7 Lecture - CS410

Important Mcqs

| **Question 1:** |
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| What is a "calling convention" in computer programming? |
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| 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. |
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| **Solution:** C |
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| **Question 2:** |
| Which storage class has a global scope and retains its value across function calls? |
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| A) auto |
| B) extern |
| C) static |
| D) register |
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| **Solution:** B |
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| **Question 3:** |
| What is the default storage class for local variables in most programming languages? |
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| A) auto |

| B) static |
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| C) register |
| D) extern |
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| **Solution:** A |
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| **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 |
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| **Solution:** A |
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| **Question 5:** |
| In C/C++, what keyword is used to declare a function with a variable number of arguments? |
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| A) varargs |
| B) vararg |
| C) stdarg |
| D) ellipsis |
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| **Solution:** D |
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| **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. |
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| 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. |
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| **Solution:** A |
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| **Question 8:** |
| Which storage class is commonly used to share variables among multiple source files in C/C++? |
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| A) static |
| B) extern |
| C) register |
| D) const |
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| **Solution:** B |

| **Question 9:** |
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| 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