

**CISS245: Advanced Programming
Quiz q2608**Name: jdoe5@cougars.ccis.eduScore:

Open `main.tex` and enter answers (look for `answercode`, `answerbox`, `answerlong`). Turn the page for detailed instructions. To rebuild and view pdf, in bash shell execute `make`. To build a gzip-tar file, in bash shell execute `make s` and you'll get `submit.tar.gz`.

Q1. Complete the function `setnull()` so that the output of the following program is 0:

```
#include <iostream>
void setnull(int ** q)
{
    // TODO
}
int main()
{
    int x = 0;
    int * p = &x;
    setnull(&p);           // p is set to NULL
    std::cout << p << '\n'; // output is 0, i.e., p is NULL
    return 0;
}
```

ANSWER:

```
void setnull(int ** q)
{
}
}
```

Q2. The output of this code fragment is 42:

```
int x = 0, y = 42;
int * p = &x, * q = &y;
p = q;                // p points to the value of y
std::cout << *p << '\n';
```

But when you move the statement “p = q;” into a function, the output is 0 (but you want p to point to the value of y and the output to be 42):

```
#include <iostream>
void f(int * p, int * q)
{
    p = q;
}
int main()
{
    int x = 0, y = 42;
    int * p = &x, * q = &y;
    f(p, q);
    std::cout << *p << '\n'; // want p to point to the value of y
    return 0;
}
```

Fix the function (see below).

ANSWER:

```
#include <iostream>
void f(int * p, int * q)
{
    // p = q;
}
int main()
{
    int x = 0, y = 42;
    int * p = &x, * q = &y;
    f(p, q);
    std::cout << *p << '\n'; // want p to point to the value of y
    return 0;
}
```

INSTRUCTIONS

In `main.tex` change the email address in

```
\renewcommand\AUTHOR{jdoe5@cougars.ccis.edu}
```

yours. In the bash shell, execute “`make`” to recompile `main.pdf`. Execute “`make v`” to view `main.pdf`. Execute “`make s`” to create `submit.tar.gz` for submission.

For each question, you’ll see boxes for you to fill. You write your answers in `main.tex` file. For small boxes, if you see

```
1 + 1 = \answerbox{}
```

you do this:

```
1 + 1 = \answerbox{2}
```

`answerbox` will also appear in “true/false” and “multiple-choice” questions.

For longer answers that needs typewriter font, if you see

```
Write a C++ statement that declares an integer variable name x.  
\begin{answercode}  
\end{answercode}
```

you do this:

```
Write a C++ statement that declares an integer variable name x.  
\begin{answercode}  
int x;  
\end{answercode}
```

`answercode` will appear in questions asking for code, algorithm, and program output. In this case, indentation and spacing is significant. For program output, I do look at spaces and newlines.

For long answers (not in typewriter font) if you see

```
What is the color of the sky?  
\begin{answerlong}  
\end{answerlong}
```

you can write

```
What is the color of the sky?  
\begin{answerlong}  
The color of the sky is blue.  
\end{answerlong}
```

For students beyond 245: You can put \LaTeX commands in `answerlong`.

A question that begins with “T or F or M” requires you to identify whether it is true or false, or meaningless. “Meaningless” means something’s wrong with the statement and it is not well-defined. Something like “ $1+_2$ ” or “ $\{2\}^{\{3\}}$ ” is not well-defined. Therefore a question such as “Is $42 = 1+_2$ true or false?” or “Is $42 = \{2\}^{\{3\}}$ true or false?” does not make sense. “Is $P(42) = \{42\}$ true or false?” is meaningless because $P(X)$ is only defined if X is a set. For “Is $1 + 2 + 3$ true or false?”, “ $1 + 2 + 3$ ” is well-defined but as a “numerical expression”, not as a “proposition”, i.e., it cannot be true or false. Therefore “Is $1 + 2 + 3$ true or false?” is also not a well-defined question.

When writing results of computations, make sure it’s simplified. For instance write 2 instead of $1 + 1$. When you write down sets, if the answer is $\{1\}$, I do not want to see $\{1, 1\}$.

When writing a counterexample, always write the simplest.

Here are some examples (see `instructions.tex` for details):

1. T or F or M: $1 + 1 = 2$ T

2. T or F or M: $1 + 1 = 3$ F

3. T or F or M: $1+_2 =$ M

4. $1 + 2 =$ 3

5. Write a C++ statement to declare an integer variable named **x**.

```
int x;
```

6. Solve $x^2 - 1 = 0$.

Since $x^2 - 1 = (x - 1)(x + 1)$, $x^2 - 1 = 0$ implies $(x - 1)(x + 1) = 0$. Therefore $x - 1 = 0$ or $x = -1$. Hence $x = 1$ or $x = -1$.

7. Which is true? C

(A) $1 + 1 = 0$

(B) $1 + 1 = 1$

(C) $1 + 1 = 2$

(D) $1 + 1 = 3$

(E) $1 + 1 = 4$