Quiz 05

Due May 19 at 11:59pm   **Points** 14   **Questions** 14
Available until May 19 at 11:59pm   **Time Limit** 30 Minutes

Instructions

Answer the following questions.

This quiz is no longer available as the course has been concluded.

Attempt History

	Attempt	**Time**	**Score**
LATEST	**Attempt 1**	9 minutes	14 out of 14

Score for this quiz: **14** out of 14
Submitted May 19 at 4:44pm
This attempt took 9 minutes.

Question 1   1 / 1 pts

How can you create a pointer to Circle objects?

Correct!

- ⦿ Circle *ptr;

- ○ Circle &ptr;

- ○ Circle ptr;

Question 2   1 / 1 pts

Let **ptr** be a pointer to an **int**. How can you dereference **ptr** and print the value?

Correct!

- ⦿ cout<<*ptr;

- ◯ cout<<ptr;

- ◯ cout<<&ptr;

Question 3   1 / 1 pts

Let **myCircle** be a **Circle** object, and **ptr** be a pointer to **Circle** objects. How can you make **ptr** point to **myCircle**?

- ◯ ptr = myCircle;

- ◯ ptr = *myCircle;

Correct!

- ⦿ ptr = &myCircle;

Question 4   1 / 1 pts

Let **ptr** be a pointer to **Circle** objects. How can you set it to null?

○ ptr = null;

○ ptr = NULL;

Correct!　　　　⦿ ptr = nullptr;

Question 5　　　　　　　　　　　　　　　　　　1 / 1 pts

Let **ptr** be a pointer to **Circle** objects. How can you allocate memory for a **Circle** object at runtime, and make **ptr** point to it.

○ ptr = alloc(Circle);

○ ptr = Circle();

Correct!　　　　⦿ ptr = new Circle;

Question 6　　　　　　　　　　　　　　　　　　1 / 1 pts

Let **ptr** be a pointer to **Circle** objects. How can you call **getRadius()** method of the object that **ptr** point to?

○ ptr.getRadius();

Correct!

◉ ptr -> getRadius();

Question 7   1 / 1 pts

How can you deallocate memory for a **Circle** object that **ptr** points to?

Correct!

◉ delete ptr;

○ ptr = nullptr;

○ free ptr;

Question 8   1 / 1 pts

Match with the residing memory region.

Correct!

Local variable in a function	Stack

Correct!

Object created at runtime using new operator	Heap

Correct!

Global variable	Static memory

Correct!

Function parameters	Stack

Correct!

Program in binary format | Code segment ⬍ |

Question 9   1 / 1 pts

What is memory leak?

○ If a program does not use the already-allocated memory

○ If a program frees the already-allocated memory

Correct!   ⦿ If program looses access to the already-allocated memory

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Question 10   1 / 1 pts

What is the main cause of memory leak?

Correct!   ⦿ Missing to free unused allocated memory

○ Having pointers to unallocated memory

○ Deallocating unallocated memory

Question 11

1 / 1 pts

How can you free allocated memory?

○ Calling destructor of an object using free keyword

○ Calling garbage collector

Correct!

◉ Calling destructor of an object using delete keyword

Question 12

1 / 1 pts

Consider class **Person** that includes a single data member **name**. How can you define its destructor?

○ ~Person(string name) {...}

Correct!

◉ ~Person() {...}

○ Person~ () {...}

Question 13

1 / 1 pts

If destructor of a class is not defined explicitly, then deleting an object of that class generates error.

○ True

Correct!　　○ False

> It calls default constructor that removes pointer to the object.

Question 14　　　　　　　　　　　1 / 1 pts

Only dynamically allocated memory (using **new** keyword) can be deallocated using **delete**.

Correct!　　● True

○ False

Quiz Score: 14 out of 14