

## Capítulo 2

*This activity contains 25 questions.*

1.

### Section 2.2 First Program in C++: Printing a Line of Text

2.2 Q1: End-of-line comments that should be ignored by the compiler are denoted using:

- ☐ A slash and two stars ( `/**` ).
- ☐ Three forward slashes ( `///` ).
- ☐ Two forward slashes ( `//` ).
- ☐ A slash and a star ( `/*` ).

2.

2.2 Q2: Which of the following does not cause a syntax error to be reported by the C++ compiler?

- ☐ Missing `;` at the end of a statement.
- ☐ Extra blank lines.
- ☐ Missing `*/` in a comment.
- ☐ Mismatched `{}`.

3.

2.2 Q3: Which of the following is not a syntax error?

- ☐ `std::cout << 'Hello world! ';`
- ☐ `std::cout << "Hello world! ";`
- ☐ `std::cout << "Hello`  
`world! ";`
- ☐ `std::cout << Hello world!;`

4.

2.2 Q4: The escape sequence for a newline is:

- ☐ `\n`
- ☐ `\t`
- ☐ `\a`
- ☐ `\r`

5.

2.2 Q5: Which of the following statements would display the phrase C++ is fun?

- ☐ `std::cout << "\"C++ is fun\"";`
- ☐ `std::cout << '++ is fun';`
- ☐ `std::cout << "This is fun\rC++ ";`
- ☐ `std::cout << C++ is fun;`

6.

Section 2.3 Modifying Our First C++ Program

2.3 Q1: Which of the following is not a valid C++ identifier?

- ☐ `my Value`
- ☐ `width`
- ☐ `m_x`
- ☐ `_AAA1`

7.

2.3 Q2: Which is the output of the following statements?

```
std::cout << "Hello ";  
std::cout << "World";
```

- ☐ `Hello World`
- ☐ `Hello  
World`
- ☐ `World Hello`
- ☐ `World  
Hello`

8.

2.3 Q3: Which of the following characters is the escape character?

- ☐ `\`
- ☐ `*`
- ☐ `\n`
- ☐ `"`

9.

2.3 Q4: Which of the following code segments prints a single line containing hello there with the words separated by a single space?

- ☐ `std::cout << "hello" , " there";`

- ☐ `std::cout << "hello ";`  
`std::cout << " there";`
- ☐ `std::cout << "hello";`  
`std::cout << "there";`
- ☐ `std::cout << "hello";`  
`std::cout << " there";`

**10.**

### Section 2.4 Another C++ Program: Adding Integers

2.4 Q1: Which of the following is a variable declaration statement?

- ☐ `// first string entered by user`
- ☐ `int main()`
- ☐ `#include`
- ☐ `int total;`

**11.**

2.4 Q2: A(n) \_\_\_\_\_ enables a program to read data from the user.

- ☐ `std::cout.`
- ☐ `std::cin.`
- ☐ `main declaration.`
- ☐ `return statement.`

**12.**

2.4 Q3: The assignment operator \_\_\_\_\_ assigns the value of the expression on its right to the variable on its left.

- ☐ `<=.`
- ☐ `=.`
- ☐ `#.`
- ☐ `->.`

**13.**

2.4 Q4: The `std::endl` stream manipulator:

- ☐ `flushes the output buffer.`
- ☐ `outputs a newline and flushes the output buffer.`
- ☐ `terminates the program.`
- ☐ `outputs a newline.`

14.

*Section 2.5 Memory Concepts*

2.5 Q1: Which of the following statements does not overwrite a preexisting value stored in a memory location?

- ☐ `number = 12;`
- ☐ `width = length;`
- ☐ `y = y + 2;`
- ☐ `int a;`

15.

2.5 Q2: Which of the following statements could potentially change the value of `number2`?

- ☐ `sum = number1 + number2;`
- ☐ `std::cin >> number2;`
- ☐ `std::cout << number2;`
- ☐ `number1 = number2;`

16.

*Section 2.6 Arithmetic*

2.6 Q1: What is the value of result after the following C++ statements execute?

```
int a, b, c, d, result;  
a = 4;  
b = 12; c = 37;  
d = 51;  
result = d % a * c + a % b + a;
```

- ☐ 51.
- ☐ 119.
- ☐ 59.
- ☐ 127.

17.

2.6 Q2: List the following operators in the order that they will be evaluated: `-`, `*`, `/`, `+`, `%`. Assume that if two operations have the same precedence, the one listed first will be evaluated first.

- ☐ `-`, `*`, `%`, `+`, `/`.
- ☐ `+`, `-`, `/`, `*`, `%`
- ☐ `-`, `+`, `%`, `*`, `/`.
- ☐ `*`, `/`, `%`, `-`, `+`.

18.

2.6 Q3: Which of the following is not an arithmetic operator?

- ☐ %
- ☐ =
- ☐ +
- ☐ -

19.

Section 2.7 Decision Making: Equality and Relational Operators

2.7 Q1: What will be the output after the following C++ statements have been executed?

```
int a, b, c, d;  
    a = 4;  
    b = 12;  
    c = 37;  
    d = 51;  
  
    if ( a < b )  
        cout << "a < b";  
  
    if ( a > b )  
        cout << "a > b";  
  
    if ( d <= c )  
        cout << "d <= c";  
  
    if ( c != d )  
        cout << "c != d";
```

- ☐ a > b  
c != d
- ☐ a < b  
d <= c  
c != d
- ☐ a < b  
c != d
- ☐ a < b  
c < d  
a != b

20.

2.7 Q2: Which of the following is never a compilation error?

- ☐ Neglecting to declare a local variable in a function before it is used.
- ☐ Placing a semicolon at the end of the first line of an if statement.

- ☐ *Omitting the left and right parentheses for the condition of an if statement.*
- ☐ *Using a single equals sign instead of a double equals sign in the condition of an if statement.*

**21.**

2.7 Q3: *Each of the following is a relational or equality operator except:*

- ☐ *>*
- ☐ *=!*
- ☐ *==*
- ☐ *<=*

**22.**

Section 2.8 (Optional) *Software Engineering Case Study: Examining the ATM Requirements Document*

2.8 Q1: *The use case diagram models \_\_\_\_\_.*

- ☐ *each software life cycle by repeating one or more stages several times via use cases.*
- ☐ *the interactions between implementations and testing.*
- ☐ *the interactions between a system's client and the system.*
- ☐ *each software life cycle stage in succession.*

**23.**

2.8 Q2: *Which of the following is not an actor of the ATM system?*

- ☐ *A user who provides requirements for building the ATM system.*
- ☐ *A user who withdraws cash from the ATM.*
- ☐ *A user who views an account balance.*
- ☐ *A user who deposits funds into the ATM.*

**24.**

2.8 Q3: *Which diagram models system structure?*

- ☐ *Class diagram.*
- ☐ *State machine diagram.*
- ☐ *Sequence diagram.*
- ☐ *Activity diagram.*

25.

2.8 Q4: Which diagram is also called a collaboration diagram?

- ☐ Sequence diagram.
- ☐ State machine diagram.
- ☐ Activity diagram.
- ☐ Communication diagram.

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