

CS 162 Exam I Spring 2018 FORM 1

Please put your name and form number on the scantron.

True (A)/False (B) (28 pts, 2 pts each)

- F 1. The assignment operator may not be used with objects of a class.
- F 2. A struct variable is declared differently from a predefined type such as an int.
- T 3. A function may return a struct.
- F 4. All constructors for a class must be private.
- T 5. The expression `s->m`; indicates that `s` is a structure pointer and `m` is a structure member.
- T 6. File output may be formatted the same way as console screen output.
- F 7. A destructor function can have zero to many parameters.
- F 8. In object-oriented programming, the object encapsulates both the data and the functions that operate on the data.
- F 9. You must, according to C++, use the **private** access specification for all data members of a class.
- T 10. A static member function does not need to be called by a specific object of the class.
- F 11. The overloaded = operator copies data from one object to another so it is known as the copy destructor.
- F 12. It is legal to call a constructor as a member function of an object of a class using the dot operator, as in `w.A(2)`. w = A(2)
- F 13. In a shallow copy, pointers are followed and data and the pointer structure are duplicated.
- T 14. C++ allows you to separate class declaration from implementation.

Multiple Choice (72 pts, 3 pts each)

```
1. #ifndef SONG_H
2. #define SONG_H
3. #include <string>
4. using namespace std;
5. struct song {
6.     string name;
7.     string artist;
8.     float length; //in minutes
9.     string genre;
10. };
11. #endif
```

Figure 1

- 15. Figure 1 would be found in a(n):
 - a. Implementation file
 - b. Driver file
 - c. Interface file
 - d. None of the above
- 16. What is the purpose of lines 1, 2, and 11 in Figure 1?
 - a. To prevent multiple includes of an interface file.
 - b. To let the programmer know what file they are in.
 - c. To take up space.
 - d. They indicate that the file is an interface file.

```

1. #ifndef PLAYLIST_H
2. #define PLAYLIST_H
3. #include "song.h"
4. using namespace std;
5. class Playlist {
6.     public:
7.         Playlist();
8.         void set_num_songs(int);
9.         int get_num_songs() const;
10.        void set_playlist_name(string);
11.        string get_playlist_name() const;
12.        song get_song(int) const;
13.        void add_song(song);
14.        void remove_song(int);
15.        void calculate_length();
16.        float get_length() const;
17.        Playlist(const Playlist &);
18.        const Playlist& operator=(const Playlist &);
19.        ~Playlist();
20.     private:
21.         song* list;
22.         int num_songs;
23.         string name;
24.         float length;
25. };
26. #endif

```

Figure 2

17. In Figure 2, why are quotes used on line 3 instead of angle brackets?

- a. To indicate that the file will be found locally.
- b. To confuse the programmer.
- c. There is no difference between quotes and angle brackets in a #include.
- d. None of the above

18. The key differences between a struct and class in C++ (the way it is used in CS 162 at Oregon State University) are:

- a. There are no differences.
- b. Classes are default private and nothing else.
- c. Classes are default private and have functionality where structs are default public and don't have functionality.
- d. Both classes and structs have functionality but classes are default public and structs are default private.

19. In Figure 2, an example of a function which destroys the object when it goes out of scope is line:

- a. 7
- b. 14
- c. 17
- d. 19

20. In Figure 2, what is line 17?

- a. A non default constructor
- b. A default constructor
- c. A copy constructor
- d. A mutator

21. In Figure 2, lines 9, 11, 12, and 16 are examples of:

- a. Mutator functions
- b. Accessor functions
- c. Constructors
- d. Generic functions

22. In Figure 2, why are lines 9, 11, 12 and 16 terminated with a const?

- a. const means the function will not change the member variable.
- b. const is an indicator to the programmer that the function consistent.
- c. Functions that return things should be const.
- d. None of the above.

```

Playlist() {
2.   song* list = NULL;
3.   num_songs = 0;
4.   name = "New playlist";
5.   length = 0.0;
6. }

```

Figure 3

23. There are two things wrong with Figure 3. Which lines are incorrect and for what reason? (Reference Figure 2 for class prototypes).

- 1 is not named correctly and 5 is a mismatch type
- 3 and 4 are mismatch types
- 1 is missing the scope resolution operator and 2 is redeclaring the list
- 2 cannot be NULL and 6 is missing a semicolon

```

1. Playlist::Playlist(const Playlist & copy) {
2.   num_songs = copy.num_songs;
3.   name = copy.name;
4.   length = copy.length;
5.   list = new song[num_songs];
6.   if(list != NULL) {
7.       delete [] list;
8.   }
9.   for(int i=0; i<num_songs; i++) {
10.      list[i] = copy.list[i];
11.   }
12. }
13. const Playlist& Playlist::operator=(const Playlist & copy) {
14.   num_songs = copy.num_songs;
15.   name = copy.name;
16.   length = copy.length;
17.   if(list != NULL) {
18.       delete [] list;
19.   }
20.   if(num_songs == 0) {
21.       list = NULL;
22.   }
23.   else {
24.       list = new song[num_songs];
25.       for(int i=0; i<num_songs; i++) {
26.           list[i] = copy.list[i];
27.       }
28.   }
29.   return *this;
30. }

```

Figure 4

24. What are the two functions represented in Figure 4?

- Construct and Nondefault constructor
- Copy Construct and Assignment Operator Overload
- Destructor and Copy Constructor
- None of the above

25. There is an error in the first function in Figure 4. What is it?

- The parameter should be a pass by value.
- It should not delete the list because the object being created does not have memory allocated to it
- The this pointer should be used in place of copy
- Line 5 should be after lines 6-8 to delete the old list.

26. A _____ is a member function that is automatically called when a class object is _____.
- Constructor, created
 - Destructor, created
 - Static function, deallocated
 - Utility function, declared
27. When a member function is defined outside of the class declaration, the function name must be qualified with the
- Class name, followed by a semicolon
 - Name of the first object
 - Class name, followed by the scope resolution operator
 - Private access specifier
28. If you do not furnish a(n) _____, an automatic shallow copy will be performed when one object is assigned to another object.
- Overloaded constructor function
 - Overloaded assignment operator
 - Default constructor function
 - Overloaded copy operator
29. A(n) _____ is a special function that is called whenever a new object is created and initialized with another object's data.
- Static function
 - Destructor
 - Copy constructor
 - Assignment function
- Student s = x;*
- Student s;*
s = x;
30. If you do not furnish a _____, a default one will be provided by the compiler.
- Constructor
 - Destructor
 - Copy constructors
 - All of these

```

1. void print_playlist(const Playlist &p) {
2.     cout << "Playlist: " << p.get_playlist_name() << endl;
3.     cout << "Length: " << p.get_length() << " minutes" << endl;
4.     song s;
5.     for(int i=0; i<p.get_num_songs(); i++) {
6.         s = p.get_song(i);
7.         cout << i+1 << ". " << s.name << " by " << s.artist << " ";
8.         cout << s.length << " " << s.genre << endl;
9.     }
10. }

```

Figure 5

31. Figure 5 is defined and used in the driver file. Reference Figures 1 and 2 for all other appropriate prototypes. Assume \Rightarrow that const is removed from Figure 2. Will the function in Figure 5 compile? Why or why not?
- Yes because the accessors do not change anything about the object.
 - No because the compiler cannot tell if the accessors will change anything about the object.
 - No because you can't pass by a constant reference.
 - Yes because everything is perfectly legal but there will be a logic error.

```

1. void pop_from_file(Playlist& p, ifstream& f);
2. void print_playlist(const Playlist &p);
3. void name_the_playlist(Playlist &p);
4. song pop_song(string name, string artist, float len, string genre);
5.
6. int main() {
7.     Playlist rock_the_test;
8.     ifstream rf;
9.     name_the_playlist(rock_the_test);
10.    rf.open("song_list.txt");
11.    if(rf.is_open()) {
12.        pop_from_file(rock_the_test, rf);
13.    }
14.    else {
15.        cout << "The file did not open" << endl;
16.    }
17.    rf.close();
18.    print_playlist(rock_the_test);
19.    Playlist triumph = rock_the_test;
20.    name_the_playlist(triumph);
21.    triumph.remove_song(0);
22.    triumph.remove_song(1);
23.    song s = pop_song("We Are the Champions", "Queen", 2.59, "Rock");
24.    triumph.add_song(s);
25.    s = pop_song("Tubthumping", "Chumbawamba", 4.38, "Dance Rock");
26.    triumph.add_song(s);
27.    print_playlist(triumph);
28.    return 0;
29. }

```

Figure 6

For the remaining questions until the Extra Credit section, assume a correctly coded program for anything that is not shown in Figure 6. Assume that the prototypes presented have correct definitions.

32. What function is being called on line 7?

- a. Default Constructor
- b. Non default constructor
- c. Destructor
- d. Copy Constructor

33. What is the set mode of the object on line 8?

- a. Write only
- b. Append only
- c. Read only
- d. Truncate

34. Which of the Big 3 are called on line 12?

- a. Copy constructor
- b. Destructor
- c. Assignment Operator Overload
- d. None

35. Which of the Big 3 are called on line 18?
- Copy constructor
 - Destructor
 - Assignment Operator Overload
 - None
36. Which of the Big 3 are called on line 19?
- Copy constructor
 - Destructor
 - Assignment Operator Overload
 - None
37. What form of copy is being employed on line 23 and 25?
- Deep copy
 - Shallow copy
 - Mystery copy
 - None
38. Is the destructor called, if so when?
- No
 - Yes at the end of the copy constructor
 - Yes at the end of the program
 - Yes when the file was closed

Extra Credit (2 pts each)

39. To pass an object of class `person` to a function as a formal value parameter most efficiently you should use:
- `person p`
 - `const person p`
 - `person &p`
 - `const person &p`
40. Given the class definition:
- ```
class CreateDestroy {
public:
 CreateDestroy() { cout << "constructor called, "; }
 ~CreateDestroy() { cout << "destructor called, "; }
};
```
- What will the following program output?
- ```
int main() {
    CreateDestroy c1;
    CreateDestroy c2;
    return 0;
}
```
- constructor called, destructor called, constructor called, destructor called,
 - constructor called, destructor called,
 - constructor called, constructor called,
 - constructor called, constructor called, destructor called, destructor called,
41. True (A) or False (B): the official C++ term for a function in a class which alters the value of a member variable is manipulator.
42. True (A) or False (B): comparing two variables of a struct type with the `==` will, through default behavior, return true if each member variable of the two are the same (ie if `circle1 == circle 2`).
43. True (A) or False (B): the final for this class is a take home final due the Thursday of finals week.