# **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.