



Bhaskars Engineering Design and IT Service Center

(Placement Consultancy & Engineering Service Organization)



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Computer Science and IT Engineering

INTERVEIW QUESTIONS & ANSWERS

Basic – Advance Level

Syllabus Content - 1

✓ **C Programming Language**

Note: Dear Students

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Interview Questions & Answers

1: What is C programming?

A: C programming is a high-level programming language that was originally developed in the 1970s for developing the Unix operating system. C programming is widely used for developing system software, such as operating systems, device drivers, and embedded systems.

2: What are the basic data types in C programming?

A: The basic data types in C programming are:

Char: used to store characters (1 byte)

Int: used to store integers (2 or 4 bytes)

Float: used to store floating-point numbers (4 bytes)

Double: used to store double-precision floating-point numbers (8 bytes)

3. What is the difference between an array and a pointer in C?

An array is a collection of similar data items, while a pointer is a variable that stores the memory address of another variable. In C, an array name can be used as a pointer to the first element of the array. The main difference between the two is that an array has a fixed size, while a pointer can point to dynamically allocated memory.

4. How do you allocate memory dynamically in C?

Memory can be allocated dynamically in C using the “malloc” function. This function takes a single argument, which is the number of bytes to be allocated. The function returns a pointer to the first byte of the allocated memory block. If the allocation fails, the function returns a NULL pointer.

5 What is the difference between the “++l” and “l++” operators?

Both “++l” and “l++” increment the value of “l” by 1. However, “++l” increments the value of “l” first and then returns the incremented value, while “l++” returns the current value of “l” and then increments it.

6. Explain the difference between a local variable and a global variable in C.

A local variable is declared inside a function and can only be accessed within that function. It is destroyed when the function returns. A global variable, on the other hand, is declared outside of any function and can be accessed by any function in the program. It exists throughout the lifetime of the program.

Interview Questions & Answers

7. How do you pass an array to a function in C?

An array can be passed to a function in C by either passing the array name or a pointer to the first element of the array. The function can then access the elements of the array using array subscript notation or pointer arithmetic.

8. What is the difference between "calloc" and "malloc"?

Both "calloc" and "malloc" are used to allocate memory dynamically in C. However, "calloc" initializes the allocated memory to zero, while "malloc" does not. "calloc" also takes two arguments, the number of elements to be allocated and the size of each element, while "malloc" takes only one argument, the number of bytes to be allocated.

9. What is a "pointer to a function" in C? How is it used?

A pointer to a function is a variable that stores the memory address of a function. It can be used to call the function or pass the function as an argument to another function. Pointer to functions can be used to implement callback functions or to implement polymorphism in C.

10. Explain the "static" keyword in C

The "static" keyword in C has different meanings depending on where it is used. When used with a global variable, it limits the scope of the variable to the file in which it is declared. When used with a local variable, it retains the value of the variable between function calls. When used with a function, it limits the scope of the function to the file in which it is declared.

11. What is a pointer in C programming?

A pointer is a variable that stores the memory address of another variable. Pointers are used to manipulate memory directly, which can be useful for tasks such as dynamic memory allocation and accessing hardware registers.

12. What is the difference between a static and dynamic memory allocation in C programming?

Static memory allocation is performed at compile time, and the memory is allocated for the entire lifetime of the program. Dynamic memory allocation is performed at runtime, and the memory can be allocated and deallocated as needed.



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