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**NPTEL** (<https://swayam.gov.in/explorer?ncCode=NPTEL>) » **Programming in C++ (course)**

 Announcements (announcements)   **About the Course (preview)**   Ask a Question (forum)

Progress (student/home)   Mentor (student/mentor)

## Unit 10 - Week 8

### Course outline

How does an NPTEL online course work?

Week 0

Week 1

Week 2

Week 3

Week 4

Week 5

Week 6

Week 7

Week 8

- Module 36 :  
Exceptions (Error Handling in C) :  
Part I (Lecture 52) (unit? unit=89&lesson=90)

- Module 37 :  
Exceptions (Error

## Assignment 8

 The due date for submitting this assignment has passed.   **Due on 2020-11-11, 23:59 IST.**
**Assignment submitted on 2020-11-11, 10:39 IST**

1)

**2 points**

Handling in C) :  
Part II (Lecture  
53) (unit?  
unit=89&lesson=91)

Module 38 :  
Template  
(Function  
Template) : Part I  
(Lecture 54)  
(unit?  
unit=89&lesson=92)

Module 39 :  
Template  
(Function  
Template) : Part  
II (Lecture 55)  
(unit?  
unit=89&lesson=93)

Module 40 :  
Closing  
Comments  
(Lecture 56)  
(unit?  
unit=89&lesson=94)

Lecture Materials  
(unit?  
unit=89&lesson=95)

Quiz :  
**Assignment 8**  
(assessment?  
name=176)

W8\_Programming-  
Qs1  
(/noc20\_cs57/progassignment?  
name=178)

W8\_Programming-  
Qs2  
(/noc20\_cs57/progassignment?  
name=179)

W8\_Programming-  
Qs3  
(/noc20\_cs57/progassignment?  
name=180)

W8\_Programming-  
Qs4  
(/noc20\_cs57/progassignment?  
name=181)

Feedback For  
Week 8 (unit?  
unit=89&lesson=96)

Consider the program below.

```
#include<iostream>
using namespace std;

void fun(int test) {
    try {
        test ? throw test : throw "zero ";
    }
    catch (int i) { //LINE-1
        cout << "Caught: " << i << " ";
    }
}

int main() {
    try{
        fun(1);
        fun(2);
        fun(0);
        fun(3);
    }
    catch (const char *str) { //LINE-2
        cout << "CaughtString ";
    }
    return 0;
}
```

What will be the output?

- ☐ a) Caught: 1 Caught: 2 CaughtString Caught: 3
- ☒ b) Caught: 1 Caught: 2 CaughtString
- ☐ c) Caught: 1 Caught: 2 CaughtString zero Caught: 3
- ☐ d) Caught: 1 Caught: 2

Yes, the answer is correct.  
Score: 2

Accepted Answers:

b) Caught: 1 Caught: 2 CaughtString

2)

2 points

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**Assignment  
Solution****Books****Live Interactive  
Session****Programming  
Test (11th Dec):  
Session-1  
(10.00AM -  
11.00AM)****Programming  
Test (11th Dec):  
Session-2  
(8.00PM - 9.00PM)**

Consider the program below.

```
#include <iostream>
using namespace std;

namespace cust_error {
    class error { };
    class spec_error : public error { };
    class unknown_error : public error { };
    void f() { throw unknown_error(); }
};

int main() {
    try {
        cust_error::f();
    }
    catch (cust_error::spec_error&) {           // LINE-1
        cout << "specific error" << endl;
    }
    catch (cust_error::error&) {               // LINE-2
        cout << "error" << endl;
    }
    catch (cust_error::unknown_error&) {       // LINE-3
        cout << "unknown error" << endl;
    }
    catch (...) {                             // LINE-4
        cout << "default" << endl;
    }
    return 0;
}
```

What will be the output?

- ☐ a) specific error
- ☒ b) error
- ☐ c) unknown error
- ☐ d) default

Yes, the answer is correct.

Score: 2

Accepted Answers:

b) error

3)

**2 points**

Consider the following program.

```
#include <iostream>
#include <string>
using namespace std;

int main() {
    try {
        throw "s";
    }
    catch (int x) {
        cout << "Caught 1 " << x;
    }
    catch (char x) {
        cout << "Caught 2 " << x;
    }
    catch (string x) {
        cout << "Caught 3 " << x;
    }
    catch (...) {
        cout << "Default Exception";
    }
    return 0;
}
```

What will be the output?

- ☐ a) Caught 1
- ☐ b) Caught 2
- ☐ c) Caught 3
- ☒ d) Default Exception

Yes, the answer is correct.

Score: 2

Accepted Answers:

d) Default Exception

- 4) Consider the following program.

2 points

```
#include <iostream>
using namespace std;

template<class T> T GetMax(T& a, T& b) {    // LINE-1
    return ((a>b) ? a : b);
}

int main() {
    int i = 5, j = 6, k;
    long l = 10, m = 5, n;

    k = GetMax<int>(i, j);
    n = GetMax<long>(l, m);
    cout << k << " ";
    cout << n;

    return 0;
}
```

Fill the blank at LINE-1, such that the output is:  
6 10

- ☐ a) int GetMax (int a, int b)
- ☐ b) template <typename T> GetMax
- ☒ c) template <typename T> T GetMax(T a, T b)
- ☒ d) template <class T> T GetMax(T& a, T& b)

Yes, the answer is correct.

Score: 2

Accepted Answers:

- c) template <typename T> T GetMax(T a, T b)
- d) template <class T> T GetMax(T& a, T& b)

- 5)

2 points

Consider the code below.

```
#include <iostream>
using namespace std;

template <typename T>
T sum(T x, T y) {
    return x + y;
}

int main() {
    cout << _____;    // LINE-1

    return 0;
}
```

What shall be the output/error when the blank space in LINE-1 is filled with the following:

- (i) `sum(10, 20)`
- (ii) `sum(3.14, 9.76)`
- (iii) `sum(3.14, 9)`

- ☐ a) Error: For all the calls, type is not instantiated
- ☐ b) (i) 30, (ii) 12.9, (iii) 12.14
- ☐ c) (i) 20, (ii) 12, (iii) error: as no matching for `sum(double, int)`
- ☒ d) (i) 30, (ii) 12.9, (iii) error: as no matching for `sum(double, int)`

Yes, the answer is correct.

Score: 2

Accepted Answers:

- d) (i) 30, (ii) 12.9, (iii) error: as no matching for `sum(double, int)`

6)

2 points

Consider the following program.

```
#include <iostream>
using namespace std;

----- // LINE-1
class List {
    T arr[N];
public:
    void setVal(int x, T value) {
        arr[x] = value;
    }
    T getVal(int x) {
        return arr[x];
    }
};

int main() {
    List<int, 5> myints;
    List <double, 5> mydoubles;

    myints.setVal(3, 10);
    mydoubles.setVal(1, 3.14);
    cout << myints.getVal(3) << " ";
    cout << mydoubles.getVal(1) << " ";

    return 0;
}
```

Fill in the blank at LINE-1 such that the output is:  
10 3.14

- ☐ a) template <class T>
- ☒ b) template <typename T, int N = 0>
- ☐ c) template <class T, class N = 0>
- ☒ d) template <class T, int N>

Yes, the answer is correct.

Score: 2

Accepted Answers:

b) template <typename T, int N = 0>

d) template <class T, int N>

7)

2 points

Consider the program below.

```
#include <iostream>
using namespace std;

template <class T, int i>
void repeat(T val) {
    i = 5;
    for (int j = 0; j < i; j++)
        cout << val << " ";

    return;
}

int main() {
    repeat<int, 10>(10);

    return 0;
}
```

What will be the output / error?

- ☐ a) 10 10 10 10 10 10 10 10 10 10
- ☐ b) 10 10 10 10 10
- ☐ c) 10 10 10 10 10 0 0 0 0 0
- ☒ d) Compiler error: l-value required

Yes, the answer is correct.

Score: 2

Accepted Answers:

d) Compiler error: l-value required

8)

**2 points**



Consider the program below.

```
#include <iostream>
using namespace std;

template<class T>
class Adder {
    T n1, n2;
public:
    Adder(T _n1, T _n2) :n1(_n1), n2(_n2) { }
    T Add();
};

----- // LINE-1: Declare the Template
----- { // LINE-2: Fill with the correct Template signature
    return n1 + n2;
}

int main() {
    Adder<int> obj1(10, 20);
    Adder<double> obj2(3.14, 8.6);

    cout << obj1.Add() << " " << obj2.Add() << endl;

    return 0;
}
```

Fill in the blanks at LINE-1 and LINE-2 with appropriate options such that the output is:  
30 11.74

- ☐ a) LINE-1: `template<class T>`, LINE-2: `T Adder<>::Add()`
- ☒ b) LINE-1: `template<class T>`, LINE-2: `T Adder<T>::Add()`
- ☐ c) LINE-1: `template<typename T>`, LINE-2: `T Adder::Add()`
- ☐ d) LINE-1: `template<typename T>`, LINE-2: `T Adder<typename T>::Add()`

Yes, the answer is correct.

Score: 2

Accepted Answers:

b) LINE-1: `template<class T>`, LINE-2: `T Adder<T>::Add()`

9)

**2 points**

Consider the program below.

```
#include <iostream>
using namespace std;

typedef struct complex_num {
    int r, i;
}COMPLEX;

template<class T>
T operator+(T& a, T& b) {
    return a + b;
}

----- // LINE-1
COMPLEX operator+(COMPLEX& a, COMPLEX& b) {
    COMPLEX c;
    c.r = a.r + b.r;
    c.i = a.i + b.i;
    return c;
}

int main() {
    int a = 10, b = 20;
    COMPLEX c1 = { 10, 20 };
    COMPLEX c2 = { 30, 40 };

    int c = a + b;
    cout << c << endl;

    COMPLEX c3 = c1 + c2;
    cout << c3.r << " , " << c3.i;

    return 0;
}
```

Fill in the blank at LINE-1 with appropriate option such that the output is:

30

40 , 60

- ☒ a) LINE-1: `template<>`
- ☐ b) LINE-1: `template<COMPLEX>`
- ☐ c) LINE-1: `template`

☐ d) LINE-1: `template<T>`

Yes, the answer is correct.

Score: 2

Accepted Answers:

a) LINE-1: `template<>`