

# 20 Lecture - CS201

## Important Mcqs

1. **What is a structure in programming?**

- a. A way to control program flow
- b. A collection of related variables
- c. A type of loop
- d. A type of function

**Answer: b**

2. **Which of the following is not a common programming language that supports structures?**

- a. C
- b. Python
- c. Java
- d. Assembly

**Answer: d**

3. **In C programming, how are the members of a structure accessed?**

- a. By using a dot (.) operator
- b. By using a colon (:) operator
- c. By using a semicolon (;) operator
- d. By using a comma (,) operator

**Answer: a**

4. **What is the purpose of a structure?**

- a. To create a function
- b. To control program flow
- c. To group related variables
- d. To write comments

**Answer: c**

5. **Which of the following is not a data type that can be a member of a structure?**

- a. Integer
- b. Float
- c. String
- d. Function

**Answer: d**

6. **Which of the following is a valid way to declare a structure in C?**

- a. `struct myStructure {}`
- b. `myStructure {}`
- c. `myStructure type {}`
- d. `struct type myStructure {}`

**Answer: d**

7. **Can structures contain other structures?**

- a. Yes
- b. No

**Answer: a**

8. **What is the difference between a structure and an array?**

- a. Structures are used for numeric data while arrays are used for text data
- b. Structures can hold different data types while arrays can only hold one data type
- c. Structures and arrays are the same thing
- d. Arrays can only hold a fixed number of elements while structures can hold as many as needed

**Answer: b**

9. **Which of the following is not a common use for structures in programming?**

- a. Representing real-world objects
- b. Grouping related variables
- c. Organizing program flow
- d. Storing data in databases

**Answer: c**

10. **What is the keyword used to declare a structure in Java?**

- a. struct
- b. class
- c. object
- d. instance

**Answer: b**