CSE110: Principles of Programming

Assignment 3

| Name: | | |
|----------|--|--|
| ID: | | |
| Program: | | |
| Mult | tiple Choice and True/False | |
| 1. | The if statement is an example of a a. sequence structure b. decision structure c. pathway structure d. class structure | |
| 2. | This type of expression has a value of either true or false. a. binary expression b. decision expression c. unconditional expression d. boolean expression | |
| 3. | The operator reverses the truth of a boolean expression. a. NOT b. AND c. OR d. XOR | |
| 4. | &&, , and ! are a. relational operators b. logical operators c. conditional operators d. ternary operators | |

| 5. | Which of the following is the correct order of precedence of logical operators? a. NOT < AND < OR b. OR < NOT < AND c. NOT < OR < AND d. AND < OR < NOT |
|-----|---|
| 6. | The process of comparing two strings character by character is known as a. lexicographical comparison b. logical comparison c. relational comparison d. case-sensitive string comparison |
| 7. | This is a boolean variable that signals when some condition exists in the program. a. flag b. signal c. sentinel d. siren |
| 8. | How does the character 'A' compare to the character 'B'? a. 'A' is greater than 'B' b. 'A' is less than 'B' c. 'A' is equal to 'B' d. You cannot compare characters |
| 9. | This is an if statement that appears inside another if statement. a. nested if statement b. tiered if statement c. dislodged if statement d. structured if statement |
| 10. | An else clause always goes with a. the closest previous if clause that doesn't already have its own else clause b. the closest if clause c. the if clause that is randomly selected by the compiler d. none of these |
| 11. | When determining whether a number is inside a range, it's best to use this operator. a. && b. ! c. d. ?: |
| 12. | This determines whether two different string objects contain the same string. a. the == operator b. the = operator c. the equals method d. the stringCompare method |

- 13. This conditional operator takes three operands.
 - a. ternary operator
 - b. unary operator
 - c. conditional operator
 - d. relational operator
- 14. This section of a switch statement is branched to if none of the case expressions match the switch expression.
 - a. else
 - b. default
 - c. case
 - d. otherwise
- 15. In most editors, you are indenting by one level each time that you press this key:
 - a. Tab
 - b. Shift
 - c. Alt
 - d. Space
- 16. True or False: The default statement does not require a break statement.
- True or False: A conditionally executed statement should be indented one level from the if clause.
- 18. True or False: All lines in a conditionally executed block should be indented one level.
- 19. True or False: When an if statement is nested in the if clause of another statement, the only time the inner if statement is executed is when the boolean expression of the outer if statement is true.
- 20. True or False: When an if statement is nested in the else clause of another statement, the only time the inner if statement is executed is when the boolean expression of the outer if statement is true.
- 21. True or False: The scope of a variable is limited to the block in which it is defined.

Find the Error

Find the errors in the following code:

```
    // Warning! This code contains ERRORS!

    if (x = 1)
       System.out.println(x);
    else if( x == 2);
       x++;
       System.out.println(x);
// Warning! This code contains an ERROR!
    if(age > 18)
       System.out.println("Person can vote");
    else (age < 18)
       System.out.println("Person can't vote");
// Warning! This code contains ERRORS!
    if (num2 == 0)
       System.out.println("Division by zero is not possible.");
       System.out.println("Please run the program again ");
       System.out.println("and enter a number besides zero.");
    else
       Quotient = num1 / num2;
       System.out.print("The quotient of " + Num1);
       System.out.print(" divided by " + Num2 + " is ");
       System.out.println(Quotient);
```

```
4. // Warning! This code contains ERRORS!
    switch (score)
       case (score > 90):
          grade = 'A';
          break;
       case(score > 80):
          grade = 'b';
          break;
       case(score > 70):
          grade = 'C';
          break;
       case (score > 60):
          grade = 'D';
          break;
       default:
          grade = 'F';
    }
```

5. The following if statement should determine whether the value of variable x lies between 1 and 20. What is wrong with it?

```
if ((x > = 1) &&(x < 20))
```

6. The following statement should determine whether count is within the range of 0 through 100. What is wrong with it?

```
if (count >= 0 || count <= 100)
```

7. The following statement should determine whether count is outside the range of 0 through 100. What is wrong with it?

```
if (count < 0 && count > 100)
```