16 Lecture - CS401

Important Mcqs

1. **What is a calling convention?**
   a. A set of rules for how a program calls a function and returns from it.
   b. A set of rules for naming variables in a program.
   c. A set of rules for how a program handles errors.
   d. A set of rules for how a program allocates memory.
   Solution: a.

   Which of the following is not an example of a calling convention?
   a. cdecl
   b. stdcall
   c. fastcall
   d. objectcall
   Solution: d.

   Which of the following is a common calling convention used by the Windows operating system?
   a. cdecl
   b. stdcall
   c. fastcall
   d. objectcall
   Solution: b.

   In which direction are function arguments typically pushed onto the stack in the cdecl calling convention?
   a. Left to right
   b. Right to left
   c. Top to bottom
   d. Bottom to top
   Solution: b.

   Which of the following is an advantage of the fastcall calling convention?
   a. It allows for more flexible use of registers.
   b. It simplifies the process of passing arguments.
   c. It ensures that functions are always called in the same way.
   d. It reduces the size of the compiled code.
   Solution: a.

   Which calling convention is commonly used by C++ compilers?
   a. cdecl
   b. stdcall
   c. thiscall
   d. objectcall
   Solution: c.

   In which calling convention are the first two function arguments typically passed in

registers?
a. cdecl
b. stdcall
c. fastcall
d. thiscall
Solution: c.

Which of the following is a disadvantage of the stdcall calling convention?
a. It is not supported on all architectures.
b. It can cause problems with inter-language calling.
c. It can lead to stack overflow errors.
d. It is slower than other calling conventions.
Solution: b.

Which calling convention is commonly used by the Linux operating system?
a. cdecl
b. stdcall
c. fastcall
d. systemcall
Solution: a.

Which of the following is a characteristic of a good calling convention?
a. It is consistent across different programming languages.
b. It allows for efficient use of registers.
c. It minimizes the size of the compiled code.
d. All of the above.
Solution: d.