

Chapter-13 Decision Structure

1. Which statements help us to jump from one part of the program to another part of program based on result of some condition?

Decision structure

2. Which are two basic types of decision structure statement?

if & switch.

3. What is assuming by C programming language for any non-zero and non-null values?

True.

4. What is assuming by C programming language for any zero and null values?

False.

5. In simple if statement, if we put semi colon sign after brackets, what does it mean?

Statement-block holds null statement.

6. Which header file is used to clear the screen?

#include<stdlib.h>

7. Which statement is useful to clear the screen?

system("clear");

8. What does test expression show in simple if statement?

Expression.

9. Which statement is used to transfer control of instruction execution?

if statement.

10. Which operators are used in test expression?

Logical.

11. Which statement contains only one statement block, which gets executed only when test expression is true?

Simple if statement.

12. How many statements block are in simple if statement?

Only one.

13. In which brackets the test expression is written?

()

14. Which statement is used where we need to execute series of decision in our program?

Nested if.....else statement.

15. Which statement is used when chain of if statements are used in else block of nested if statement?

else.....if ladder statement.

16. Which is prepared to create different ways as per the given different conditions?

if ...else ladder.

17. Using which built in decision statement can we simplify our program?

switch.

18. Which is the statement for inbuilt multilayer decision statement?

switch.

19. Which type of expression is used in argument of switch statement?

Integer or character.

20. In switch statement each case label ends with which symbol?

: (colon).

21. In which statement it is not necessary to use braces around the statement block?

switch statement.

22. Which statement signals the end of case causing the exit from switch?

break.

23. Which statement can be used only once in switch statement?

default.

24. What is the value of count after the execution of following program?

```
int count=8; if(5<8) { count=1;}
```

1.

25. What is the value of count after the execution of following program?

```
int n=6,m=10,count=0;
```

```
if(n>m) {count=n+m;} else { count=m-n;}
```

4.

26. What will be the output when following program segment is executed?

```
int n1=20,n2=15;
```

```
if((n1-n2)>6 || (n1>n2))
```

```
        printf(“%d”,n1);  
else  
        printf(“%d”,n2);
```

20.

27. What will be the output when following program segment is executed?

```
char ch='B';  
switch(ch)  
{ case 'H': printf(“Hindi”); break;  
  case 'E': printf(“English”); break;  
  default : printf(“Gujarati”); break; }
```

Gujarati.

28. What will be the output when following program segment is executed?

```
int n=2,s=0;  
switch(n)  
{ case 1: printf(“%d”,s=n*n); break;  
  case 2: printf(“%d”,s=n++); break;  
  case 3: printf(“%d”,s=n+n); break;  
  default : printf(“%d”,s=n); break; }
```

3.

29. What will be the output when following program segment is executed?

```
int n1=5,n2=8,a=0;  
if((n1!=n2) && (n1<=n2))  
{  
    a=++n1+n2; printf(“%d”,a);  
}  
else  
{  
    a=n1+n2++; printf(“%d”,a);  
}
```

14.

30. If the given value does not match with any expression in switch then **default** statement is execute.
31. The **break** statement stops execution of **case**.
32. If test expression is true in if statement then **statement-block executing** is done.
33. Use of compound relational test will help us to reduce number of **if ... else** in our program.
34. When test expression of if statement is evaluated to false, the statements inside body of **if** are skipped.
35. If some other if statements are used in else part or false block of nested if then that kind of statement is know as **else-if ladder** statement.
36. To get the digit from 0 to 9 and convert it to the word, **switch statement** type of statement is useful for such program.
37. The **decision structure** statements help us to jump from one part of the program to another part of program based on result of some conditions.
38. **if** statement can be used in **4** different ways.
39. If the condition is false in if ... else statement **else** part is executed.
40. The **test** expression part should not end with a **semicolon (;)**.