

## Exam 2

● Graded

Student

Zhangrui Weng

Total Points

73 / 100 pts

Question 1

Q1

23 / 50 pts

1.1 Q1.1

5 / 5 pts

✓ + 5 pts Correct

+ 0 pts Incorrect

1.2 Q1.2

0 / 5 pts

+ 5 pts Correct

✓ + 0 pts Incorrect

1.3 Q1.3

5 / 5 pts

✓ + 5 pts Correct

+ 0 pts Incorrect

1.4 Q1.4

0 / 5 pts

+ 5 pts Correct

✓ + 0 pts Incorrect

1.5 Q1.5

0 / 5 pts

+ 5 pts Correct

✓ + 0 pts Incorrect

1.6 Q1.6

0 / 5 pts

+ 5 pts Correct

✓ + 0 pts Incorrect

1.7 Q1.7

0 / 1 pt

+ 1 pt Correct

✓ + 0 pts Incorrect

1.8 Q1.7 MEMORY

1 / 1 pt

✓ + 1 pt Correct

+ 0 pts Incorrect

1.9 Q1.7 S/H 1

1 / 1 pt

✓ + 1 pt Correct

+ 0 pts Incorrect

1.10 Q1.7 S/H 2 1 / 1 pt

✓ + 1 pt Correct

+ 0 pts Incorrect

1.11 Q1.8 0 / 1 pt

+ 1 pt Correct

✓ + 0 pts Incorrect

1.12 Q1.8 MEMORY 1 / 1 pt

✓ + 1 pt Correct

+ 0 pts Incorrect

1.13 Q1.8 S/H 1 0 / 1 pt

+ 1 pt Correct

✓ + 0 pts Incorrect

1.14 Q1.8 S/H 2 1 / 1 pt

✓ + 1 pt Correct

+ 0 pts Incorrect

1.15 Q1.8 S/H 3 1 / 1 pt

✓ + 1 pt Correct

+ 0 pts Incorrect

1.16 Q1.8 S/H 4 1 / 1 pt

✓ + 1 pt Correct

+ 0 pts Incorrect

1.17 Q1.9 0 / 1 pt

+ 1 pt Correct

✓ + 0 pts Incorrect

1.18 Q1.9 MEMORY 0 / 1 pt

+ 1 pt Correct

✓ + 0 pts Incorrect

1.19	Q1.9 S/H 1	0 / 1 pt
	+ 1 pt Correct	
	✓ + 0 pts Incorrect	
1.20	Q1.9 S/H 2	0 / 1 pt
	+ 1 pt Correct	
	✓ + 0 pts Incorrect	
1.21	Q1.9 S/H 3	1 / 1 pt
	✓ + 1 pt Correct	
	+ 0 pts Incorrect	
1.22	Q1.10	1 / 1 pt
	✓ + 1 pt Correct	
	+ 0 pts Incorrect	
1.23	Q1.10 MEMORY	1 / 1 pt
	✓ + 1 pt Correct	
	+ 0 pts Incorrect	
1.24	Q1.10 S/H 1	1 / 1 pt
	✓ + 1 pt Correct	
	+ 0 pts Incorrect	
1.25	Q1.10 S/H 2	1 / 1 pt
	✓ + 1 pt Correct	
	+ 0 pts Incorrect	
1.26	Q1.10 S/H 3	1 / 1 pt
	✓ + 1 pt Correct	
	+ 0 pts Incorrect	

## Question 2

## Function Signature &amp; Parameters

✓ + 2 pts Function signature is unchanged.

✓ + 3 pts Used values from parameter values. e.g. Did not use standard in (i.e. cin) to get any values.

+ 1 pt **Partial Credit:** Function signature is correct with one error.

+ 0 pts Hard coded answers from test cases.

+ 0 pts Got values from source other than the parameters.

## Resize Array - Build &amp; Copy

✓ + 3 pts Uses row major ordering. Other rubric items give full credit if using column major instead of row major as long as it is consistent.

✓ + 3 pts Correctly allocate memory for an array of pointers to arrays of int.

✓ + 0.5 pts Creates the correct number of elements in array of pointers. (2\*numRows) (all or none)

✓ + 3 pts Correctly allocate memory for an array of int for each pointer.

✓ + 0.5 pts Creates the correct number of elements in array of ints. (2\*numCols) (all or none)

✓ + 3 pts Each value from the original array is copied into the new array

✓ + 3 pts Values are copied to the correct places (i.e. arr[i] is copied to newArr[2\*i], newArr[2\*i+1], newArr[2\*i] and newArr[2\*i+1])

+ 2 pts **Partial:** Correctly allocate array of pointers in some cases but not in others or there is a problem with the allocation in some cases.

+ 2 pts **Partial:** Correctly allocate array of ints in some cases but not in others or there is a problem with the allocation in some cases.

+ 2 pts **Partial:** Attempt to transfer data from old array to new array but there is a problem.

+ 1 pt **Partial:** Attempt to allocate array of pointers but there is a problem.

+ 1 pt **Partial:** Attempt to allocate array of int but there is a problem.

+ 1 pt **Partial:** Attempt to copy data from old array to new array but there are multiple problems.

## Resize Array - Clean up

✓ + 3 pts Correctly deallocate an array of ints (Can be on the wrong array)

✓ + 3 pts Correctly deallocate an array of int\*s. (Can be on the wrong array)

✓ + 2 pts Deallocate arrays in sequence that won't generate a memory leak. i.e. deallocate deallocate the arrays of ints before the array of int\*s. (Can be on the wrong array)

✓ **+ 2 pts** Deallocate the correct array. Note sometimes students end up deallocating the new array instead of the old one. (all or none)

**+ 2 pts Partial:** Attempt to deallocate array of ints but fail to indicate delete is for an array with [].

**+ 2 pts Partial:** Attempt to deallocate array of pointers but fail to indicate delete is for an array with [].

**+ 1 pt Partial:** Attempt to deallocate array of ints but there is a major problem.

**+ 1 pt Partial:** Attempt to deallocate array of pointers but there is a major problem.

**+ 0 pts** no evidence

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## Resize Array- Update Parameters

✓ **+ 2 pts** Update numRows and numCols

✓ **+ 1 pt** Updates arr to point to the new array

✓ **+ 1 pt** Updates arr at the right time (after (attempting to) delete arr)

**+ 1 pt Partial:** Attempt to update numRows and numCols, but at least one of them is set to the wrong value

**+ 0.5 pts** Partial: Updates arr incorrectly

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## Memory Errors

✓ **+ 2 pts** Avoid accessing outside array bounds. (All or none)

✓ **+ 3 pts** Avoid memory leaks (All or none)

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## Edge Cases

✓ **+ 3 pts** Throws something when numRows is 0, numCols is 0 or arr is nullptr

✓ **+ 2 pts** Throws an invalid\_argument exception

**+ 2 pts Partial Credit** Throws something in some cases but not others

**+ 0 pts** Click here to replace this description.

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## Overall Correctness

✓ **+ 5 pts** The overall algorithm works to give a correct result excluding items already accounted for in prior rubric items.

**+ 4 pts Partial Credit:** The overall algorithm works but a minor logic error can result in an incorrect result.

**+ 2.5 pts Partial Credit:** Overall algorithm structure is in the right direction but details are unclear or does not work.

**+ 1 pt Partial Credit:** Major problems with the algorithm, but there are some elements that could be part of a correct solution.

+ 0 pts Not at all in the right direction

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**Partial Credit:** Attempted and less than 5 points earned.

- + 0 pts No additional partial credit needed.
- + 5 pts **Partial Credit:** Attempted and no other points earned.
- + 4.5 pts **Partial Credit:** Attempted and 0.5 points earned.
- + 4 pts **Partial Credit:** Attempted and 1 point earned.
- + 3.5 pts **Partial Credit:** Attempted and 1.5 points earned.
- + 3 pts **Partial Credit:** Attempted and 2 points earned.
- + 2.5 pts **Partial Credit:** Attempted and 2.5 points earned.
- + 2 pts **Partial Credit:** Attempted and 3 points earned.
- + 1.5 pts **Partial Credit:** Attempted and 3.5 points earned.
- + 1 pt **Partial Credit:** Attempted and 4 points earned.
- + 0.5 pts **Partial Credit:** Attempted and 4.5 points earned.



## Exam 2

Version: R0530

### Academic Integrity

- Aggies do not lie, cheat, or steal, nor tolerate those who do.
- We hope you have fun solving these problems, even though this is an exam 😊
- You can do this!

### Exam Guidelines

- You will have 50 minutes to complete and submit this exam.
- Do not write outside of the margin box. We scan the exams and anything outside those lines will likely get cut off.
- You cannot use any electronic devices (including calculators, phones, smart watches, and computers)
- You may use
  - A writing utensil (e.g. pen/pencil)
  - Scratch Paper that we provide.
    - § Scratch paper may not have the margin box, so leave a margin around the edge of your scratch paper to avoid having information cut off when scanned.
  - Up to 5 pages of exam aids.
    - § Exam aids can be pages up to 8.5X11 inches and can be handwritten or printed on both sides.
    - § Do not use exam aids for scratch work.
      - If you use an exam aid for scratch work, submit with exam.
- Start Exam when prompted.
- Stop exam when you are finished or when time expires.
  - Attach any scratch work to the end of your exam. Including exam aids used for scratch work.
  - Submit your exam.
    - § You may keep your exam aids if they were not used for scratch work.

### Fill in name and UIN before exam starts

Name: Zhangrui Wang

UIN: 832009830

Name: \_\_\_\_\_

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## Q1 - Code Tracing (50 points)

### Overview

- In the following parts you will be given small pieces of code. Determine what each piece of code prints, and fill in the blank.
- For each piece of code, assume that the file has `#include <iostream>` and using `std::cout`;

#### Q1.1

```

1      2
int alpha(int x, int& y){
    x++;
    y = y*2;
    return x + y;
}
int main(){
    int a = 1;
    int b = 2;
    int c = alpha(a,b);
    cout << a << b << c;
}

```

*will change*

*alpha*

Var		
int x	1	2
int& y	2	4

*return 6*

*main*

Var		
int a	1	
int b	2	
int c	6	

This code prints: 146

#### Q1.2

```

1      3
void beta(int& x, int* y){
    *y = 5; // 5
    y = &x; 1
    (*y)++; 6
}
int main(){
    int a = 1; 1
    int b = 2; 6
    int* c = &b; 3
    beta(a,c);
    cout << a << b;
}

```

*beta*



*main*

int a	1	
int b	3	
int* c		

This code prints: 13

Name: \_\_\_\_\_

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**Q1.3**

```
void delta(int* x){
    x[2] = 5;
    x = &(x[2]);
}
int main(){
    int arr[] = {2,4,6,8,10};
    delta(arr);
    cout << arr[1] << arr[2];
}
```

This code prints: 45

**Q1.4**

```
void gamma(int& x, int*& y){
    x = *y; x = 3
    x++; 4
    *y = 5; 5
    y = &x;
}
int main(){
    int a = 1;
    int* b = new int(3);
    gamma(a,b);
    cout << a << *b;
}
```

This code prints: 43

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**Q1.5**

```
void zeta(double*& x){
    x[2] = 5;
    x = new double[7]{};
}
int main(){
    double* arr = new double[3]{1.62, 2.72, 3.14};
    zeta(arr);
    cout << arr[2];
}
```

This code prints: 50

**Q1.6**

```
void epsilon(char* x){
    for(int i = 0; x[i] != '\0'; i++){
        x[i] = x[i+1];
    }
    x = x+1;
}
int main(){
    char* str = new char[10]{ "Howdy!" };
    epsilon(str);
    cout << str;
}
```

This code prints: Howdy!

Name: \_\_\_\_\_

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### Q1.7

```
int main(){
    int x = 3;
    if(x > 2){
        int* y = &x;
        *y = 7;
    }
    cout << x;
}
```

This code prints: 3

Does this code have a memory leak? (write "yes" or "no") No

Fill the table to identify where the variable is stored, i.e. fill the table with either Stack or Heap:

	x	y
Stack/Heap	Stack	Stack

### Q1.8

```
int main(){
    char* x = new char[3]{'a','b','c'};
    char y[3]{'d','e','f'};
    char* z = y;
    z[1] = 'g';
    cout << y[1];
    z = x;
    delete[] z;
    x = nullptr;
    z = nullptr;
}
```

This code prints: e

Does this code have a memory leak? (write "yes" or "no") No

Fill the table to identify where the variable is stored, i.e. fill the table with either Stack or Heap:

	x	z	x[1]	z[1]
Stack/Heap	Heap	Stack	Heap	Stack

Name: \_\_\_\_\_

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**Q1.9**

```
int main(){
    long** x = new long*[7];
    for(int i = 0; i < 7; i++){
        x[i] = new long(i*i);
    }
    cout << x[2][0];
    for(int i = 0; i < 7; i++){
        delete x[i];
    }
}
```

0 1 2 3 4 6

This code prints: 2

Does this code have a memory leak? (write "yes" or "no") No

Fill the table to identify where the variable is stored, i.e. fill the table with either Stack or Heap:

	x	x[2]	x[2][0]
Stack/Heap	Heap	Stack	Heap

**Q1.10**

```
int main(){
    int** x = new int*;
    *x = new int(7);
    int** y = x;
    **y = 5;
    cout << **x;
    delete x;
}
```

This code prints: 5

Does this code have a memory leak? (write "yes" or "no") Yes

Fill the table to identify where the variable is stored, i.e. fill the table with either Stack or Heap:

	x	**x	***x
Stack/Heap	Stack	Heap	Heap

Name: \_\_\_\_\_

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## Q2 - Dynamic Array Scaling (50 points)

### Overview

Given a dynamic array of integers with  $n$  rows and  $m$  columns, rescale it to have  $2n$  rows and  $2m$  columns by replacing each value  $k$  in the array with a  $2 \times 2$  square of entries, all of which have the same value  $k$  (This operation is useful, for example, when resizing an image).

### Requirements

Write the function `void scaleArray(int**& arr, unsigned int& numRows, unsigned int& numCols)` which replaces each entry of the array with a  $2 \times 2$  square of the same entry, causing the array to double in both dimensions.

- ✓ • Use row-major ordering when working with your 2D array.
- ✓ • You must resize the array.
- ✓ • You cannot have any memory errors.
- ✓ • Throw an instance of `std::invalid_argument` (with whatever error message you want) if any of the following is true:
  - `arr` is `nullptr`
  - `numRows` is 0
  - `numCols` is 0
- ✓ • You may not use any libraries besides `stdexcept`

### Examples

- If `scaleArray(arr, numRows, numCols)` is called with
  - `arr`
    - 12 20 33  
41 52 67
  - `numRows` is 2
  - `numCols` is 3
- After calling the function
  - `arr`
    - 12 12 20 20 33 33  
12 12 20 20 33 33  
41 41 52 52 67 67  
41 41 52 52 67 67
  - `numRows` is 4
  - `numCols` is 6

Name: \_\_\_\_\_

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## Q2 Answer (Dynamic Array Scaling)

```
#include <stdexcept>
void scaleArray(int**& arr, unsigned int& numRows, unsigned int&
numCols)
{
    if (arr == nullptr || numRows <= 0 || numCols <= 0)
    {
        throw std::invalid_argument("Invalid argument")
    }
}
```

// create new array

```
int** temp = nullptr;
```

```
int rows = 2 * numRows, columns = 2 * numCols;
temp = new int*[rows];
```

```
for (int i = 0; i < rows; i++)
```

```
{
    temp[i] = new int[columns]{0};
}
```

```
}
```

// algorithm

//  $(2i, 2j)$   $(2i, 2j+1)$   $(2i, 2j+2)$

//  $(2i+1, 2j)$   $(2i+1, 2j+1)$   $(2i+1, 2j+2)$

//  $(2i+2, 2j)$  ...

```
for (int i = 0; i < numRows; i++) {
```

```
    for (int j = 0; j < numCols; j++) {
```

```
        int x = arr[i][j];
```

```
        temp[2*i][2*j] = x;
```

```
        temp[2*i][2*j+1] = x;
```

```
        temp[2*i+1][2*j] = x;
```

```
        temp[2*i+1][2*j+1] = x;
```

```
    }
```

Next  
Page  
for  
More code



// release the memory from old array  
for (int i = 0; i < nRows; i++) {  
 delete[] arr[i];  
}

delete[] arr;

arr = temp;

nRows = row;

nColumns = columns;

}