CMSC 104 Section 02 Spring 2024 Practice Quiz 5 - Key

1. A
2. B
3. C
4. switch(x){
        case(1): printf("Excellent"); break;
        case(2): printf("Excellent"); break;
        case(3): printf("Good"); break;
        case(4): printf("Good"); break;
        default: printf("Need to do better);
   }
5. ExcellentGoodNeed to do better
6. True
7. True
8. Numbers is an array of integers. The elements of the array are integers, so when you print out each element an integer is printed. The array name itself is a pointer to the start of the area in memory where all the index values are stored. So when you print out the array name you get the address.
9. False. 'grade' will be an integer, not a pointer
10. All of the above are reasons why arrays are important in C
11. True
12. True
13. You still copy the values of the parameters from the main program's symbol table to the function's symbol table. But the values copied are the addresses of the locations in memory on which the function will operate. These are the same locations in memory, so the function will work on the main program's variables and change the main program.
14. C has to know when it encounters the end of a string. So "\0" is the only way that C has to know that it has done that; it can't count on knowing how many characters are in a string.
15. False
16. All of the above
17. True
18.
    ```
    int summarize (int number); {
            int j, result = 0;
            for (j = 1; j<= number; j++) {
                    result += j;
            }
            return result;
    }
    ```

19. It enables you to reuse code you've previously written in later
   projects

20. The two files testing.c and errMessage.c are each being compiled, and the two compiled modules
   are linked together in a single output file called testing.o