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