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