .c C. .xls D. .dat
101	A program written in high level language is called:	A. source code B. objectcode C. normalcode D. binarycode
102	Output of compiler is called:	A. sourcecode B. objectcode C. binarycode D. both b and c
103	Which is of the following detect syntax error ?	A. compiler B. reader C. binary code D. both b and c
104	printf is to used print _____ type of data:	A. int B. float C. char

		D. all of them
105	scanf is a _____ in C programming language:	A. keyboard B. library C. function D. none of them
106	getch() is used to take _____ as input form user:	A. int B. char C. float D. all of them
107	Let the following part of code, what will be the value of variable an after execution: int a = 4; float b= 2.2; a = a * b;	A. 8.8 B. 8 C. 8.2 D. 8.0
108	Which of the following is a valid line of code ?	A. int = 20; B. grade = 'A'; C. line = this is a line, D. none of these
109	Which operator has the highest precedence among the following ?	A. / B. ! C. &gt; D. &lt;
110	Which of the following is not a type of operator ?	A. arithmetic operator B. checkoperator C. relationaloperator D. logicaloperator
111	The operator % is used to calculate _____:	A. percentage B. remainder C. factorial D. square
112	Which of the following is a valid character ?	A. 'here' B. "a" C. 'g' D. none of them
113	What is true about C language ?	A. C is not a case sensitive language B. keywords can be used as variable names C. All logical operators are binary D. none of them
114	Which is a built-in function in C programming language to show output on screen?	A. printf() B. scanf() C. input D. print
115	Which is used to display data in specific format ?	A. read B. data C. specifiers D. format specifiers
116	Which format specifier is used for integer data type ?	A. %d B. %i C. both a and b D. none of these
117	Which format specifier is used for float data type ?	A. %d B. %i C. %f D. %c
118	Which format specifier is used for character data type ?	A. %d B. %i C. %c D. %f
119	Which is a built-in function in C language that takes input from user into the variables ?	A. printf() B. scanf() C. input D. print
120	Format specifier is always preceded by:	A. % B. = C. ^ D. \$
121	Which function used to read a character from user ?	A. printf B. getch() C. count D. string

122	In which function character entered by user does not get displayed on screen ?	A. getch() B. <div> </div><div>count</div> C. string D. printf
123	Which function is generally used to hold the execution of program because the program does not continue further until the user types a key ?	A. read B. getch() C. input D. printf
124	Which library file include in header section of program, when using getch() function ?	A. conio.h B. stdio.h C. math.h D. string.h
125	Which is identifier for compiler to identity the end of a line ?	A. : B. : C. " D. '
126	In C language _____ is used as statement terminator:	A. ; B. : C. , D. "
127	Escape sequences are used in printf function inside the:	A. "and" B. 'and' C. :and; D. ,and;
128	Which of the following forces printf() to change its normal behavior ?	A. escape sequence B. escape C. sequence D. esc
129	Escape sequences consists of _____ characters:	A. two B. three C. four D. five
130	In escape sequence first character is always _____ and the second character varies according to the functionality that we want to achieve:	A. back slash (\) B. / C. ? D. :
131	Which of the following is called escape character which is associated with each escape sequence to notify about escape ?	A. back slash (\) B. / C. ? D. :
132	After escape character, which specifies the movement of the cursor to start of next time ?	A. n B. b C. d D. c
133	Which escape sequence is used to print the output on multiple lines ?	A. \c B. \t C. \n D. \r
134	Which escape sequence specifies the I/O function of moving to the next tab stop horizontally ?	A. \c B. \t C. \n D. \r
135	A tab stop is collection of _____ spaces:	A. 8 B. 6 C. 7 D. 9
136	Which of the following is escape sequence ?	A. \n B. \t C. \a D. all of these
137	The name, computer suggests that _____ is the most important aspect of computers:	A. computation B. working C. location D. math
138	Which of the following is a type of operator ?	A. assignment operator B. arithmetic operators C. logical operators D. all of these
139	Which operator is used to assign a value to a variable ?	A. Assignment operator B. arithmetic operator C. logical operator D. all of these



		D. all of these
140	Which of the following is used as an assignment operator in C language ?	A. = B. == C. + D. ?
141	Which operators are used to perform arithmetic operations on data ?	A. assignment operator B. arithmetic operator C. logical operator D. relational operators
142	Which operator is used to divide the value on left side by the value on right side ?	A. \ B. / C. + D. -
143	Which operator is used to multiply two values ?	A. + B. * C. % D. !
144	Which operator is used to subtract the value on right side from the value on left side ?	A. + B. - C. * D. %
145	Which operator performs division of left operand by the right operand and returns the remainder value after division ?	A. + B. % C. * D. .
146	Which operators compare two values to determine the relationship between values ?	A. assignment B. arithmetic C. logical D. relation
147	In C language which operator is used to check for equality of two expression ?	A. == B. = C. ? D. +-
148	Which operator assigns the result of expression on right side to the variable on left side ?	A. == B. = C. * D. ( )
149	Which operator checks whether right and left operands are equal or not ?	A. == B. = C. ? D. +-
150	Which operators perform operation on Boolean expressions and produce a Boolean expressions as a result ?	A. logical B. assignment C. arithmetic D. relation
151	Which of the following are logical operators ?	A. AND B. OR C. NOT D. all of these
152	Which symbol is used to represent the AND operator ?	A. && B.    C. + D. !
153	Which symbol is used to represent the OR operator ?	
154	Which symbol is used to represent the NOT operator ?	
155	Which operator takes two Boolean expression as operands and produces the result true if both of its operands are true ?	
156	Which operator accepts Boolean expression and returns true if at least one of the operands is true ?	
157	Which operator negates or reverses the value of Boolean expression ?	
158	Which operator makes it true, if it is false and false if it true ?	
159	Which operators are applied over one operand only ?	A. unary B. binary C. ternary D. all of these
160	Which is unary operator ?	

161	Which operators require two operands to perform the operations ?	A. unary <b>B. binary</b> C. ternary D. all of these
162	All of arithmetic operators, relational operators and logical operators && and    are:	A. unary operators <b>B. binary operators</b> C. ternary operators D. all of these
163	Which operator returns remainder ?	<b>A. modulus operators</b> B. binary operators C. ternary operators D. all of these
164	Which operator requires three operands respectively to perform the operation ?	A. unary B. binary <b>C. ternary</b> D. all of these
165	Which of the following tells about which operations should be performed first ?	<b>A. precedence</b> B. rule C. sequence D. random
166	Which is a combination of backslash (\) and a code character to control printing of data on the screen ?	<b>A. escape sequence</b> B. format specified C. character D. printing
167	How many types of logical operators ?	<b>A. 3</b> B. 1 C. 4 D. 2
168	Conditional logic helps in, _____:	<b>A. decision</b> B. iterations C. traversing D. all
169	_____ statements describe the sequence in which statements of the program should be executed:	A. loop B. conditional C. control <b>D. all</b>
170	In If statement, what happens if condition is false ?	A. program crashes B. index out of bound error <b>C. further code executes</b> D. compiler asks to change condition
171		<b>A. a++;</b> B. a--; C. both (a) and (b) D. none
172	Which of the following is the condition to check a is a factor of c ?	A. a % c == 0 <b>B. c % a == 0</b> C. a*c == 0 D. a+c == 0
173	A condition can be any _____ expression:	A. arithmetic B. relational C. logical <b>D. arithmetic, relational or logical</b>
174	An if statement inside another if statement is called _____ structure:	<b>A. nested</b> B. boxed C. repeated D. decomposed
175	A set of multiple instructions enclosed in braces is called a _____:	A. box <b>B. block</b> C. list D. job
176	How many types of control statements are available in C language ?	<b>A. 3</b> B. 1 C. 2 D. 4
177	Which of the following is not a type of control statements in C language ?	
178	Which of the following is the default control structure in C language ?	
179	In which control all the statements are executed in the given sequence:	
180	The statements which help us to decide which statements should be executed next, on the basis of conditions, are called:	<b>B. selection statements</b>

181	How many types of selection structure ?	A. 1 B. 3 C. 2 D. 4
182	In which statement we specify a condition, and associate a code to it:	A. selection B. if C. go to D. loop
183	If we want to associate more than one statements to an if statement, then they need to be enclosed inside a:	A. () B. * C. : D. { }
184	Which statement is used to execute one set of instructions if a particular condition is true and another set of instructions if the condition is false ?	A. if B. if else C. else D. loop
185	A set of multiple instructions enclosed in braces is called a block or:	A. if B. compound C. while D. if else
186	A ____ could be any valid expression including arithmetic expressions, relational expressions, logical expressions:	A. if B. while C. compound D. condition
187	_____ statement executes the set of statements under if statement if the condition is true and executes the set of statements under else otherwise:	A. if else B. condition C. while D. compound
188	Selection statements within selection statements are called:	A. if else B. condition C. while D. nested selection structures
189	Which of the following is a decision making statement ?	A. if B. getch() C. getche() D. break
190	If statement is used within another if statement is called:	A. nested if B. simple if C. many if D. multiple if
191	An array is a _____ structure:	A. loop B. control C. data D. conditional
192	Array elements are stored at _____ memory locations:	A. contiguous B. scattered C. divided D. none
193	If the size of an array is 100, the range of indexes will be _____:	A. 0-99 B. 0-100 C. 1-100 D. 2-102
194	_____ structure allows repetition of a set of instructions:	A. loop B. conditional C. control D. data
195	_____ is the unique identifier, used to refer to the array:	A. data type B. array name C. array size D. none
196	array can be initialized _____ declaration:	A. at the time of B. after C. before D. both a & b
197	Using loops inside loops is called _____ loops:	A. for B. while C. do-while D. nested
198	_____ part of for loop is executed first:	A. condition B. body C. initialization

		D. increment/decrement
199	_____ make it easier to read and write values in array:	A. loops B. conditions C. expressions D. functions
200	To initialize the array in a single statement, initialize it _____ declaration:	A. at the time of B. after C. before D. both a & b
201	How many types of control statements	A. 1 B. 2 C. 3 D. 4
202	Which of the following is not a type of control statements in C language.	A. Sequential Control Statements B. Selection control statements C. Repetition control statements D. Error Control Statements
203	Which of the following is the default control structure in C language.	A. Sequential Control Statements B. Selection Control statements C. Repetition Control Statements D. Error Control Statements
204	In which control all the statements are executed in the given sequence.	A. Error Control Statements B. Selection control statements C. Repetition control statements D. Sequential Control Statements
205	The statements which help us to decide which statements should be executed next, on the basis of conditions, are called.	A. Error Control Statements B. Selection statements C. Sequential Control Statements D. Repetition Control Statements
206	How many types of selection structure.	A. 1 B. 2 C. 3 D. 4
207	In which statement we specify a condition, and associate a code to it.	A. go to B. selection C. if D. loop
208	If we want to associate more than one statements to an if statement, then they need to be enclosed inside a.	A. () B. {} C. * D. :
209	Which Statement is used to execute not set of instructions, if a particular condition is true and another set of instructions if the condition is false.	A. if B. else C. if else D. loop
210	A set of multiple instructions enclosed in braces is called a block or.	A. if B. if -else C. while D. compound
211	A _____ could be any valid expression including arithmetic expression relational expression, logical expressions.	A. If B. condition C. while D. compound
212	_____ statement executes the set of statements under if statements if the condition is true and execute the set of statements under else otherwise,	A. if - else B. condition C. while D. compound
213	Selection statements within selection statements are called.	A. if -else B. condition C. while D. nested selection structures
214	Which of the following is a decision statement called.	A. Nested if B. Simple if C. Many if D. Multiple if
215	An array is a _____ structure.	A. Loop B. Control C. Data D. Conditional
		A. Contiguous B. Sequential

216	Array elements are stored at ..... memory locations.	B. Scattered C. Divided D. None
217	If the size of an array is 100, the range of indexes will be .....	A. 0 - 99 B. 0 - 100 C. 1 - 100 D. 2 - 102
218	_____ structure allows repetition of a set of instructions.	A. Loop B. Conditional C. Control D. Data
219	_____ is the unique identifier, used to refer to the array.	A. Data type B. Array name C. Array size D. None
220	Array can be initialized _____ declaration.	A. At the time of B. After C. Before D. Both a and b
221	Using loops inside loops is called ..... loops	A. For B. While C. Nested D. Do- while
222	_____ part of for loop is executed first.	A. Condition B. Body C. Initialization D. Increments
223	_____ make it easier to read and write values in array.	A. Loop B. Conditions C. Expressions D. Functions
224	To initialize the array in a single statement, initialize it..... declaration.	A. At the time of B. After C. Before D. Both a and b
225	Which is a container to store collection of data items in a specific layout.	A. Data structure B. Simple Structure C. Normal Structure D. Complex structure
226	An _____ is a data structure that can hold multiple values of same data type.	A. Loop B. Array C. For loop D. Index
227	An important property of _____ is that it stores all the values at consecutive locations inside the computer memory.	A. Loop B. Array C. for loop D. index
228	Assigning values to an array for the first time is called.	A. Assign value B. Array utilization C. Control array D. Array initialization
229	Each element of an array has an _____ that can be used with the array name as array ____ name.	A. Index B. array C. for loop D. simple variable
230	If we need to repeat one or more statements, then we use.	A. Index B. array C. Iteration D. Loop
231	If array first element has the index.	A. 0 B. 1 C. 2 D. 3
232	How many types of loop are in C language.	A. 1 B. 2 C. 3 D. 4
233	Which of the following is not a type of loop.	A. for loop B. while loop C. do while loop D. none of these

234	Each run of a loop is called an	A. Condition B. Iteration C. Standard D. Index
235	We use ..... loops to repeat a pattern multiple times.	A. Loop B. While loop C. Nested D. Simple loop
236	Which makes it easier to read and write values in arrays.	A. Loop B. While loop C. end D. simple loop
237	Functions could be built-in of.....	A. Admin define B. Server define C. User define D. Both a and b
238	The functions whihc are available in C standard Library are called.	A. User define B. Built - in C. Recursive D. Repetition
239	The values passed to a function are called.	A. Built -in B. return type C. Array D. Arguments
240	Char cd () { return 'a' } , in this function " char" is.....	A. Bodies B. Return type C. Array D. Arguments
241	The advantages of using functions are.	A. Readability B. Reusability C. Easy debugging D. All
242	If there are three return statements in the function body, ..... of them will be executed.	A. One B. Two C. Three D. First and last
243	_____ means to transfer the control to another function.	A. Calling B. Defining C. re-writing D. Including
244	Which is a block of statements that performs a particular task.	A. Function B. Program C. Routine D. Block
245	The function which are defined by a programmer are called.	A. Module B. User -define C. Routine D. work
246	Which of the following are advantages of using functions.	A. Reusability of code B. Separation of tasks C. Readability of code D. All of these
247	Which describe input and output of the function.	A. Calling B. Function signature C. Routine D. work
248	The ___ of the function is the data type of the value returned by function.	A. Return type B. Input C. Output D. Value
249	The ____ of the function shold be related to its task.	A. Name B. Setup C. Routine D. Work
250	Which are variables of different data types that are used to receive the values passed t the function as input.	A. Value B. Input C. Price D. Parameter
251	The set of statement whihc are excuted in the function to fulfill the specified task.	A. Body of the function B. Calling the function C. Opening a function D. Closing the function

		D. Closing the function
252	Which means to transfer the control to that particular location.	A. Calling the function B. Opening the function C. Body the function D. Closing the function
253	During the function call, the values passed to the function are called.	A. Argument B. Parameter C. Routine D. Number
254	We can call a user-defined function from another user-defined function, same as we call other functions in ..... function.	A. Main B. Call C. Define D. Out
255	Which is approach of good problem solver.	A. Divide B. Divide and conquer C. Simple problem D. Complex problem
256	Which function is to display anything on computer screen.	A. output B. Input C. Scanf D. Print f
257	Which function that is used to take input from the user.	A. output B. Input C. Scan f D. Print f
258	How many types of function.	A. 1 B. 2 C. 3 D. 4
259	The functions which are available in C standard Library are called.	A. Built in function B. Library functions C. Standard functions D. All of these
260	Which functions performs commonly used mathematical calculations, string operation, input/output operations etc.	A. Built -in function B. Library functions C. Standard functions D. All of these
261	Print f and scanf are examples of ..... function.	A. User B. Programmer C. Common D. Built in function
262	Dividing the program into multiple functions improves the ..... of the program.	A. Readability B. Open C. Read D. Write
263	A ____ is a block of statements that gets some inputs and provides some output.	A. Function B. Program C. Reader D. Printer
264	Input of a function are called _____ of the function.	A. Function B. Program C. Reader D. Parameters
265	Output of the function is called its.	A. Return values B. Input C. Output D. Reader
266	A function can have multiple parameters, but it cannot return more than ..... values.	A. One B. Two C. Three D. Four
267	The _____ does not describe how the function performs the task assigned to it.	A. Return value B. Function signature C. Output D. Reader
268	Which is wrong return statement.	A. Return x B. Return (x,y) C. Return (4,5) D. Both b and c
269	The value passed to the function are called.	A. Value B. Input C. Output

C. Output  
D. Arguments

270 If the definition of called function appears before the definition of calling function, then ..... is not required.

A. Function signature  
B. Call  
C. Read  
D. Function

271 If the definition of called function appears after the definition of calling function, then..... is required.

A. Function signature  
B. Call  
C. Read  
D. Function