Capitulo 18

This activity contains 26 questions.

1. *Section 18.1 Introduction*

18.1 Q1: Which of the following is an invalid definition?

- *string sb("computers");.*
- *string sc('c');.*
- *string sa = "computers";.*
- *string sd(9, 'c');.*

2. *18.1 Q2: strings:*

- *Can use the subscript operator to access individual characters.*
- *Have a first subscript of 1.*
- *Are pointers.*
- *Must be null-terminated.*

3. *Section 18.2 string Assignment and Concatenation*

18.2 Q1: Which of the following is not an argument of the assign member function?

- *The end location.*
- *The string to copy.*
- *The number of characters to copy.*
- *The start location.*

4. *18.2 Q2: Which of the following is not overloaded for strings?*

- +=.
- *getline().*
- >>.
- -=.

5. *18.2 Q3: Which of the following can not be used to concatenate strings?*

- *+=.*
- *assign.*
- *append.*
- *+.*

6. *Section 18.3 Comparing strings*

18.3 Q1: Given the strings defined below, which statement will return 0?

```
string s1 = "Mighty Mouse";
string s2 = "Mickey Mouse";
```

- *s1.compare(7, 5, s2, 7, 5);.*
- *s1.compare(8, 12, s2, 8, 12);.*
- *s1.compare(0, 3, s2, 0, 3);.*
- *s1.compare(7, 11, s2, 7, 11);.*

7. *18.3 Q2: What type of value is returned by the overloaded equality and relational operators for strings?*

- *double.*
- *bool.*
- *int.*
- *null.*

8. *18.3 Q3: If string s1 is lexicographically greater than string s2, then the value returned by s2.compare(0, s2.size(), s1) must be?*

- *A negative number.*
- *-1.*
- *0.*
- *d. A positive number.*

9. *Section 18.4 Substrings*

18.4 Q1: If string s contains "antidisestablishmentarianism", then

s.substr(7, 13) would be:

- *"establish".*
- *"ishmenta".*
- *"establi".*
- *"establishment".*

10. *Section 18.5 Swapping strings*

18.5 Q1: Class string has member function _____ to interchange the data strored in two string objects

- *switch.*
- *copyto.*
- *swap.*
- *exchange.*

11. *Section 18.6 string Characteristics*

18.6 Q1: The total number of elements that can be stored in a string without increasing its current amount of allocated memory is called its:

- *Capacity.*
- *Length.*
- *Maximum size.*
- *Size.*

12. *18.6 Q2: Which of the following returns a bool?*

- *empty.*
- *capacity.*
- *resize.*
- *length.*

13. *18.6 Q3: Which function changes the actual string stored in the string object (i.e., is not a const member function)?*

- *capacity.*
- *length.*
- *resize.*

- *empty.*

14. *Section 18.7 Replacing Characters in a string*

18.7 Q1: Which of the following searches through a string object from right-to-left?

- *find_first_not_of.*
- *find_last_of.*
- *find.*
- *find_first_of.*

15. *18.7 Q2: Which of the following would not return string::npos when used on the string s which contains "rack":*

- *s.find_first_not_of("packrat");.*
- *s.rfind("car");.*
- *s.find("ack");.*
- *s.find_first_not_of("crackling");.*

16. *Section 18.8 Replacing Characters in a string*

18.8 Q1: The function call string1.erase(5) will:

- *Return a copy of string1 minus every fifth character.*
- *Erase all characters up to and including the character in position 5 from string1.*
- *Erase all characters starting from and including the character in position 5 to the end of string1.*
- *Return a copy of string1 minus the character that occupied position 5.*

17. *18.8 Q2: The arguments passed to replace do not include:*

- *The element in the replacement character string where the replacement substring begins.*
- *The subscript of the element where the replace operation begins.*
- *The subscript of the element where the replace operation ends.*
- *A replacement character string from which a substring is used to replace characters.*

18. *Section 18.9 Inserting Characters into a string*

18.9 Q1: If string s1 has the value "computer" and string s2 has the value "promise", which call to insert will produce the string "compromise"?

- *s1.insert(4, s2, 0, string::npos);.*
- *b. s1.insert(string::npos, s2, 0, 4);.*
- *s2.insert(3, s1, 0, 3);.*
- *s2.insert(0, s1, 0, 3);.*

19. *Section 18.10 Conversion to C-Style Pointer-Based char * Strings*

18.10 Q1: Which of the following is not true?

- *d. copy implicitly converts a string to a non-null terminated character array.*
- *Converting a string containing one or more null characters to a C-style string can cause logic errors.*
- *c_str returns a character array of the same length as the string object it is called on.*
- *If a string is converted to a C-style array using data, modifying the string could cause the pointer previously returned by data to become invalid.*

20. *Section 18.11 Iterators*

18.11 Q1: Iterators do not:

- *Have syntax similar to pointer operations.*
- *Allow backward traversal of strings.*
- *Have range checking.*
- *Allow the characters to be modified.*

21. *18.11 Q2: What is the code for a loop that iterates from the end of a string toward the beginning?*

```
string::reverse_iterator i = s.rbegin()
while ( i != s.rend() ) {
   cout << *i;
   ++i;
}.
```

```
string::reverse_iterator i = s.end()
```

```
while ( i != s.begin() ) {
   cout << *i;
   --i;
}.
```

```
string::reverse_iterator i = s.rbegin()
while ( i != s.rend() ) {
   cout << *i;
   --i;
}.
```

```
string::reverse_iterator i = s.begin()
while ( i != s.end() ) {
   cout << *i;
   ++i;
```

22. *18.11 Q3: string iterators:*

- *Come in const and non-const forms.*
- *All of the above.*
- *Are not range checked.*
- *Must be dereferenced in order to access the character at each location.*

23. *18.11 Q4: Which of the following provides bounds checking?*

- *iterator.*
- *reverse_iterator.*
- *at.*
- *[ ].*

24. *Section 18.12 String Stream Processing*

18.12 Q1: The capabilities of inputting and outputting strings in memory are known as:

- *Dynamic string operations.*
- *Character handling.*
- *String stream processing.*
- *String i/o manipulation.*

25. *18.12 Q2: All of the following are true of an ostringstream object except that:*

- *A stream insertion operation cannot be used to append additional data to it.*
- *It uses a string to store output data.*
- *The string data it stores is dynamically allocated.*
- *The data it stores can be accessed using the function str.*

26. *18.12 Q3: Which of the following does not apply to an istringstream object?*

- *Data in a string can be appended to it.*
- *Data is stored in the object as characters.*
- *It is used to inputs data from a string in memory to program variables.*
- *Input from the object works identically to input from any file stream.*

Clear Answers / Start Over Submit Answers for Grading

Answer choices in this exercise appear in a different order each time the page is loaded.