

FORM 1 (Please put your name and form # on the scantron!!!!)

CS 161 Exam I:

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

- All nested if-else statements can be converted into switch statements. *F*
- Variable names may begin with a number. *F*
- A break statement in a switch stops your program. *F*
bottom of switch
- A semicolon by itself is a valid C++ statement. *T*
- Every include directive must be followed by using namespace std; *F*
- Executable code is computer code that contains no errors. *F*
could be logic/runtime
- Functions that do not have a return type are called null functions. *F*
void
- If a new value is stored in a variable, it replaces whatever value was previously there. *T*
- Once a value has been stored in a variable it cannot be changed. *F*
constant
- C++ is a case-sensitive language. *T*
name vs. Name
- A variable of the char data type can hold a set of characters like "January". *F*
string
- The following two C++ statements perform the same operation.

```
regWages = regPay + overTime;  
regPay + overTime = regWages;
```

F
illegal value
- To check if a variable has a particular value, use the = relational operator, as in the statement

```
if (s = 3)  
    cout << "S has the value 3";
```

F
==
- If the operand on the left side of an || operator is true, the expression on the right side will not be checked. *T*
short-circuit
- The function main is always compiled first, regardless of where in the program the function main is placed. *F*
executed
- Assuming goodData is a Boolean variable, the following two tests are logically equivalent.

```
if (goodData == false)  
if (!goodData)
```

F *F* *T* *T*
(T)
- When a loop is nested inside another loop, the outer loop goes through all its iterations for each iteration of the inner loop. *F*

Multiple Choice (3 pts each):

18. In the C++ statement

```
pay = rate * hours;
```

the `rate` variable is an example of

- a) a variable separator.
- b) an operator.
- c) an operand.
- d) syntax.

19. _____ is an example of volatile memory, used for temporary storage while a program is running.

- a) RAM
- b) A flash drive
- c) The CPU
- d) A hard disk
- e) The ALU

20. Mistakes that allow a program to run, but cause it to produce erroneous results are called

- a) logic errors.
- b) syntax errors.
- c) linker errors.
- d) compiler errors.
- e) none of the above.

21. `#include <iostream>` is an example of a(n)

- a) I/O statement.
- b) stream directive.
- c) comment.
- d) preprocessor directive.
- e) compiler option.

22. Suppose `str = " Hello There, f "`. The output of the statement

```
cout << str.size() << endl;
```

is ____.

- a) 11
- b) 12
- c) 13
- d) 14

23. Before a variable in C++ is used, it must be

- a) created
- b) initialized
- c) used in some expression
- d) begin with a capital letter
- e) contain only letters, digits and underscores.

24. A function prototype is ____.
- a) a definition, but not a declaration
 - b) a declaration and a definition
 - c) a declaration, but not a definition
 - d) a comment line
 - e) None of the above

25. What is the output of the following C++ code?

```
count = 1;
num = 25;
while (count < 25)
{
    num = num - 1;
    count++;
}
cout << count << " " << num << endl;
```

Handwritten annotations: An orange arrow points from the number 24 to the condition 'count < 25'. Another orange arrow points from the number 24 to the expression 'num - 1'. A third orange arrow points from the number 1 to the expression 'count++'.

- a) 24 0
 - b) 24 1
 - c) 25 0
 - d) 25 1
 - e) None of the above
26. Assume this code fragment is embedded in an otherwise correct and complete program. What should be the output from this code segment?
- ```
int main() {
 for(int i = 0; i < 10; i++)
 {
 cout << "hello" << endl;
 }
 cout << i << endl;
 return 0;
}
```
- a) 10
  - b) 9
  - c) 0
  - d) The variable i is undefined in this scope, so this should not compile

27. Which control construct repeats a sequence of statements one or more times?
- a) while statement
  - b) do-while statement
  - c) switch statement
  - d) if-else statement
  - e) none of the above

28. Which of the following is not true of the `||` operator?

- a) It has two operands.
- b) It can have one operand.
- c) It is the logical OR operator.
- d) It returns true if either operand is true.
- e) It uses short circuit evaluation.

29. In distinguishing an expression as true or false, C++ sees which of the following as true?

- a) true
- b) The character 'F'
- c) 1
- d) Any non-zero value
- e) all of the above

30. Which of the following determines the operator that is processed prior to another operator?

- a) Operator precedence
- b) Whether the operator is an arithmetic operator
- c) None of these determine the order in which operators are processed.
- d) none of the above
- e) all of the above

31. If this code fragment were executed in an otherwise correct and complete program, what would the output be?

```
int a = 3, b = 2, c = 5;
if (3 > 2) ←
 a = 4;
 if (2 > 5) ←
 a = 5;
 else
 a = 6;
cout << a < endl;
```

- a) 3
- b) 4
- c) 5
- d) 6
- e) None of the above, the cout statement belongs to the else and so is skipped.

32. What is the value of the following expression?

- ```
(true && (4/3 || !(6)))
```
- a) true
 - b) false
 - c) 0
 - d) illegal syntax
- T T F
 T

33. If the following code fragment is executed in an otherwise complete and correct program, which expression will be executed?

```
x = 0;
if (x == 12)
    yes_statement;
else
    no_statement;
```

- a) The no_statement will be executed because x is not 12.
- b) x=12 is illegal in the Boolean expression of an if statement.
- c) The yes_statement will be executed.

34. The statements `int x = 1; int y; y = (++x)++;`

- a) Assign y the value 2;
- b) Change the value of x to 2.
- c) Assign y the value 3;
- d) Assign y the value 1;
- e) This doesn't work.

35. Given the following code fragment, which of the following expressions is always true?

```
int x;
cin >> x;
```

- a) `if(x < 3)`
- b) `if(x == 1)`
- c) `if(x / 3 > 1)`
- d) `if(x = 1)`

36. What is the output of the following code fragment?

```
int i=3;
switch(i)
{
    case 0: i=15; break;
    case 1: i=25; break;
    case 2: i=35; break;
    case 3: i=40; break; ← 40
    default: i=0;
}
cout << i << endl;
```

- a) 15
- b) 25
- c) 35
- d) 40
- e) 0

37. The expression `(int)(6.9) + (int)(7.9)` evaluates to ____.

- a) 13
- b) 14
- c) 14.8
- d) 15
- e) None of the above

38. Given the following function:

```
int strange(int x, int y) {  
    if (x > y)  
        return x + y;  
    else  
        return x - y;  
}
```

parameter

what is the output of the following statement?

```
cout << strange(4, 5) << endl;
```

arguments

- a) -1
- b) 1
- c) 9
- d) 20
- e) None of the above

39. Given the following function:

```
int next(int x) {  
    return (x + 1);  
}
```

5 = 6

what is the output of the following statement?

```
cout << next(next(5)) << endl;
```

fun(int) need for proto call
Bad in function call
need return type w/ prototype

- a) 5
- b) 6
- c) 7
- d) 8
- e) None of the above

Extra Credit: (2 pts each)

40. The _____ operator takes an operand and reverses its truth or falsehood.

- a) !=
- b) ||
- c) relational
- d)
- e) &&

41. What is the final value of x after the following fragment of code executes?

```
unsigned int x=0;  
do  
{  
    x++;  
} while(x > 0);
```

- a) 0
- b) 9
- c) 10
- d) 11
- e) infinite loop.

42. What will the following expression evaluate to?

```
!( 6 > 7 || 3 == 4)
```

- a) 6
- b) 0
- c) -1
- d) true
- e) false

43. **True (A) /False (B):** If the operand on the left side of an && operator is true, the expression on the right side will not be checked.

44. Two different variables in the same program may have the same name

- a) if the second one is never declared.
- b) if they always hold different values.
- c) if they have different scope.
- d) if the second one is initialized with a different value than the first one.
- e) never. A program cannot have two variables with the same name.