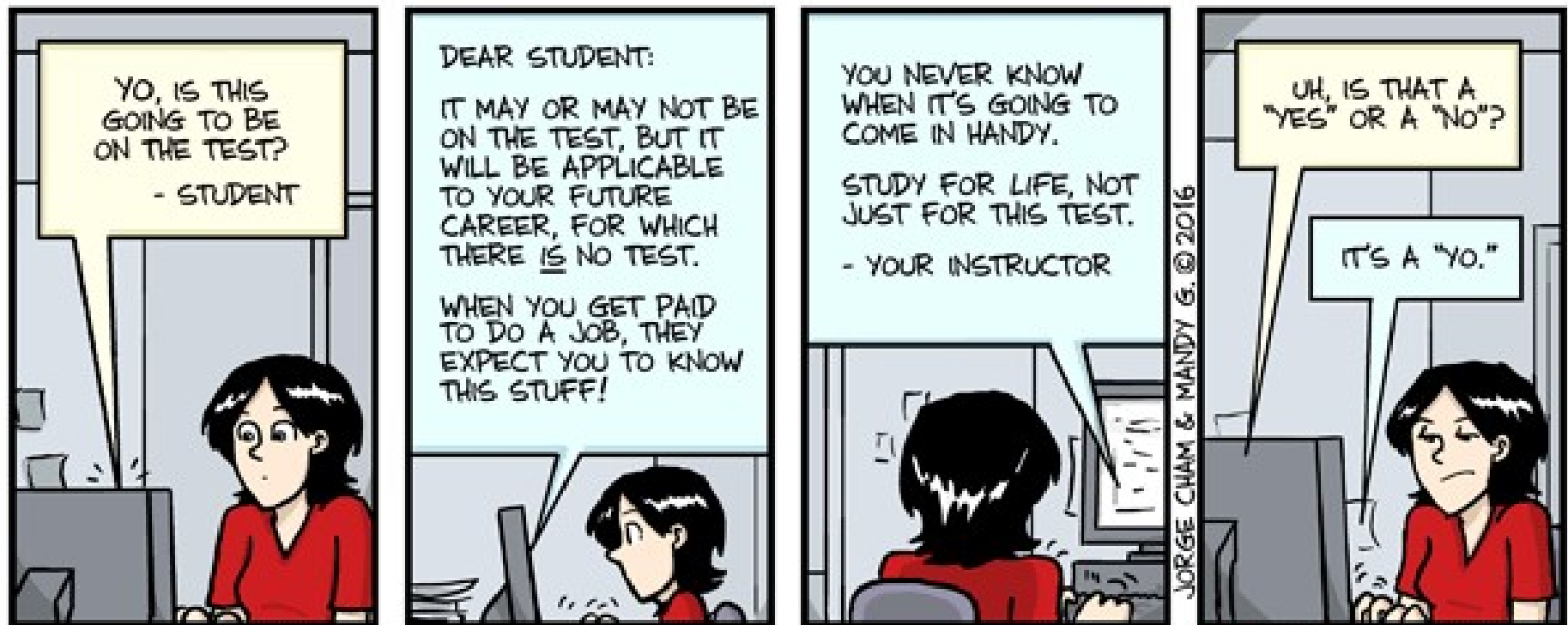


CS 161, Lecture 11: Exam 1 Review – 5 February 2018



Study Sessions

- Monday, 6-7:30 pm, WNGR 116 (70 people out of 100 possible)
- Tuesday, 6-7:30 pm, WNGR 116 (80 people out of 100 possible)

Week 1: Variables and Basics

- A variable that can hold a whole number is called a(n) integer.
- A digit that can hold a zero or a one is known as a bit.
- Errors in a program can be classified into three types, list them
Syntax, Logic, Runtime
- A mistake that is a direct violation of the syntax rules will generate a compiler error.
- `int myValue;` is called a variable declaration.

Week 1 Continued

- A memory address is
 - a) Where a variable is stored
 - b) Where the computer is located
 - c) A step in the program.
 - d) Where the CPU is stored.
- What does the following line of code display to the screen?
 - ~~a) cout << "This is the computer\n programming book\n";~~
 - b) This is the computern programming book
 - c) This is the computer
 - d) Nothing
 - e) This is the computer programming book

Week 1 Continued

- `cout << "How many items would you want?\n";`
 - a) is an output statement
 - b) is an input statement
 - c) is a variable declaration
 - d) is a program
- `#include <iostream>`
 - a) is a variable declaration
 - b) an executable statement
 - c) an include directive
 - d) illegal code

Week 1 Continued

- What is wrong with the following statement?

```
cout << "Hello to everyone\n"
```

- a) cout should be count
 - b) missing a semicolon
 - c) missing a "
 - d) missing a (
- True or False: The compiler will catch all your programming mistakes.

Week 1 Continued

- What is the output of the following code?

```
float value;
```

```
value = 33.5;
```

```
cout << "value" << endl;
```

- a) 33.5
- b) 33
- c) value
- d) garbage

Week 1 Continued

- What is the value of x after the following statements?

```
float x;
```

```
x = 15/4;
```

a) 3.75

b) 4.0

c) 3.0

d) 60

Week 2: Conditionals

- if-else statements that are inside other if-else statements are said to be nested.
- When must we use braces to define the body of a conditional expression? more than one line
- In a compound logical and (&&) expression, the evaluation of the expression stops once one of the terms of the expression is false. This is known as short circuiting evaluation.
- The code following the default case is executed if none of the other cases are matched in a switch statement.

Week 2 Continued

- Given the following code fragment and the input value of 4.0, what output is generated?

```
float tax;  
float total;  
cout << "enter the cost of the item\n";  
cin >> total;  
if ( total >= 3.0) {  
    tax = 0.10;  
    cout << total + (total * tax) << endl;  
} else {  
    cout << total << endl;
```

- }
a) 3
b) 3.3
c) 4.0
d) 4.4

Week 2 Continued

- If x has the value of 3, y has the value of -2, and w is 10, is the following condition true or false?

if(x < 2 && w < y)

a) true ³ F

10 < -2

F A & F

b) false

- What is the correct way to write the condition y < x < z?

a) (y < x < z)

b) ((y < x) && z)

c) ((y > x) || (y < z))

d) ((y < x) && (x < z))

Week 2 Continued

- Given the following code fragment, and an input value of 3, what is the output that is generated?

```
int x;  
cout << "Enter a value\n";  
cin >> x;  
if(x=0) {  
    cout << "x is zero\n";  
} else {  
    cout << "x is not zero\n";  
}
```

- a) x is zero
- b) x is not zero
- c) unable to determine
- d) x is 3

evaluates the $x=0$
first, then examines the
value of x
Since x is zero, it will
return false
if it was a non zero
number, it would be true

Week 2 Continued

- Given the following code fragment, what is the output?

```
int x=5;
```

```
if( x > 5)
```

```
    cout << "x is bigger than 5. ";
```

```
        cout <<"That is all. ";
```

```
    cout << "Goodbye\n";
```

- a) x is bigger than 5. That is all
- b) x is bigger than 5
- c) That is all. Goodbye
- d) Goodbye

Week 2 Continued

- Which of the following are valid case statements in a switch?

~~a) case 1:~~

b) case x<4:

c) case 'ab':

~~d) case 1.5:~~

switch

Bad question

Week 3: Loops

- True or False: The body of a do-while loop always executes at least once. *True*
- True or False: Loops are used when we need our program to make a choice between two or more things. *False*
- Each repetition of a loop body is called *iteration*.
- A loop that iterates one too many or one too few times is said to be *off by one*

Week 3 Continued

- Given the following code fragment, what is the final value of y?

```
int x, y;  
x = -1;  
y = 0;  
while(x <= 3) {  
    y += 2;  
    x += 1;  
}
```

- a) 2
- b) 10
- c) 6
- d) 8

$x = -1 \rightarrow 0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4$
 $y = 0 \rightarrow 2 \rightarrow 4 \rightarrow 6 \rightarrow 8 \rightarrow 10$

Week 3 Continued

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

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

- a) 8
- b) 9
- c) 10
- d) 11
- e) ~~infinite loop.~~

Week 3 Continued

- Given the following code, what is the final value of i?

```
int i;  
for(i=0; i<=4; i++) {  
    cout << i << endl;  
}
```

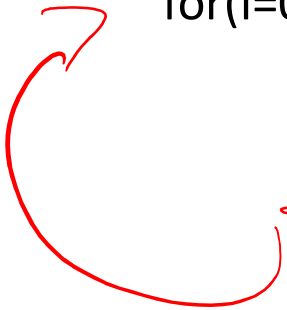
- a) 3
- b) 4
- c) 5
- d) 0

0
1
2
3
4
5

Week 3 Continued

- Given the following code, what is the final value of i?

```
int i,j;  
for(i=0;i<4;i++) {  
    for(j=0;j<3;j++) {  
        if(i==2)  
            break;  
    }  
}
```



- a) 3
- b) 4**
- c) 5
- d) 0

Week 3 Continued

- Which of the following is not a good reason for choosing a certain loop control?
 - a) What the loop does
 - b) The minimum number of iterations of the loop
 - c) The condition for ending the loop
 - d) If the loop is in a function

Week 3 Continued

- What is wrong with the following for loop?

```
for(int i=0;i<10;i--) {  
    cout << "Hello\n";  
}
```

- a) can not use a for-loop for this
- b) i is not initialized
- c) infinite loop
- d) off-by-one error

Week 4: Functions

- Variables defined inside a set of braces are said to be local to that block of code.
- True or False: A function may return more than one item.
- True or False: Function naming rules follow variable naming rules.
- True or False: The types of parameters are optional in the function declaration.
- True or False: It is possible to have a function that has no parameters.
- True or False: The parameters listed in the function declaration are considered global variables.
- True or False: `pow(2,3)` is the same as `pow(3,2)`.

Week 4 Continued

- In the following function declaration, the variable size is known as a parameter.

```
int myFunction ( int size);
```

- The function body describes how the function will work.
- The scope of a variable is where that variable can be used.

Week 4 Continued

- What is the value returned by the following function?

```
int function() {  
    int value = 35;  
    → return value + 5;  
    value += 10;  
}
```

- a) 35
- b) 40
- c) 50
- d) 10

Week 4 Continued

- When overloading a function, what must be true?
 - a) The names should be different with the same number and/or types of parameters.
 - b) The names should be the same with different number and/or types of parameters.
 - c) The names should be different with different number and/or types of parameters.
 - d) The names should be the same with the same number and/or types of parameters.

Week 4 Continued

- Which of the following are valid function calls to the fabs function?
 - a) fabs(3.5);
 - b) cout << fabs(3.5);
 - ~~c) cin >> fabs(3.5);~~
 - ~~d) fabs(cin >> x);~~
 - ~~e) a,b and c~~
 - f) a and b

Week 4 Continued

- Multiple arguments to a function are separated by
 - a) comments
 - b) semicolons
 - c) colons
 - d) commas
 - e) periods

Week 4 Continued

- What is the value of i after the following function call?

```
int doSomething(int value) {  
    value = 35;  
    return value;  
    value = 13  
}
```

//fragment of main program

```
int i=0;
```

```
cout << doSomething(i);
```

- a) 13
- b) 35
- ~~c) 48~~
- d) 0