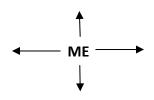
Name [SURNAME, FIRSTNAME]	:	Section:
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Teacher: \_\_\_\_\_

## CCPROG2 Midterm Exam ANSWER SHEET



Write the SURNAME of your seatmates:

I. 1D Array Analysis - Array Indexing Notation [10 pts]

in 12 initial			
1.	4.	7	
char nArray[4] = {'R', 'E',	E	fOne(nArray, SIZE);	
'A','D'};	(OR: 'E')	(OR: fOne(nArray, 5);)	
2	5.	8-9. (2pts)	
R	DEAR	5.80 7.00 7.00 12.10 22.00	
3. INVALID	6. 40	10. 6.40 (OR: 6.4)	

II. 1D Array Analysis - Pointer Notation. [10 pts]

111 12 111 1 dy 1111 diy 51	b i omicol motoriom	[ TO P CO]				
1. 28	2. 0.0	3. 7.5		4. 22C0	5. list	
6.			7.			
list, SIZE	(OR: list + 0	), 7)	list+2	, 3		
8.			9.		10.	
ptr = list+6	;		float		float *	
(OR: ptr = list	+ SIZE - 1; )					

III. 1D Array Debugging/Analysis.

A. [10 pts]	bugging/Analysis.	B. [5pts]
Line Number	Answer	1. (1pt) 5
Line 1	<pre>#include <stdio.h> (part of given, 0 pt)</stdio.h></pre>	2. (2pts)
Line 6 (2 pts)	<pre>int temp = *a;</pre>	4
Line 14 (2 pts)	<b>CORRECT</b> (Reason: changing it to a loop starting at the end of the array is <b>not</b> accepted; if it's correct, no need to rewrite as per instructions)	3. (2pts) 5
Line 18 (2 pts)	if (A[max] < A[j]) (OR: if (A[j] > A[max]) )	
Line 22 (2 pts)	Swap(&A[i], &A[max]); (OR: Swap(A + i, A + max);)	
Line 29 (2 pts)	<pre>SelectionSort(arr, ARRSIZE); (OR: SelectionSort(&amp;arr[0], ARRSIZE); OR: SelectionSort(&amp;arr[0], 6); OR: SelectionSort(arr, 6);)</pre>	

IV. 21	D Array An	alysis [10 pts].	V. Analysis on Strings [10 pts].
1.	15	6. func1	1. (3pts) SHUTDOWN
2.	150	7. func2, func3	2. (3pts) PRETTYSAVAGE
3.	1	8. Yes (OR: Valid , True)	3. (4pts) blackpink
4.	1	9. Yes (OR: Valid , True)	
5.	15	10. Yes (OR: Valid , True)	

VI. 1D Array/Strings Programming [10 pts].

1. <string.h></string.h>	<pre>6. strReverse[strSize] = '\0'; OR: strReverse[strlen(str)] = '\0';</pre>
2. int strSize	7. strcmp
3. strSize - 1 (OR: strlen(str)-1)	8. 0
4. strSize - 1 - i (answers for #4 and	9. strlen
5. i #5 can be interchanged)	10. 19

VII. Programming with 2D Arrays -1 [10 pts].

## VIII. Programming with 2D Arrays -2[15 pts].

 $/\star$  Assume MAX\_ROWSIZE and MAX\_COLSIZE are defined constants  $\star/$ 

```
/* This function getInputsForMatrix() will
                                                /* This function processOutputs()
get input for nRows number of rows and nCols
                                                accesses the 2D array using ROW-MAJOR
number of columns of the 2D array. Only valid
                                                ORDER as it computes for sum of even-
values should be stored. A valid value is
                                                valued elements, sum of odd-valued
any integer from -1000 to 1000 (both
                                                elements, total count for number of even
inclusive). As long as an invalid value is
                                                numbers, total count for number of odd
                                                numbers, and total number of zeroes
given by the user, the user has to give a new
value to replace the invalid value. Storing
                                                 (exactly equal to 0). Results of these
into the array should be via column-major
                                                are displayed before the end of the
                                                function.
accessing.
                                                */
* /
                                                void
void
getInputsForMatrix(int matrix[][MAX_COLSIZE],
                                                processOutputs(
                                                             int matrix[][MAX COLSIZE],
                   int nRows, int nCols)
{int i, j;
                                                              int nRows, int nCols
                                                { int r, c, sumE, sumO,
 for (j = 0; j < nCols; j++)
                                                             numE, numO, zero;
   for (i = 0; i < nRows; i++)
                                                    sumE = sumO = numE = numO = zero = 0;
                                                    for (r = 0; r < nRows; r++)
     { scanf("%d", &matrix[i][j]);
                                                      for (c = 0; c < nCols; c++)
     }while (matrix[i][j] < -1000 ||</pre>
                                                          if (matrix[r][c] %2 == 0)
             matrix[i][j] > 1000);
                                                               sumE += matrix[r][c];
}
                                                               numE++;
                                                               if (matrix[r][c] == 0)
                                                                  zero++;
                                                           }
                                                           else
                                                             sumO += matrix[r][c];
                                                              numO++:
                                                   printf("The sum of evens is %d.\n",
                                                             sumE
                                                   printf("The sum of odds is %d.\n",
                                                             sumO
                                                                               _ );
                                                   printf("%s %d.\n",
                                                          "The count of even numbers is",
                                                            numE
                                                   printf("%s %d.\n",
                                                           "The count of odd numbers is",
                                                            numO
                                                    printf("%s %d.\n",
                                                           "The count of zeroes is",
                                                            zero
                                                                               );
```