

# 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. syscall

**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.**