# ****Chapter 1****

1. What is software?
2. Why is software important?
3. Where is software important?
4. What could go wrong if some software fails? List some examples.
5. Where does software play an important role? List some examples.
6. What are some jobs related to software development? List some.
7. What’s the difference between computer science and programming?
8. Where in the design, construction, and use of a ship is software used?
9. What is a server farm?
10. What kinds of queries do you ask online? List some.
11. What are some uses of software in science? List some.
12. What are some uses of software in medicine? List some.
13. What are some uses of software in entertainment? List some.
14. What general properties do we expect from good software?
15. What does a software developer look like?
16. What are the stages of software development?
17. Why can software development be difficult? List some reasons.
18. What are some uses of software that make your life easier?
19. What are some uses of software that make your life more difficult?

# ****Chapter 2****

1. What is the purpose of the “Hello, World!” program?  
   To print the sentence “Hello, World” out on the console.
2. Name the four parts of a function.  
   A return type, a name, a parameter list enclosed in parentheses and a function body enclosed in curly braces.
3. Name a function that must appear in every C++ program.  
   The main function.
4. In the “Hello, World!” program, what is the purpose of the line return 0;?  
   To return 0 if the function body has been successfully completed.
5. What is the purpose of the compiler?  
   To ‘compile’ the source code to machine code which the computer can run.
6. What is the purpose of the #include directive?  
   ‘It instructs the computer to make available (“to include”) facilities from the file after the #include directive.’
7. What does a .h suffix at the end of a file name signify in C++?  
   That the file is a header file.
8. What does the linker do for your program?  
   The linker links object code files (from libraries or local files) together into the executable program.
9. What is the difference between a source file and an object file?  
   Source files are the instruction files that contain the literal c++ code, object files are the compiled files which are platform dependent.
10. What is an IDE and what does it do for you?  
    IDE stands for interactive development environment, and it helps with programming by providing an environment in which to code, build and debug, possibly with syntax coloring etc.
11. If you understand everything in the textbook, why is it necessary to practice?  
    Because practice is not the same as the theory and programming needs practice.

# ****Chapter 3****

1. What is meant by the term *prompt*?  
   Waiting for user input.
2. Which operator do you use to read into a variable?  
   cin >>
3. If you want the user to input an integer value into your program for a variable named number, what are two lines of code you could write to ask the user to do it and to input the value into your program?  
    int number;  
    cout << “Please enter a number:\n”;  
    cin >> number;
4. What is \n called and what purpose does it serve?  
   \n is called a newline, it serves to move the cursor the next line.
5. What terminates input into a string?  
   A whitespace or newline
6. What terminates input into an integer?  
   A whitespace or newline
7. How would you write

cout << "Hello, ";  
cout << first\_name;  
cout << "!\n";

as a single line of code?  
cout << "Hello, " << first\_name << "!\n";

1. What is an object?  
   Some memory that holds a value of a given type.
2. What is a literal?  
   A representation of a value of a certain type (for instance integers, strings or Boolean values).
3. What kinds of literals are there?  
   Chars and strings
4. What is a variable?  
   A named object.
5. What are typical sizes for a char, an int, and a double?  
   char:1 byte , int: 4 bytes, double: 8 bytes.
6. What measures do we use for the size of small entities in memory, such as ints and strings?  
   Bytes (1 byte = 8 bits).
7. What is the difference between = and ==?  
   = is an assignment operator, == is a comparison operator
8. What is a definition?  
   A declaration that sets aside memory for an object.
9. What is an initialization and how does it differ from an assignment?  
   In an initialization you declare the variable; an assignment gives the variables value.
10. What is string concatenation and how do you make it work in C++?  
    Adding strings together to form a larger string, you use the ‘+’ operator for this.
11. Which of the following are legal names in C++? If a name is not legal, why not?  
    Legal ones : This\_litle, This\_little\_pig, This\_1\_is fine, \_this\_is\_ok, MiniMineMine, number  
    Not legal ones: 2\_For\_1\_special (starts with number), latest thing (contains space), the\_$12\_method (contains $, which is not a letter, digit or underscore), correct? (contains question mark)
12. Give five examples of legal names that you shouldn’t use because they are likely to cause confusion.  
    - single character variables unless in loop  
    - names with 1 or l where 1 and l look alike  
    - names starting with an underscore  
    - variable names xx1, xx2 etc
13. What are some good rules for choosing names?  
    Not too short but also not too long, clear what the variable holds, don’t start with underscore (might interfere with system variables)
14. What is type safety and why is it important?  
    Making sure that operations on variables are allowed, and will that the result of the operation is valid. This is important because you might encounter unexpected behavior/results otherwise.
15. Why can conversion from double to int be a bad thing?  
    Because a double can have larger values than an int.
16. Define a rule to help decide if a conversion from one type to another is safe or unsafe.  
    Check the value of the type to see if it fits in the range of the type to be converted to.

# ****Chapter 4****

1. What is a computation?   
   A calculation.
2. What do we mean by inputs and outputs to a computation? Give examples.   
   We mean what goes in and comes out of a computation.
3. What are the three requirements a programmer should keep in mind when expressing computations?  
   Correctness, simplicity, efficiency.
4. What does an expression do?   
   Compute a value from a number of operands.
5. What is the difference between a statement and an expression, as described in this chapter?   
   Statement does not have to compute something, whereas an expression does.
6. What is an lvalue? List the operators that require an lvalue. Why do these operators, and not the others, require lvalue?  
   lvalue is the left-hand side of an assignment.
7. What is a constant expression?  
   A variable that cannot be changed.
8. What is a literal?  
   A literal value for an object.
9. What is a symbolic constant and why do we use them?  
   A constant variable, like pi or Avogadro’s constant.
10. What is a magic constant? Give examples.  
    A non-obvious literal in code.
11. What are some operators that we can use for integers and floating-point values?  
    = \* / == + - != > < >= <= >> << ++ --
12. What operators can be used on integers but not on floating-point numbers?  
    a % b (modulo)
13. What are some operators that can be used for strings?  
    = : assignment, + : concatenation, == : equals, != not equal, > / >= / < / <=
14. When would a programmer prefer a switch-statement to an if-statement?  
    When comparing against many constants,
15. What are some common problems with switch-statements?  
    Case labels need to be constants and distinct, and do not forget the “break;” statement.
16. What is the function of each part of the header line in a for-loop, and in what sequence are they executed?  
    for (int i=0; i < n; ++i) : initialization; stopping condition; incrementation
17. When should the for-loop be used and when should the while-loop be used?  
    for-loop : when the range is known, while-loop : when the range is not known
18. How do you print the numeric value of a char?  
    char(‘a’ + 1)
19. Describe what the line char foo(int x) means in a function definition.  
    Function “foo” takes as input argument an integer x, and outputs a char.
20. When should you define a separate function for part of a program? List reasons.  
    For conciseness, reusability etc.
21. What can you do to an int that you cannot do to a string?  
    division, multiplication, subtraction, increment, decrement, remainder
22. What can you do to a string that you cannot do to an int?  
    Concatenate
23. What is the index of the third element of a vector?  
    2
24. How do you write a for-loop that prints every element of a vector?  
    for (size\_t j = 0; j<N; ++j){ for (int x : v){  
     cout << v[j]; cout << x;  
    } }
25. What does vector<char> alphabet(26); do?  
    Initialize a vector of chars named alphabet with length 26.
26. Describe what push\_back() does to a vector.  
    v.push\_back(el) adds element el to vector v.
27. What do vector’s member functions begin(), end(), and size() do?  
    point to beginning element, end element and size of the vector.
28. What makes vector so popular/useful?  
    A vectors stores a list of data
29. How do you sort the elements of a vector?  
    sort(v.begin(), v.end()) where v is the vector

# ****Chapter 5****

1. Name four major types of errors and briefly define each one.
2. What kinds of errors can we ignore in student programs?
3. What guarantees should every completed project offer?
4. List three approaches we can take to eliminate errors in programs and produce acceptable software.
5. Why do we hate debugging?
6. What is a syntax error? Give five examples.
7. What is a type error? Give five examples.
8. What is a linker error? Give three examples.
9. What is a logic error? Give three examples.
10. List four potential sources of program errors discussed in the text.
11. How do you know if a result is plausible? What techniques do you have to answer such questions?
12. Compare and contrast having the caller of a function handle a run-time error vs. the called function’s handling the runtime error.
13. Why is using exceptions a better idea than returning an “error value”?
14. How do you test if an input operation succeeded?
15. Describe the process of how exceptions are thrown and caught.
16. Why, with a vector called v, is v[v.size()] a range error? What would be the result of calling this?
17. Define pre-condition and post-condition; give an example (that is not the area() function from this chapter), preferably a computation that requires a loop.
18. When would you not test a pre-condition?
19. When would you not test a post-condition?
20. What are the steps in debugging a program?
21. Why does commenting help when debugging?
22. How does testing differ from debugging?