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Lab 8

1. SHORT ANSWER
2. Source code is a list of commands to be compiled for the computer to interpret to form an executable. The compiler turns the source code into machine language so that the computer can understand.
3. Actual arguments are what is passed into the function when it is called and the formal parameter is the name of the variable that the argument will be referred to as in the function, or the declaration of the argument for use in the function. (int function(int number) “number” is the formal parameter)
4. Operators are things that enact operations such as +, -, \* and operands are what the operators act on. So operands can be strings or ints or any sort of data type.
5. A WAN can cover a large area such as a school, a PAN is for personal use so a very small network, and then a MAN is the largest and can connect things that are very far apart.
6. Primary memory is considered the main memory and secondary memory is considered extra memory. Primary memory is the fastest and secondary memory is the most volatile.
7. Scope is the area of which a variable can be accessed. Local variables can only be accessed in the area that they are created. So if you create a local variable within a function it can only be used in that function. A global variable can be used across all functions because its scope is not limited.
8. An identifier is the name for your variable. Int is not an identifier it is a data type. Main is an identifier.
9. Letters and underscores. You can use numbers as well as long as they aren’t the first digit.
10. Yes, main is a common function among all C programs. It is the function that is used to run all the other functions and is the first thing the compiler will make the computer run so it is required by all C programs.
11. Yes because it adds an extra line to the file that holds the source code it also allows certain things to be compiled which changes the source code like when using a function from Math.h and including its preprocessor directive.
12. An explicit declaration is a data type that is specified when creating a variable and an implicit is one that is implied. So if the compiler comes to a variable or function it doesn’t know it will just assume that it is an int, like if you define your functions below main and don’t use a function prototype.
13. 15-17
14. Above main so that the compiler knows what to expect when a function is called.
15. There are 8 bits in a byte. A bit is a single number 0 or 1 and a byte is a string of bits
16. Classifies what type of data will be used with the variable, function, etc.
17. A declaration makes the variable like int new\_variable; then the assignment gives that variable a number like: new\_variable = 5; They can be combined
18. No
19. When you pass an array into a function you are passing in a pointer to that array so when you check the size of that it is only recognized as the size of the memory address instead of the size of all the values that would be held in that array. The operator that is affected is the \* operator.
20. A loop repetition condition is the condition that is checked by the loop at each iteration to decide whether to continue looping or to stop.
21. They are interchangeable but a while loop has a single condition is checks, as does a for loop but the for loop also has a variable it changes with each iteration after checking if that condition evaluates to true or false.
22. An array subscript is the [] that come after the name of the array and it could take a type double but it would be converted into an int.
23. MULTIPLE CHOICE
24. C
25. A
26. C
27. A
28. A
29. A
30. A
31. D
32. A
33. D
34. B
35. B
36. C
37. SHORT PROGRAMMING
38. Void function(double array[], int sizeOfArray){

Int counter = 0;

For (counter; counter < sizeOfArray; counter++){

\*(array + 1) = 1.0;

}

}

1. Void almost\_there(char your\_name[]);
2. Int twoD\_array[2][6];