CISS240: Introduction to Programming Quiz q2605

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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. What is the output? (or write ERROR)

```
int x = 42, y = 24;
int * p, q;

p = &x;
q = &y;
std::cout << *p + *q << '\n';</pre>
```

Answer:

```
66
```

Q2. What is the output? (or write ERROR)

```
int a = 0, b = 1, c = 2;
int & p = &a;
int & q = &b;
int & r = &c;
std::cout << *a + *b - *c << '\n';</pre>
```

Answer:

```
ERROR
```

Q3. What is the output? (or write ERROR)

```
int x = 1;
int * p = &x;
int ** q = &p;
std::cout << *p + **q << '\n';</pre>
```

Answer:

```
2
```

Q4. What is the output? (or write ERROR)

```
int x = 1;
int * p = &x;
int ** q = &p;
std::cout << *p / *q << '\n';</pre>
```

Answer:

```
Error
```

Q5. What is the output? (or write ERROR)

```
int x = 0, y = 1;
int * p = &x;
int * q = &y;
int * r;
r = p;
p = q;
std::cout << *p << ' ' << *q << ' ' << *r << '\n';</pre>
```

Answer:

```
1 1 0
```

Q6. What is the output? (or write ERROR)

```
int x = 0, y = 1;
int * p = &x;
int * q = &y;
int ** r = &p;
int * s = *r;
*s = *q;
r = &q;
std::cout << *p << ' ' << *q << ' ' << **r << '\n';</pre>
```

Answer:

```
0 1 1
```

Instructions

In main.tex change the email address in

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

to 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 = \langle 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 answerbox and 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):

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

4.
$$1+2=\boxed{3}$$

5. Write a C++ statement to declare an integer variable named 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 $x = -1$.

- (A) 1+1=0
- (B) 1+1=1
- (C) 1+1=2
- (D) 1+1=3
- (E) 1+1=4