Quiz 08

Due May 24 at 11:59pm **Points** 10 **Questions** 10
Available until May 24 at 11:59pm **Time Limit** None

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	7 minutes	10 out of 10

Score for this quiz: **10** out of 10
Submitted May 24 at 6pm
This attempt took 7 minutes.

Question 1 — 1 / 1 pts

Range based for loops can be used to iterate through the elements of a container in reverse order.

- ○ True
- ◉ False

Correct!

Question 2

1 / 1 pts

Consider a **vector** of **Circle** objects:

vector <Circle> circleVector;

How can you do a range-based for loop on **circleVector**?

- for (c in circleVector) {...}

Correct!

- for (Circle c : circleVector) {...}
- for (Circle::circleVector) {...}

Question 3

1 / 1 pts

Suppose that **circleVector** of previous question is updated to set radius of every circle to **2**. How can this be done using range-based for loops?

- for (Circle c : circleVector) {
  c.setRadius(2);
  }
- for (c in circleVector) {
  c.setRadius(2);
  }

Correct!

- for (Circle &c : circleVector) {
  c.setRadius(2);
  }

Question 4

1 / 1 pts

How the previous question can be done without type annotation?

```
for (c : circleVector) {
    c.setRadius(2);
}
```

Correct!

```
for (auto &c : circleVector) {
    c.setRadius(2);
}
```

```
for (auto c : circleVector) {
    c.setRadius(2);
}
```

Question 5

1 / 1 pts

Functions on lists

Correct!

Returns the first element of the list — front()

Correct!

Adds an element to the end of the list — push_back()

Correct!

Returns the number of elements in the list — size()

Correct!

Removes the first element of the list — pop_front()

Correct!

Removes all items in the list that match the input — remove()

Question 6

1 / 1 pts

How can you define an iterator for a list of **Circle** objects?

Correct!

- (•) list<Circle>::iterator it;
- ( ) list::iterator<Circle> iter;
- ( ) iterator::it;

Question 7

1 / 1 pts

How can you iterate through list of **Circle** objects called **circleList** using the iterator from the previous question?

Correct!

- (•) for (it = circleList.begin(); it != circleList.end(); ++it) {...}
- ( ) for (it = 0; it < circleList.size(); ++it) {...}
- ( ) for (iterator it : circleList) {...}

Question 8

1 / 1 pts

begin() and **end()**

Correct!

end() points to memory comir

Correct!

begin() points to the first eleme

Question 9

1 / 1 pts

Consider list of integers in the following order: 5, 7, 2, 5, 9.

Let the list iterator **it** point to element 2.

How does the list changes after **insert(it, 8)** ?

- 5,7,2,8,5,9
- 5,7,8,5,9

Correct!

- (•) 5,7,8,2,5,9

Question 10

1 / 1 pts

Consider list of integers in the following order: 5, 7, 2, 5, 9.

Let the list iterator **it** point to element 2.

How does the list changes after **remove(it)** ?

- 5,2,5,9
- 5,7,2,9
- 5,7,5,9

Correct!

Quiz Score: **10** out of 10