

7 Lecture - CS410

Important Mcqs

****Question 1:****

What is a "calling convention" in computer programming?

- A) A set of rules for naming variables within a function.
- B) A set of rules for calling functions from different programming languages.
- C) A set of rules that govern how functions pass arguments and return values.
- D) A set of rules for defining functions in object-oriented programming.

****Solution:** C**

****Question 2:****

Which storage class has a global scope and retains its value across function calls?

- A) auto
- B) extern
- C) static
- D) register

****Solution:** B**

****Question 3:****

What is the default storage class for local variables in most programming languages?

- A) auto

- B) static
- C) register
- D) extern

****Solution:** A**

****Question 4:****

Which storage class is used to define local variables with a lifetime that extends throughout the program's execution?

- A) static
- B) auto
- C) extern
- D) register

****Solution:** A**

****Question 5:****

In C/C++, what keyword is used to declare a function with a variable number of arguments?

- A) varargs
- B) vararg
- C) stdarg
- D) ellipsis

****Solution:** D**

****Question 6:****

In the context of function calling conventions, what does "caller-saved" refer to?

- A) The caller function is responsible for saving and restoring the registers used by the called function.
- B) The caller function is responsible for saving and restoring the stack space used by the called function.
- C) The caller function is responsible for saving and restoring its own local variables during the call.
- D) The caller function is responsible for saving and restoring the called function's local variables during the call.

****Solution:** A**

****Question 7:****

What is the purpose of the "register" storage class?

- A) It requests the compiler to allocate a register for the variable for faster access.
- B) It indicates that the variable's value is stored in a hardware register.
- C) It specifies that the variable can only be used within a specific function.
- D) It requests the compiler to optimize the variable for space efficiency.

****Solution:** A**

****Question 8:****

Which storage class is commonly used to share variables among multiple source files in C/C++?

- A) static
- B) extern
- C) register
- D) const

****Solution:** B**

****Question 9:****

What happens to a variable declared with the "static" storage class inside a function?

- A) The variable becomes a global variable.**
- B) The variable retains its value across function calls.**
- C) The variable is only accessible within the function where it is declared.**
- D) The variable is automatically initialized to zero.**

****Solution:** B**

****Question 10:****

In C/C++, what is the significance of the "const" storage class for variables?

- A) It ensures that the variable's value cannot be modified after initialization.**
- B) It allows the variable to be accessed from any function in the program.**
- C) It instructs the compiler to allocate the variable in read-only memory.**
- D) It specifies that the variable's value cannot be optimized by the compiler.**

****Solution:** A**