

C Programming Questions and Answers – Data Types and Sizes – 2

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Here is a listing of C language programming interview questions on “Data Types and Sizes” along with answers, explanations and/or solutions:

1. Comment on the output of this C code?

```
#include <stdio.h>

int main()
{
    float f1 = 0.1;

    if (f1 == 0.1)

        printf("equal\n");

    else

        printf("not equal\n");

}
```

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- a) equal
- b) not equal
- c) Output depends on compiler
- d) None of the mentioned

View Answer

Answer:b

Explanation:0.1 by default is of type double which has different representation than float resulting in inequality even after conversion.

Output:

```
$ cc pgm4.c
```

```
$ a.out
```

```
not equal
```

2. Comment on the output of this C code?

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

```
int main()
```

```
{
```

```
    float f1 = 0.1;
```

```
    if (f1 == 0.1f)
```



```
        printf("equal\n");

else

        printf("not equal\n");

}
```

- a) equal
- b) not equal
- c) Output depends on compiler
- d) None of the mentioned

[View Answer](#)

Answer:a

Explanation:0.1f results in 0.1 to be stored in floating point representations.

Output:

```
$ cc pgm5.c
```

```
$ a.out
```

```
equal
```

3. What is the output of this C code (on a 32-bit machine)?

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

```
int main()
```

```
{  
  
    int x = 10000;  
  
    double y = 56;  
  
    int *p = &x;  
  
    double *q = &y;  
  
    printf("p and q are %d and %d", sizeof(p), sizeof(q));  
  
    return 0;  
}
```

- a) p and q are 4 and 4
- b) p and q are 4 and 8
- c) Compiler error
- d) p and q are 2 and 8

View Answer

Answer:a

Explanation:Size of any type of pointer is 4 on a 32-bit machine.

Output:

```
$ cc pgm6.c
```

```
$ a.out
```



p and q are 4 and 4

4. Which is correct with respect to size of the datatypes?

- a) char > int > float
- b) int > char > float
- c) char < int < double
- d) double > char > int

View Answer

Answer:c

Explanation:char has lesser bytes than int and int has lesser bytes than double in any system

5. What is the output of the following C code(on a 64 bit machine)?

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

```
union St1
```

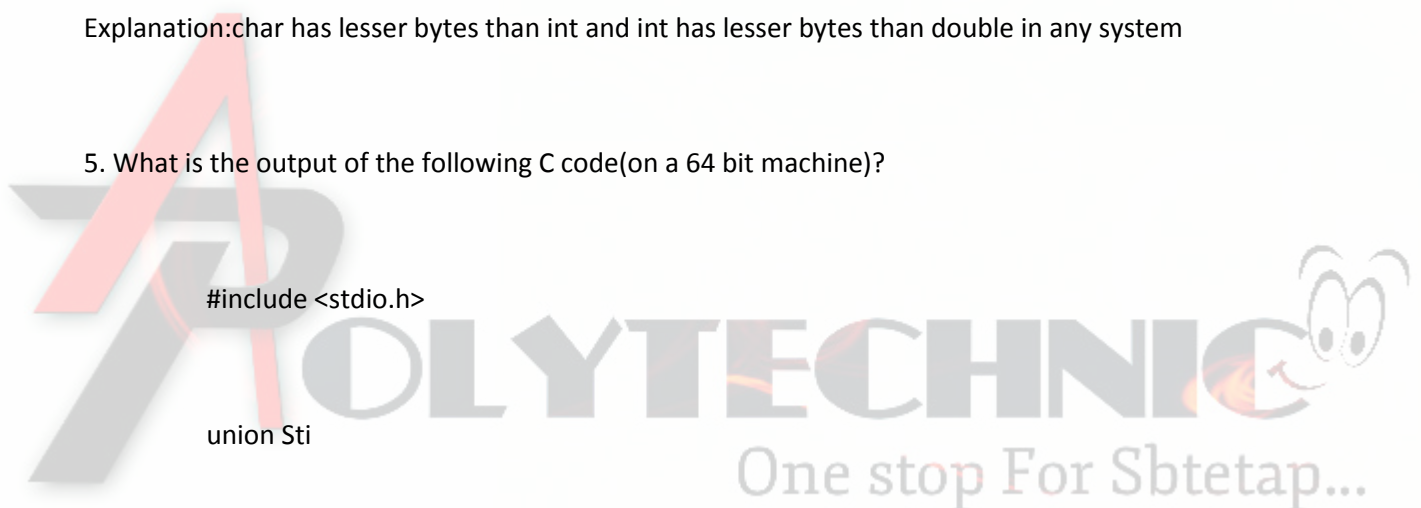
```
{
```

```
    int nu;
```

```
    char m;
```

```
};
```

```
int main()
```



```
{  
  
    union St1 s;  
  
    printf("%d", sizeof(s));  
  
    return 0;  
}
```

- a) 8
- b) 5
- c) 9
- d) 4

[View Answer](#)

Answer:d

Explanation:Since the size of a union is the size of its maximum datatype, here int is the largest hence 4.

Output:

```
$ cc pgm7.c
```

```
$ a.out
```

```
4
```

6. What is the output of this C code?

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



```
int main()

{

    float x = 'a';

    printf("%f", x);

    return 0;

}
```

- a) a
- b) run time error
- c) a.0000000
- d) 97.000000

[View Answer](#)

Answer:d

Explanation:Since the ASCII value of a is 97, the same is assigned to the float variable and printed.

Output:

```
$ cc pgm8.c
```

```
$ a.out
```

```
97.000000
```

7. Which of the datatypes have size that is variable?



a) int

b) struct

c) float

d) double

[View Answer](#)

Answer:b

Explanation:Since the size of the structure depends on its fields, it has a variable size.

