

C LANG TEST-11 (ENUMERATION)

Total points 50/50 ?

STUDENT NAME *

VIVA
.....

✓ 1. The keyword used to declare an enumeration in C is * 1/1

- ☒ A) enum
- ☐ B) enumeration
- ☐ C) define
- ☐ D) typedef



✓ 2. An enumeration is a set of * 1/1

- ☐ A) Strings
- ☒ B) Integer constants
- ☐ C) Floating values
- ☐ D) Characters



✓ 3. The default underlying data type of an enum in C is *

1/1

- ☐ A) float
- ☐ B) char
- ☒ C) int
- ☐ D) double



✓ 4. Which of the following is a valid enum declaration? *

1/1

- ☐ A) enum color {red, green, blue};
- ☐ B) enum {red, green, blue} color;
- ☒ C) Both A and B
- ☐ D) None



✓ 5. Enumerations in C are used to *

1/1

- ☒ A) Declare constant values
- ☐ B) Define arrays
- ☐ C) Store floating values
- ☐ D) Declare variables dynamically



✓ 6. The first name in an enum has a default value of *

1/1

- ☒ A) 0
- ☐ B) 1
- ☐ C) -1
- ☐ D) undefined



✓ 7. The subsequent names in an enum are assigned values that *

1/1

- ☐ A) Decrease by 1
- ☒ B) Increase by 1
- ☐ C) Remain the same
- ☐ D) Randomly assigned



✓ 8. In the declaration enum day {sun=1, mon, tue};, the value of tue is *

1/1

- ☐ A) 1
- ☐ B) 2
- ☒ C) 3
- ☐ D) 4



✓ 9. Enum constants are by default *

1/1

- ☒ A) Integer type
- ☐ B) Character type
- ☐ C) Float type
- ☐ D) String type



✓ 10. Can we assign custom integer values to enum constants? *

1/1

- ☒ A) Yes
- ☐ B) No
- ☐ C) Only zero
- ☐ D) Only even numbers



✓ 11. What is the output of: *

1/1

```
enum test {a=2, b, c};
```

```
printf("%d", c);
```

- ☐ A) 2
- ☐ B) 3
- ☒ C) 4
- ☐ D) Error



✓ 12. Enums help improve *

1/1

- ☐ A) Program performance
- ☒ B) Program readability
- ☐ C) Compilation time
- ☐ D) None



✓ 13. The size of enum in memory is equal to the size of *

1/1

- ☐ A) float
- ☒ B) int
- ☐ C) char
- ☐ D) double



✓ 14. Enumerated constants can be used as *

1/1

- ☐ A) Array index
- ☐ B) Case labels in switch
- ☒ C) Both A and B
- ☐ D) None



✓ 15. 15. What is the default value of the first enumerator if not assigned? * 1/1

- ☐ A) 1
- ☒ B) 0
- ☐ C) -1
- ☐ D) Garbage



✓ 16. Which statement is true about enum? * 1/1

- ☐ A) It can contain duplicate values
- ☐ B) It can have duplicate names
- ☒ C) It cannot have duplicate values
- ☐ D) It must start with 1



✓ 17. In the enum declaration, members are separated by * 1/1

- ☐ A) Semicolon
- ☒ B) Comma
- ☐ C) Colon
- ☐ D) Dot



✓ 18. Can enum be declared inside a structure in C? *

1/1

☒ A) Yes



☐ B) No

✓ 19. Can enum variables be declared without defining enum type? *

1/1

☒ A) Yes



☐ B) No

✓ 20. Enum constants are *

1/1

☐ A) Modifiable

☒ B) Immutable



✓ 21. Which of the following is valid? *

1/1

☐ A) enum fruit {apple, mango, orange};

☐ B) enum fruit f1 = mango;

☐ C) printf("%d", f1);

☒ D) All of the above



✓ 22. The value assigned to an enum constant must be *

1/1

- ☒ A) Integer constant
- ☐ B) Float constant
- ☐ C) Character
- ☐ D) None



✓ 23. Enum values can be negative. *

1/1

- ☒ A) True
- ☐ B) False



✓ 24. Can two enumerators have the same value? *

1/1

- ☒ A) Yes
- ☐ B) No



✓ 25. The scope of enum constants is *

1/1

- ☒ A) Global or local depending on where declared
- ☐ B) Always global
- ☐ C) Always local
- ☐ D) Limited to main function



✓ 26. The expression sizeof(enum) returns *

1/1

- ☒ A) Size of enum variable (usually 4 bytes)
- ☐ B) Number of members
- ☐ C) Sum of values
- ☐ D) Error



✓ 27. Enum members can be used as constants in *

1/1

- ☐ A) switch
- ☐ B) if-else
- ☐ C) loops
- ☒ D) All of the above



✓ 28. Enumerated variables store *

1/1

- ☐ A) Names
- ☒ B) Integer values
- ☐ C) Addresses
- ☐ D) Strings



✓ 29. Which of the following is invalid? *

1/1

- ☐ A) enum x {a, b, c=5, d};
- ☐ B) enum x {a=3, b, c};
- ☒ C) enum x {a, b=2.5, c};
- ☐ D) enum x {a=10, b=20};



✓ 30. Enumerations are mainly used to *

1/1

- ☐ A) Simplify code using symbolic names
- ☐ B) Replace macros
- ☒ C) Both A and B
- ☐ D) None



✓ 31. The compiler replaces enum constants with *

1/1

- ☐ A) Names
- ☒ B) Integer values
- ☐ C) Memory addresses
- ☐ D) Strings



✓ 32. Enum constants can appear in *

1/1

- ☐ A) Arithmetic expressions
- ☐ B) Conditions
- ☒ C) Both A and B
- ☐ D) None

✓

✓ 33. An enum declaration ends with *

1/1

- ☒ A) Semicolon
- ☐ B) Colon
- ☐ C) Comma
- ☐ D) None

✓

✓ 34. Which of the following defines an anonymous enum? *

1/1

- ☒ A) enum {red, green, blue};
- ☐ B) enum color {red, green, blue};
- ☐ C) Both A and B
- ☐ D) None

✓

✓ 35. Can we use enum in an array declaration? *

1/1

☒ A) Yes



☐ B) No

✓ 36. The maximum number of members allowed in enum depends on *

1/1

☒ A) Compiler



☐ B) Processor

☐ C) Operating system

☐ D) Language

✓ 37. Which of the following statements is wrong? *

1/1

☐ A) Enum variables can be printed as integers

☐ B) Enum can be used with switch-case

☒ C) Enum constants can store strings



☐ D) Enum constants have integer values

✓ 38. Enum constants are allocated memory *

1/1

☒ A) No



☐ B) Yes

✓ 39. Which of these can be used to convert enum to string in C? *

1/1

- ☐ A) sprintf()
- ☐ B) printf()
- ☒ C) Manual mapping using array of strings
- ☐ D) It happens automatically



✓ 40. The value of enum can be assigned using *

1/1

- ☐ A) Integer literal
- ☐ B) Another enum variable
- ☐ C) Another enum constant
- ☒ D) All of the above



✓ 41. Can enum be declared globally? *

1/1

- ☒ A) Yes
- ☐ B) No



✓ 42. . What is the output of the code? *

1/1

```
enum number {x=5, y=10, z};  
  
printf("%d", z);
```

- ☐ A) 5
- ☐ B) 10
- ☒ C) 11
- ☐ D) Error



✓ 43. Enum names are also called *

1/1

- ☒ A) Enumerators
- ☐ B) Constants
- ☐ C) Identifiers
- ☐ D) Variables



✓ 44. Enum variables cannot store *

1/1

- ☐ A) Enum constants
- ☒ B) Integer values outside enum range (in standard C)
- ☐ C) Both A and B
- ☐ D) None



✓ 45. Enum constants must have *

1/1

- ☐ A) Unique integer names
- ☐ B) Unique integer values
- ☐ C) Both A and B
- ☒ D) Only names unique



✓ 46. An enum variable can be initialized at declaration time. *

1/1

- ☒ A) True
- ☐ B) False



✓ 47. What will this output be? *

1/1

```
enum val {a=1, b=3, c};  
  
printf("%d", c);
```

- ☐ A) 1
- ☐ B) 2
- ☐ C) 3
- ☒ D) 4



✓ 48. Enums are stored in memory as *

1/1

- ☐ A) Characters
- ☒ B) Integers
- ☐ C) Bitfields
- ☐ D) Pointers



✓ 49. Enum constants can be used in *

1/1

- ☐ A) Expressions
- ☐ B) Arrays
- ☐ C) Structures
- ☒ D) All of the above



✓ 50. Which is an advantage of enum over macros? *

1/1

- ☐ A) Type safety
- ☐ B) Easier debugging
- ☐ C) Readability
- ☒ D) All of the above



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