






## Reveiw Test, chapter 4: Computer Programming 2

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### TRUE/FALSE

-  F 1. True/False: The `default` section is required in a `switch` statement.
- Points:** 1 / 1
-  T 2. True/False: You should be careful when using the equality operator to compare floating point values because of potential round-off errors.
- Points:** 1 / 1
-  T 3. True/False: If the sub-expression on the left side of an `&&` operator is `false`, the expression on the right side will not be checked.
- Points:** 1 / 1
-  T 4. True/False: As a rule of style, when writing an `if` statement you should indent the conditionally-executed statements.
- Points:** 1 / 1

### MULTIPLE CHOICE

-  C 5. Relational operators allow you to \_\_\_\_\_ numbers.
- a. add
  - b. multiply
  - c. compare
  - d. average
  - e. None of these

**Points:** 1 / 1



D

6. What will be the output of the following code segment after the user enters 0 at the keyboard?

```
int x = -1;
cout << "Enter a 0 or a 1 from the keyboard: ";
cin >> x;
if (x)
    cout << "true" << endl;
else
    cout << "false" << endl;
```

- a. Nothing will be displayed.
- b. false
- c. x
- d. true

**Points:** 0 / 1



D

7. What is assigned to the variable a given the statement below with the following assumptions: x = 10, y = 7, and z, a, and b are all int variables.

```
a = x >= y;
```

- a. 10
- b. 7
- c. The string "x >= y"
- d. 1
- e. 0

**Points:** 1 / 1



B

8. When a relational expression is false, it has the value \_\_\_\_\_.

- a. one
- b. zero
- c. zero, one, or minus one
- d. less than zero
- e. None of these

**Points:** 1 / 1




C


9. When an if statement is placed within the conditionally-executed code of another if statement, this is known as:

- a. complexity
- b. overloading
- c. nesting
- d. validation
- e. None of these


**Points:** 1 / 1

-  C 10. This operator represents the logical AND.
- a. ++
  - b. ||
  - c. &&
  - d. @
  - e. None of these


**Points:** 1 / 1

-  D 11. This operator takes an operand and reverses its truth or falsehood.
- a. ||
  - b. relational
  - c. arithmetic
  - d. !
  - e. None of these


**Points:** 1 / 1

-  D 12. Input values should always be checked for:
- a. Appropriate range
  - b. Reasonableness
  - c. Division by zero, if division is taking place
  - d. All of these
  - e. None of these


**Points:** 1 / 1

-  A 13. Without this statement appearing in a `switch` construct, the program "falls through" all of the statements below the one with the matching `case` expression.
- a. `break`
  - b. `exit`
  - c. `switch`
  - d. `scope`
  - e. None of these


**Points:** 1 / 1

-  D 14. This operator is used in C++ to represent equality.
- a. =
  - b. ><
  - c. !!
  - d. ==
  - e. None of these


**Points:** 1 / 1

-  A 15. When a program lets the user know that an invalid choice has been made, this is known as:
- a. input validation
  - b. output correction
  - c. compiler criticism
  - d. output validation
  - e. None of these


**Points:** 1 / 1

-  D 16. This operator is known as the logical OR operator.
- a. --
  - b. //
  - c. #
  - d. ||
  - e. None of these

**Points:** 1 / 1

-  B 17. This operator performs a logical NOT operation.
- a. --
  - b. !
  - c. <>
  - d. ><
  - e. None of these

**Points:** 1 / 1


-  A 18. Given the following code segment, what is output after "result = "?

```
int x = 1, y = 1, z = 1;
y = y + z;
x = x + y;

cout << "result = "
     << (x < y ? y : x)
     << endl;
```

- a. 0
- b. 1
- c. 2
- d. 3
- e. None of these


**Points:** 0 / 1

-  B 19. Given that, x = 2, y = 1, and z = 0, what will the following cout statement display?


```
cout << "answer = " << (x || !y && z) << endl;
```

- a. answer = 0
- b. answer = 1
- c. answer = 2
- d. None of these

**Points:** 1 / 1

-  C 20. The default section of a switch statement performs a similar task as the \_\_\_\_\_ portion of an if/else if statement.
- a. conditional
  - b. break
  - c. trailing else
  - d. All of these
  - e. None of these

**Points:** 1 / 1


-  A 21. What is the value of donuts after the following code executes?

```
int donuts = 10;

if (donuts = 1)
    donuts = 0;
else
    donuts += 2;
```

- a. 12
- b. 10
- c. 0
- d. 1

**Points:** 0 / 1

-  C 22. Which value can be entered to cause the following code segment to display the message: "That number is acceptable."

```
int number;
cin >> number;

if (number > 10 && number < 100)
    cout << "That number is acceptable.\n";
else
    cout << "That number is not acceptable.\n";
```

- a. 100
- b. 10
- c. 99
- d. 0
- e. All of these

**Points:** 1 / 1



B 23. Which line in the following program will cause a compiler error?

```
1  #include <iostream>
2  using namespace std;
3
4  int main()
5  {
6      int number = 5;
7
8      if (number >= 0 && <= 100)
9          cout << "passed.\n";
10     else
11         cout << "failed.\n";
12     return 0;
13 }
```

- |      |       |
|------|-------|
| a. 6 | c. 10 |
| b. 8 | d. 9  |

Points: 1 / 1



C 24. Which of the following expressions will determine whether x is less than or equal to y?

- |              |             |
|--------------|-------------|
| a. $x > y$   | c. $x <= y$ |
| b. $x = < y$ | d. $x >= y$ |

Points: 1 / 1