

**FORM 1** (Please put your name and section number (001/10am or 002/2pm) on the scantron!!!!)

**CS 161 Exam II:**

**True (A)/False(B) (2 pts each):**

1. If a function has default arguments, they can be located anywhere in the parameter list. **F** *(int) d*
2. When you pass an array <sup>name</sup> as an argument to a function, the function can modify the contents of the array. **T**
3. C++ limits the number of array dimensions to two. **F** *array [0][0] void fun(array) void fun(int \* a)*
4. The amount of memory used by an array depends upon the array's data type and the number of elements in the array. **T** *array[0] = 10 a*
5. An individual array element can be processed like any other type of C++ variable/object. **T** *fun(array[0])*
6. If you attempt to store data past an array's boundaries, it is guaranteed that the compiler will issue an error. **F**
7. With reference variables you can access, but you cannot modify, data in other variables. **F** *int &a = ...*
8. It is legal to subtract a pointer variable from another pointer variable. **T** *(p1 - p2) == 0*
9. All array names are pointer constants because the address stored in it cannot be changed during runtime. **F** *static*
10. Assuming `myValues` is an array of `int` values, and `index` is an `int` variable, both of the following statements do the same thing. **T** *(myValues + index)*  

```
cout << myValues[index] << endl;  
cout << *myValues + index << endl;
```
11. C++ does not perform array bounds checking, making it possible for you to assign a pointer the address of an element out of the boundaries of an array. **T**
12. The C++ compiler performs strict array bounds checking when it encounters an array of characters. **F**
13. The `strlen` function returns a C-style string's length and adds one for `\0`. **F**
14. You may use the `==` operator to compare all the elements between two C-style strings. **F** *C++ strings strcmp*
15. Overloaded functions may have the same name, as long as their parameter lists or return types are different. **F**
16. A recursive function can have only one recursive case. **F**
17. These two declarations are exactly the same **F**  

```
char city[] = {'D', 'a', 'l', 'l', 'a', 's'};  
char city[] = "Dallas";
```

**Multiple Choice (3 pts each):**

18. These types of arguments are passed to parameters automatically if no argument is provided in the function call.

- A) Local
- B) Default
- C) Global
- D) Relational
- E) None of these

19. In C++, a C-string is a sequence of characters stored in consecutive memory, terminated by a \_\_\_\_\_.

- A) period
- B) space
- C) null character
- D) semicolon
- E) None of these

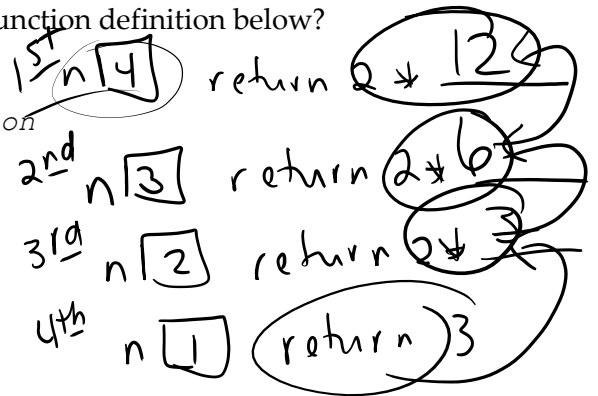
20. Which of the following function declarations is correct?

- A) `int f(int a[3][], int rowSize);`
- B) `int f(int a[][], int rowSize, int columnSize);`
- C) `int f(int a[][3], int rowSize);`
- D) `int f(int[][] a, int rowSize, int columnSize);`

21. What is the output of the following function call, given the function definition below?

`cout << tester (4);` // function call

```
int tester (int n) { // function definition
    if (n == 1)
        return 3;
    else
        return 2 * tester ( n - 1);
}
```



- A) 3
- B) 6
- C) 12
- D) 24

22. The name of an array stores the \_\_\_\_\_ of the first array element.

- A) memory address
- B) value
- C) element number
- D) data type
- E) None of these

23. To assign the contents of one array to another, you must use \_\_\_\_\_.

- A) the assignment operator with the array names
- B) the equality operator with the array names
- C) a loop to assign the elements of one array to the other array
- D) Any of these
- E) None of these

24. The function

```
int fact(int k) {  
    return k*fact(k-1);  
    if (k==0) return 1;  
}
```

- A) computes the factorial on an integer k passed to it as parameter.
- B) returns the value 1 if it is passed a value of 0 for the parameter k.
- C) does not correctly handle its base case.
- D) works for all non-negative values of k, but not for negative numbers.
- E) None of the above

25. What is the output of the following code?

```
#include <iostream>  
using namespace std;  
int main() {  
    int matrix[3][3] = {{1, 2, 3}, {4, 5, 6}, {8, 9, 10}};  
  
    int sum = 0;  
  
    for (int i = 0; i < 3; i++)  
        cout << matrix[i][1] << " ";  
  
    return 0;  
}
```

- A) 3 6 10
- B) 1 4 8
- C) 1 2 3
- D) 4 5 6
- E) 2 5 9

26. An array can store a group of values, but the values must be:

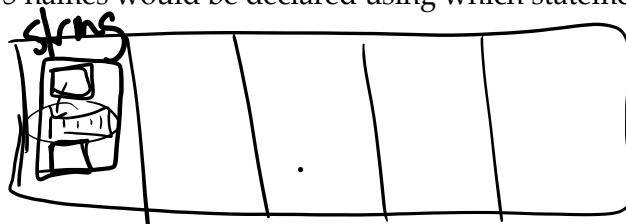
- A) the same data type
- B) each of a different data type
- C) constants
- D) integers
- E) None of these

27. To pass an array as an argument to a function, pass the \_\_\_\_\_ of the array.

- A) contents
- B) size, expressed as an integer
- C) name
- D) value of the first element
- E) None of these

28. An array of string objects that will hold 5 names would be declared using which statement?

- A) string names[5];
- B) string names(5);
- C) string names5;
- D) string[5] names;
- E) None of these will work.



29. It is \_\_\_\_\_ to pass an argument to a function that contains an individual array element, such as `numbers[3]`.

- A) illegal in C++
- B) legal in C++
- C) not recommended by the ANSI committee
- D) not good programming practice
- E) None of these

30. What is the last legal subscript/index that can be used with the following array?

```
int values[5];
```

- A) 0
- B) 5
- C) 6
- D) 4

31. Which of the following statements is not valid C++ code?

- A) ~~int ptr = &num1;~~
- B) ~~int ptr = int \*num1;~~
- C) ~~float num1 = &ptr2;~~
- D) All of these are valid.
- E) None of these are valid.

32. What will the following code display? <sup>2 3 4</sup>

```
int numbers[5] = { 99, 87, 66, 55, 101 };  
for (int i = 1; i < 4; i++)  
    cout << numbers[i] << endl;
```

- A) 99  
87  
66  
55  
101

- B) 87  
66  
55  
101

- C) 87  
66  
55

D) Nothing. This code has an error.

33. When you work with a dereferenced pointer, you are actually working with \_\_\_\_\_.

- A) a variable whose memory has been allocated
- B) a copy of the value pointed to by the pointer variable
- C) the actual value/contents of the variable whose address is stored in the pointer variable
- D) All of these
- E) None of these

34. What will the following code do?

```
const int SIZE = 5;
double x[SIZE];
for(int i = 1; i <= SIZE; i++)
    x[i] = 0.0;
```



- A) Each element in the array is initialized to 0.0
- B) Each element in the array, except the first, is initialized to 0.0
- C) Each element in the array, except the first and the last, is initialized to 0.0
- D) This code has an error that may cause it to crash.

35. What will the following code output?

```
int number = 22;
int *var = &number;
cout << *var << endl;
```



- A) The address of the number variable
- B) 22
- C) An asterisk followed by 22
- D) An asterisk followed by the address of the number variable

36. Which of the following statements deletes memory that has been dynamically allocated for an array?

- A) int array = delete memory;
- B) int delete[-];
- C) delete [] array;
- D) new array = delete;
- E) delete array [];

37. Assuming ptr is a pointer variable, what will the following statement output?

```
cout << *ptr;
```

- A) The value stored in the variable whose address is contained in ptr.
- B) The string "\*ptr".
- C) The address of the variable stored in ptr.
- D) The address of the variable whose address is stored in ptr.
- E) None of these

38. Look at the following code:

```
int numbers[5] = {0, 1, 2, 3, 4 };
int *ptr = numbers;
ptr++;
```

After this code executes, which of the following statements is true?

- A) ptr will hold the address of numbers[0].
- B) ptr will hold the address of the 2nd byte within the element numbers[0].
- C) ptr will hold the address of numbers[1].
- D) This code will not compile.

39. Dynamic memory allocation occurs \_\_\_\_\_.
- A) when a new variable is created by the compiler
  - B) when a new variable is created at runtime
  - C) when a pointer fails to dereference the right variable
  - D) when a pointer is assigned an incorrect address
  - E) None of these

**Extra Credit (2 pts each):**

40. When the less than (<) operator is used between two pointer variables, the expression is testing whether \_\_\_\_\_.
- A) the value pointed to by the first is less than the value pointed to by the second
  - B) the value pointed to by the first is greater than the value pointed to by the second
  - C) the address of the first variable comes before the address of the second variable in the computer's memory
  - D) the first variable was declared before the second variable
  - E) None of these

41. Look at the following statement:

```
sum = (*array)++;
```

This statement \_\_\_\_\_.

- A) is illegal in C++
  - B) will always result in a compiler error
  - C) assigns the dereferenced pointer's value, then increments the pointer's address
  - D) increments the dereferenced pointer's value by one, then assigns that value
  - E) None of these
42. Not all arithmetic operations may be performed on pointers. For example, you cannot \_\_\_\_\_ or \_\_\_\_\_ a pointer.
- A) multiply, divide
  - B) add, subtract
  - C) +=, -=
  - D) increment, decrement
  - E) None of these
43. True(A)/False(B) The stack frames in nested function calls are handled in a *last-in/ first-out* order.
44. True(A)/False(B) The following function will recursively add the values of each element in an array and return the sum.

```
double recSum(double array[], int count) {  
    if (count > 0) {  
        return recSum(array, count--) + array[count-1];  
    }  
}
```

F