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Book Title: C++ como Programar
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Location on Site: Exercícios de múltipla escolha (em Inglês) > Capitulo 23
Date/Time Submitted: December 6, 2013 at 3:13 PM (UTC/GMT)

Summary of Results

87% Correct of 39 Scored items:
34 Correct: 87%
5 Incorrect: 13%

More information about scoring

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1. CORRECT

Section 23.1 Introduction to the Standard Template Library (STL)

23.1 Q1: Which of the following is not a key component of the STL?

Your Answer: Pointers.

---

2. CORRECT

Section 23.1.1 Introduction to Containers

23.1.1 Q1: Which of the following is not an STL container type?

Your Answer: Second-class containers.

---

3. CORRECT

Section 23.1.2 Introduction to Iterators

23.1.2 Q1: Iterators are similar to pointers because of the:

Your Answer: * and ++ operators.

---

4. CORRECT

Section 23.1.3 Introduction to Algorithms

23.1.3 Q1: An STL algorithm cannot:

Your Answer: Access STL members directly.

---

5. CORRECT

Section 23.2 Sequence Containers

23.2 Q1: Which of the following is not a sequence container provided by the STL?

Your Answer: array.

---

6. CORRECT

23.2 Q2: Which of the following applications would a deque not be well suited for?

Your Answer: Applications that require frequent insertions and deletions in the middle of a container.

---

7. CORRECT

Section 23.2.1 vector Sequence Container

23.2.1 Q1: Which of the following is a difference between vectors and arrays?

Your Answer: The ability to change size dynamically.

---

8. INCORRECT

23.2.1 Q2: The erase member function of class vector cannot:

Your Answer: Specify an element to be removed from the vector.
Correct Answer: Specify a value to be removed from the vector.

---

9. CORRECT

Section 23.2.2 list Sequence Container

23.2.2 Q1: The list sequence container does not:

Your Answer: Automatically sort inserted items.

---

10. CORRECT

23.2.2 Q2: Which of the following is not a member function of all sequence containers?

Your Answer: push_front.

---

11. CORRECT

Section 23.2.3 deque Sequence Container

23.2.3 Q1: Class deque provides:

Your Answer: All of the above.

---

12. CORRECT

Section 23.3 Associative Containers

23.3 Q1: The main difference between set and multiset is:

Your Answer: How they handle duplicate keys.

---

13. CORRECT

23.3 Q2: Data loss could occur if the contents of a _____ were placed into any of the other three associative container types.

Your Answer: multimap.

---

14. CORRECT Section 23.3.1 multiset Associative Container

23.3.1 Q1: The multiset associative container does not:

Your Answer: Permit random access to its keys.

---

15. CORRECT Section 23.3.2 set Associative Container

23.3.2 Q1: If a program attempts to insert a duplicate key into a set:

Your Answer: The duplicate key will be ignored.

---

16. CORRECT Section 23.3.3 multimap Associative Container

23.3.3 Q1: The expression std::multimap< int, double, std::less< int > >::value_type(15, 2.7):

Your Answer: Creates a pair object in which first is 15 (type int) and second is 2.7 (type double).

---

17. CORRECT Section 23.3.4 map Associative Container

23.3.4 Q1: If pairs is a map containing int keys and double associated values, the expression pairs[5] = 10:

Your Answer: Associates the value 10.0 to the key 5 in pairs.

---

18. INCORRECT Section 23.4 Container Adapters

23.4 Q1: Select the false statement. Container adapters:

Your Answer: Do not provide the actual data structure implementation for elements to be stored.

Correct Answer: Have limited iterator support.

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19. CORRECT Section 23.4.1 stack Adapters

23.4.1 Q1: To pop an element off the top of a stack for processing:

Your Answer: Use member function top and then member function pop.

---

20. CORRECT Section 23.4.2 queue Adapters

23.4.2 Q1: Which of the following is a not a member function of queue?

Your Answer: enqueue.

---

21. CORRECT Section 23.4.3 priority_queue Adapters

23.4.3 Q1: Which of the following statements is true of a priority_queue?

Your Answer: Each of its common operations is implemented as an inline function.

---

22. CORRECT Section 23.5 Algorithms

23.5 Q1: The algorithms in the STL:

Your Answer: Are implemented as member functions of the container classes.

---

23. CORRECT Section 23.5.1 fill, fill_n, generate and generate_n

23.5.1 Q1: The easiest way to set all the values of a vector to zero is to use function:

Your Answer: fill.

---

24. CORRECT 23.5.1 Q2: Which of the following function calls is a valid way to place elements into vector< char > chars?

Your Answer: std::fill(chars.begin(), chars.end(), '5');.

---

25. INCORRECT Section 23.5.2 equal, mismatch and lexicographical_compare

23.5.2 Q1: Given that v1 and v2 are vectors, the function call std::equal(v1.begin(), v1.end(), v2.begin()) returns:

Your Answer: A bool indicating whether the first element of v1, the last element of v1 and the first element of v2 are all equal.

Correct Answer: A bool indicating whether v1 and v2 are equal.

26. CORRECT

Section 23.5.3 remove, remove_if, remove_copy and remove_copy_if

23.5.3 Q1: Mr. Smith has a shopping list stored in a vector. Today, Mrs. Smith decides that she will go get the items that cost less than 10 dollars. If Mr. Smith wants to give his wife a list of her own, he should use the function:

Your Answer: remove_copy_if.

---

27. CORRECT

Section 23.5.4 replace, replace_if, replace_copy and replace_copy_if

23.5.4 Q1: The order of the arguments passed to function replace_copy_if must be:

Your Answer: InputIterator, InputIterator, OutputIterator, PredicateFunction, ReplacementValue

---

28. CORRECT

Section 23.5.5 Mathematical Algorithms

23.5.5 Q1: Which of the following is not a mathematical algorithm included in the STL?

Your Answer: copy.

---

29. CORRECT

Section 23.5.6 Basic Searching and Sorting Algorithms

23.5.6 Q1: The easiest way to search through a list of names and output the first one that begins with a vowel would be to use function:

Your Answer: find_if.

---

30. INCORRECT

Section 23.5.7 swap, iter_swap and swap_ranges

23.5.7 Q1: Functions iter_swap and swap_ranges are similar in that both:

Your Answer: (blank)

---

31. INCORRECT

Section 23.5.8 copy_backward, merge, unique and reverse

23.5.8 Q1: Which of the following statements produces identical results as the statement:

```
std::copy( v1.begin(), v1.end(), v2.begin() );
if v1 and v2 are both 10-element vectors?
```

Your Answer: std::copy_backward(v1.begin(), v1.end(), v2.begin());.
Correct Answer: std::copy_backward(v1.begin(), v1.end(), v2.end());.

---

32. CORRECT

23.5.9 Q1: If v1 is a vector< int > containing some number of int elements sorted in ascending order, after these statements execute:

```
std::vector< int > results1;
std::vector< int > results2;
std::unique_copy( v1.begin(), v1.end(), std::back_inserter( results1 ) );
std::reverse_copy( v1.begin(), v1.end(), std::back_inserter( results2 ) );
which of the following could be true?
```

Your Answer: The first element in results1 matches the last element in results2.

---

33. CORRECT

Section 23.5.10 Set Operations

23.5.10 Q1: The _____ function would produce the sequence 1, 5, 6 when passed the sequences 1, 2, 3, 4, 5, 6 and 2, 3, 4, 7 as first/second and third/fourth arguments, respectively.

Your Answer: set_difference.

---

34. CORRECT

Section 23.5.11 lower_bound, upper_bound and equal_range

23.5.11 Q1: Functions lower_bound, upper_bound and equal_range are different in their:

Your Answer: Return types.

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35. CORRECT

Section 23.5.12 Heapsort

23.5.12 Q1: Attributes of a heap do not include:

Your Answer: A preference to pop, rather than push, elements in the heap.

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36. CORRECT

Section 23.5.13 min and max

23.5.13 Q1: Which of the following function calls would not return the value that is its first argument?

Your Answer: std::max('d', 'k').

---

37. CORRECT

Section 23.5.14 STL Algorithms Not Covered in This Chapter

23.5.14 Q1: The difference between functions partition and stable_partition is that:

Your Answer: stable_partition maintains the original order for the elements in each of the two resulting partitions with respect to the other elements in that same partition.

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38. CORRECT

Section 23.6 Class bitset

23.6 Q1: Which of the following bitset member functions cannot be called with an empty argument list?

Your Answer: test.

---

39. CORRECT

Section 23.7 Function Objects

23.7 Q1: Function objects have their functions called by using:

Your Answer: operator().

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☐ Instructor		Text
☐ TA		Text
☐ Other		Text

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