- 1. What is a stack in the context of data structures?
- A) A linear data structure
- B) A hierarchical data structure
- C) A non-linear data structure
- D) A matrix data structure

Answer: A) A linear data structure

Explanation: Stacks are linear data structures that follow the Last In, First Out (LIFO)

principle.

- 2. Which of the following operations is NOT typically associated with a stack?
- A) Push
- B) Pop
- C) Peek
- D) Delete

Answer: D) Delete

Explanation: Stacks typically support push (adding an element), pop (removing the top element), and peek (viewing the top element) operations.

- 3. Which implementation of a stack utilizes arrays?
- A) Linked list
- B) Array
- C) Hash table
- D) Binary tree

Answer: B) Array

Explanation: Stacks can be implemented using arrays or linked lists. Array-based implementation offers constant time access to elements.

- 4.In a stack, where is the new element added during the push operation?
- A) At the top
- B) At the bottom
- C) In the middle
- D) Randomly

Answer: A) At the top

Explanation: The push operation adds elements to the top of the stack.

- 5. Which application often involves converting infix expressions to postfix using stacks?
- A) Sorting
- B) Searching
- C) Parsing
- D) Compression

Answer: C) Parsing

Explanation: Converting infix expressions to postfix is a common step in parsing mathematical expressions.

- 6. What is the result of evaluating a postfix expression?
- A) Infix expression
- B) Prefix expression
- C) Value
- D) Variable

Answer: C) Value

Explanation: Postfix expressions are evaluated to obtain a value.

- 7. Which recursion principle resembles the operation of a stack?
- A) Top-down recursion

- B) Tail recursion
- C) Bottom-up recursion
- D) Divide and conquer recursion

Answer: B) Tail recursion

Explanation: Tail recursion is similar to using a stack where recursive calls are made as the

last operation.

- 8. What is a queue in the context of data structures?
- A) A linear data structure
- B) A hierarchical data structure
- C) A non-linear data structure
- D) A matrix data structure

Answer: A) A linear data structure

Explanation: Queues are linear data structures that follow the First In, First Out (FIFO)

principle.

- 9. Which operation in a queue removes an element from the front?
- A) Push
- B) Pop
- C) Enqueue
- D) Dequeue

Answer: D) Dequeue

Explanation: Dequeue operation removes an element from the front of the queue.

- 10. Which implementation of a queue is specifically designed to handle overflow conditions?
- A) Circular queue
- B) Priority queue

- C) Linked list
- D) Array

Answer: A) Circular queue

Explanation: Circular queues wrap around when reaching the end, allowing efficient use of space and handling overflow conditions.

- 11. What is a double-ended queue (Dqueue)?
- A) A queue with double the capacity
- B) A queue that supports insertion and deletion at both ends
- C) A queue with two separate queues
- D) A queue that prioritizes elements based on their value

Answer: B) A queue that supports insertion and deletion at both ends

Explanation: A double-ended queue supports insertion and deletion at both the front and rear ends.

- 12. Which of the following is NOT a characteristic of a priority queue?
- A) Elements are removed based on their priority.
- B) Elements are inserted based on their priority.
- C) Priority is determined by the order of insertion.
- D) It can be implemented using heaps.

Answer: C) Priority is determined by the order of insertion.

Explanation: Priority in a priority queue is determined by the priority of elements, not the order of insertion.

- 13. Which implementation of a queue allows simulation of real-world scenarios like waiting lines?
- A) Linked list

- B) Array
- C) Priority queue
- D) Circular queue

Answer: D) Circular queue

Explanation: Circular queues are suitable for simulating scenarios like waiting lines where elements join and leave the queue.

- 14. Which application often involves simulation using queues?
- A) Sorting algorithms
- B) Graph traversal
- C) Process scheduling
- D) Data compression

Answer: C) Process scheduling

Explanation: Queues are commonly used in process scheduling algorithms to manage tasks.

- 15. What is the primary difference between stacks and queues?
- A) Stacks follow FIFO, while queues follow LIFO.
- B) Stacks allow insertion and deletion at both ends, while queues allow only at one end.
- C) Stacks follow LIFO, while queues follow FIFO.
- D) Stacks have a fixed size, while queues can dynamically resize.

Answer: C) Stacks follow LIFO, while queues follow FIFO.

Explanation: Stacks operate on Last In, First Out principle, while queues operate on First In, First Out principle.

- 16. Which data structure would be most suitable for implementing undo functionality in a text editor?
- A) Stack

- B) Queue
- C) Priority queue
- D) Linked list

Answer: A) Stack

Explanation: Undo functionality requires the last action to be undone first, which aligns with the LIFO property of stacks.

- 17. Which operation in a stack retrieves the top element without removing it?
- A) Peek
- B) Pop
- C) Push
- D) Search

Answer: A) Peek

Explanation: Peek operation returns the value of the top element without removing it from the stack.

- 18.In a circular queue, what happens when the rear pointer reaches the end of the queue?
- A) The rear pointer stops, and further insertions are not possible.
- B) The rear pointer wraps around to the beginning of the queue.
- C) The rear pointer becomes NULL.
- D) The rear pointer moves to the next position.

Answer: B) The rear pointer wraps around to the beginning of the queue.

Explanation: Circular queues wrap around when the rear pointer reaches the end, allowing continuous insertion.

19. Which operation in a priority queue is used to retrieve the element with the highest priority?

- A) Enqueue
- B) Dequeue
- C) Peek
- D) Pop

Answer: C) Peek

Explanation: Peek operation retrieves the element with the highest priority without removing it.

- 20. Which of the following data structures is NOT typically implemented using stacks or queues?
- A) Binary tree
- B) Graph
- C) Hash table
- D) Heap

Answer: C) Hash table

Explanation: While binary trees, graphs, and heaps can be implemented using stacks or queues, hash tables are typically implemented differently, using arrays or linked lists with hash functions.

## **Related Posts:**

- 1. Data Structure MCQ
- 2. TREE MCQ
- 3. Graphs MCQ
- 4. Sorting MCQ
- 5. Introduction to Energy Science MCQ
- 6. Ecosystems MCQ
- 7. Biodiversity and its conservation MCQ

- 8. Environmental Pollution mcq
- 9. Social Issues and the Environment MCQ
- 10. Field work mcq
- 11. Discrete Structure MCQ
- 12. Set Theory, Relation, and Function MCQ
- 13. Propositional Logic and Finite State Machines MCQ
- 14. Graph Theory and Combinatorics MCQ
- 15. Relational algebra, Functions and graph theory MCQ
- 16. Digital Systems MCQ
- 17. Combinational Logic MCQ
- 18. Sequential logic MCQ
- 19. Analog/Digital Conversion, Logic Gates, Multivibrators, and IC 555 MCQ
- 20. Introduction to Digital Communication MCQ
- 21. Introduction to Object Oriented Thinking & Object Oriented Programming MCQ
- 22. Encapsulation and Data Abstraction MCQ
- 23. MCQ
- 24. Relationships Inheritance MCQ
- 25. Polymorphism MCQ
- 26. Library Management System MCQ
- 27. Numerical Methods MCQ
- 28. Transform Calculus MCQ
- 29. Concept of Probability MCQ
- 30. Algorithms, Designing MCQ
- 31. Study of Greedy strategy MCQ
- 32. Concept of dynamic programming MCQ
- 33. Algorithmic Problem MCQ
- 34. Trees, Graphs, and NP-Completeness MCQ

- 35. The Software Product and Software Process MCQ
- 36. Software Design MCQ
- 37. Software Analysis and Testing MCQ
- 38. Software Maintenance & Software Project Measurement MCQ
- 39. Computer Architecture, Design, and Memory Technologies MCQ
- 40. Basic Structure of Computer MCQ
- 41. Computer Arithmetic MCQ
- 42. I/O Organization MCQ
- 43. Memory Organization MCQ
- 44. Multiprocessors MCQ
- 45. Introduction to Operating Systems MCQ
- 46. File Systems MCQ
- 47. CPU Scheduling MCQ
- 48. Memory Management MCQ
- 49. Input / Output MCQ
- 50. Operating Systems and Concurrency
- 51. Software Development and Architecture MCQ
- 52. Software architecture models MCQ
- 53. Software architecture implementation technologies MCQ
- 54. Software Architecture analysis and design MCQ
- 55. Software Architecture documentation MCQ
- 56. Introduction to Computational Intelligence MCQ
- 57. Fuzzy Systems MCQ
- 58. Genetic Algorithms MCQ
- 59. Rough Set Theory MCQ
- 60. Introduction to Swarm Intelligence, Swarm Intelligence Techniques MCQ
- 61. Neural Network History and Architectures MCQ

- 62. Autoencoder MCQ
- 63. Deep Learning MCQs
- 64. RL & Bandit Algorithms MCQs
- 65. RL Techniques MCQs
- 66. Review of traditional networks MCQ
- 67. Study of traditional routing and transport MCQ
- 68. Wireless LAN MCQ
- 69. Mobile transport layer MCQ
- 70. Big Data MCQ
- 71. Hadoop and Related Concepts MCQ
- 72. Hive, Pig, and ETL Processing MCQ
- 73. NoSQL MCQs Concepts, Variations, and MongoDB
- 74. Mining social Network Graphs MCQ
- 75. Mathematical Background for Cryptography MCQ
- 76. Cryptography MCQ
- 77. Cryptographic MCQs
- 78. Information Security MCQ
- 79. Cryptography and Information Security Tools MCQ
- 80. Data Warehousing MCQ
- 81. OLAP Systems MCQ
- 82. Introduction to Data& Data Mining MCQ
- 83. Supervised Learning MCQ
- 84. Clustering & Association Rule mining MCQ
- 85. Fundamentals of Agile Process MCQ
- 86. Agile Projects MCQs
- 87. Introduction to Scrum MCQs
- 88. Introduction to Extreme Programming (XP) MCQs

- 89. Agile Software Design and Development MCQs
- 90. Machine Learning Fundamentals MCQs
- 91. Neural Network MCQs
- 92. CNNs MCO
- 93. Reinforcement Learning and Sequential Models MCQs
- 94. Machine Learning in ImageNet Competition mcq
- 95. Computer Network MCQ
- 96. Data Link Layer MCQ
- 97. MAC Sub layer MCQ
- 98. Network Layer MCQ
- 99. Transport Layer MCQ
- 100. Raster Scan Displays MCQs
- 101. 3-D Transformations MCQs
- 102. Visualization MCQ
- 103. Multimedia MCQs
- 104. Introduction to compiling & Lexical Analysis MCQs
- 105. Syntax Analysis & Syntax Directed Translation MCQs
- 106. Type Checking & Run Time Environment MCQs
- 107. Code Generation MCQs
- 108. Code Optimization MCQs
- 109. INTRODUCTION Knowledge Management MCQs
- 110. Organization and Knowledge Management MCQs
- 111. Telecommunications and Networks in Knowledge Management MCQs
- 112. Components of a Knowledge Strategy MCQs
- 113. Advanced topics and case studies in knowledge management MCQs
- 114. Conventional Software Management MCQs
- 115. Software Management Process MCQs

- 116. Software Management Disciplines MCQs
- 117. Rural Management MCQs
- 118. Human Resource Management for rural India MCQs
- 119. Management of Rural Financing MCQs
- 120. Research Methodology MCQs
- 121. Research Methodology MCQs
- 122. IoT MCQs
- 123. Sensors and Actuators MCQs
- 124. IoT MCQs: Basics, Components, Protocols, and Applications
- 125. MCQs on IoT Protocols
- 126. IoT MCQs
- 127. INTRODUCTION Block Chain Technologies MCQs
- 128. Understanding Block chain with Crypto currency MCQs
- 129. Understanding Block chain for Enterprises MCQs
- 130. Enterprise application of Block chain MCQs
- 131. Block chain application development MCQs
- 132. MCQs on Service Oriented Architecture, Web Services, and Cloud Computing
- 133. Utility Computing, Elastic Computing, Ajax MCQs
- 134. Data in the cloud MCQs
- 135. Cloud Security MCQs
- 136. Issues in cloud computinG MCQs
- 137. Introduction to modern processors MCQs
- 138. Data access optimizations MCQs
- 139. Parallel Computing MCQs
- 140. Efficient Open MP Programming MCQs
- 141. Distributed Memory parallel programming with MPI MCQs
- 142. Review of Object Oriented Concepts and Principles MCQs.

- 143. Introduction to RUP MCQs.
- 144. UML and OO Analysis MCQs
- 145. Object Oriented Design MCQs
- 146. Object Oriented Testing MCQs
- 147. CVIP Basics MCQs
- 148. Image Representation and Description MCQs
- 149. Region Analysis MCQs
- 150. Facet Model Recognition MCQs
- 151. Knowledge Based Vision MCQs
- 152. Game Design and Semiotics MCQs
- 153. Systems and Interactivity Understanding Choices and Dynamics MCQs
- 154. Game Rules Overview Concepts and Case Studies MCQs
- 155. IoT Essentials MCQs
- 156. Sensor and Actuator MCQs
- 157. IoT Networking & Technologies MCQs
- 158. MQTT, CoAP, XMPP, AMQP MCQs
- 159. IoT MCQs: Platforms, Security, and Case Studies
- 160. MCQs on Innovation and Entrepreneurship
- 161. Innovation Management MCQs
- 162. Stage Gate Method & Open Innovation MCQs
- 163. Innovation in Business: MCQs
- 164. Automata Theory MCQs
- 165. Finite Automata MCQs
- 166. Grammars MCQs
- 167. Push down Automata MCOs
- 168. Turing Machine MCQs
- 169. Database Management System (DBMS) MCQs

- 170. Relational Data models MCQs
- 171. Data Base Design MCQs
- 172. Transaction Processing Concepts MCQs
- 173. Control Techniques MCQs
- 174. DBMS Concepts & SQL Essentials MCQs
- 175. DESCRIPTIVE STATISTICS MCQs
- 176. INTRODUCTION TO BIG DATA MCQ
- 177. BIG DATA TECHNOLOGIES MCQs
- 178. PROCESSING BIG DATA MCQs
- 179. HADOOP MAPREDUCE MCQs
- 180. BIG DATA TOOLS AND TECHNIQUES MCQs
- 181. Pattern Recognition MCQs
- 182. Classification Algorithms MCQs
- 183. Pattern Recognition and Clustering MCQs
- 184. Feature Extraction & Selection Concepts and Algorithms MCQs
- 185. Pattern Recognition MCQs
- 186. Understanding Cybercrime Types and Challenges MCQs
- 187. Cybercrime MCQs
- 188. Cyber Crime and Criminal justice MCQs
- 189. Electronic Evidence MCQs
- 190. Cloud Computing MCQs
- 191. Computer Organization and Architecture MCQs
- 192. Introduction to Information Security
- 193. Web Development Essentials MCQs
- 194. C Programming Essentials Structures, Preprocessor, and Unions MCQs
- 195. The Shell Basic Commands, Shell Programming MCQs
- 196. Environmental Pollution mcqs

- 197. Modulation Techniques mcqs
- 198. Feedback Amplifiers and Oscillators MCQs
- 199. Frequency Analysis of Discrete Time Signals mcqs
- 200. Data Communication mcqs