

1. Which character always ends a statement?

- a) }
- b) .
- c) ;**
- d) :

2. We consider two arrays T1 and T2. Can we copy the contents of T2 into T1 without losing information?

- a) Directly if T1 and T2 are the same size? We use the instruction T1 = T2;
- b) Directly if the size of T1 is greater than the size of T2? We use the assignment T1=T2;
- c). Directly if the size of T2 is greater than the size of T1? We use the assignment T1=T2;
- d) Element by element using a loop as soon as the size of T1 is >= the size of T2?**

3-To access the third cell of the Map vector, use the instruction:

- a) Map[3]
- b) Map [2];**
- c) Map {2};
- d) Map {3};

4. What do the following instructions display:

```
int i=10;
while (i>0) {
    i=i-4;
    printf("%d",i);
}
```

- a) 1 0 6 2
- b) 6 2 -2**
- c) 6 2
- d) It is an infinite loop

5. If the number of iterations is known, it is advisable to use:

- a) while...
- b) do... while
- c) for...**
- d) loop

6-Which of the following is not a valid variable name statement?

- a)int a_7;
- b) int _a7;
- c) int 7_a;**
- d) int A_7;

7. What data type can store 15.9635?

- a) char
- b) long
- c) float**
- d) int

8. In a if structure...

- a) The parentheses surrounding the logical condition are mandatory**
- b)The "else" keyword is mandatory
- c)The condition, stated just after if, is followed by a semicolon.
- d)all answers

9. What data type can store -15?

- a) char
- b) long
- c) float
- d) int**

10. How many times can we pass the following loop?

- ```
for (counter=2; counter <9; counter +=2)
```
- a) 4**
  - b) 5
  - c) 6
  - d) 7

## II-Write in C language a program that calculates the sum of N

N is the number of strictly positive terms given by the keyboard. following sequence: 1, 2, 4, 7, 11, 16, 22..... N. (3 pts)

If N=5 S=1+2+4+7+11.

→Solution

```
#include <stdio.h>
int main(){
int N, i , a=1 , s=0;
do{
 scanf("%d",&N);
}while(N<=0);
for (i=1;i<=N;i++) {
 s = s+a;
 a = a+i;
}
printf("%d\n",s);
}
```

## III- Write a program in C language which allows you to:

- Create a one-dimensional array TAB1 containing 7 integers.
- Fill in the array TAB1 with integers between 1 and 10.
- Display the elements of the array TAB1 upside down.
- Display the indexes of odd numbers existing in this array.
- Display the least even number existing in this array.
- Create from array TAB1 another array T as follow:  
If the array TAB1 contains an even number, we put (0) in the same place in T  
If the array TAB1 contains an odd number, we put (1) in the same place in T.

**Example:**

→array TAB1

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 2 | 4 | 6 | 3 | 7 | 8 | 5 |
|---|---|---|---|---|---|---|

→Array T

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 1 | 1 | 0 | 1 |
|---|---|---|---|---|---|---|

→Solution

```
#include <stdio.h>
int main(){
a)
int TAB1[7],i,min,T[7];
b)
for (i=0;i<7;i++)
 do{
 scanf("%d",&TAB1[i]);
 } while(TAB1[i]<1 ||TAB1[i]>10);
c)
for (i=6;i>=0;i--)
 printf("%d\t",TAB1[i]);
d)
for (i=0;i<n;i++)
 if (TAB1[i]%2 != 0)
 printf("%d\t");
e)
min=11;
for (i=0;i<n;i++)
 if (TAB1[i] %2 == 0 && TAB1[i] <min)
 min=TABI[i];
if (min!=11)
 printf("%d\n",min);
else
 printf("No even\n");
f)
for (i=0;i<n;i++)
 if(TAB1[i]%2==0)
 T[i]=0;
 else
 T[i]=0;
}
}
```