

Suppose you declare `int count = 5`; which of the following is true?

- ☐ A. `&count` is the address of `count`
- ☐ B. `&count` is 5
- ☐ C. `*count` is the address of `count`
- ☐ D. `*count` is 5

2. Suppose you declare `int count = 5` and `int *pCount = &count`; which of the following is true?

- ☐ A. `*count` is the address of `count`
- ☐ B. `&count` is 5
- ☐ C. `*pCount` is 5
- ☐ D. `pCount` contains the address of `count`

3. If you declare a variable `double d = 5.5` and compiler stores it in the memory starting with address `04BFA810`, then `&d` is \_\_\_\_\_.

- ☐ A. 5
- ☐ B. 5.5
- ☐ C. 0
- ☐ D. unknown
- ☐ E. `04BFA810`

4. Why the following pointer variable declaration is wrong?

```
int area = 1;  
double *pArea = &area;
```

- ☐ A. `double *pArea = &area` should be `double *pArea = area`;

☐ B. the type of variable does not match the type of the pointer.

☐ C. `double *pArea = &area` should be `float *pArea = area;`

☐ D. `double *pArea = &area` should be `int *pArea = area;`

5. Which of the following statements are true?

☐ A. A local variable is assigned an arbitrary value if you don't initialize it.

☐ B. A local pointer is assigned an arbitrary value if you don't initialize it.

☐ C. An array element is assigned an arbitrary value if you don't initialize it.

☐ D. Dereferencing a pointer that is not initialized could cause fatal runtime error or it could accidentally modify important data.

6. Suppose `int list[6] = {11, 12, 13, 14, 15, 16};` Is `*list` the same as `list[0]`?

☐ A. yes

☐ B. no

7. Suppose you declare an array `double list[] = {1, 3.4, 5.5, 3.5}` and compiler stores it in the memory starting with address 04BFA810. Assume a double value takes eight bytes on a computer. `&list[1]` is \_\_\_\_\_.

☐ A. 04BFA810

☐ B. 04BFA818

☐ C. 1

☐ D. 3.4

8. Suppose you declare an array `double list[] = {1, 3.4, 5.5, 3.5}`. `&list[1]` is same as \_\_\_\_\_.

☐ A. list

- ☐ B. list + 1
- ☐ C. list + 2
- ☐ D. list[0]
- ☐ E. list[1]

9. Suppose you declare an array `double list[] = {1, 3.4, 5.5, 3.5}`. `*(list + 1)` is same as \_\_\_\_\_.

- ☐ A. \*list
- ☐ B. \*list + 1
- ☐ C. \*list + 2
- ☐ D. list[0]
- ☐ E. list[1]

10. What is the output of the following code?

```
#include <iostream>
using namespace std;

int main()
{
    int list[] = {10, 20, 30, 40};
    cout << *(list + 1) << " " << *list + 1 << endl;

    return 0;
}
```

- ☐ A. 10 10
- ☐ B. 20 20
- ☐ C. 30 30
- ☐ D. 20 11

11. What is the output of the following code?

```
#include <iostream>
using namespace std;

int main()
{
    int list[] = {1, 1, 1, 1};
    *(list) = *(list) + 1;
    *(list + 1) = *(list + 1) + 2;
    *(list + 2) = *(list + 2) + 3;
    *(list + 3) = *(list + 3) + 4;
    cout << list[0] << " " << list[3] << endl;

    return 0;
}
```

- ☐ A. 1 2
- ☐ B. 2 2
- ☐ C. 3 4
- ☐ D. 3 5
- ☐ E. 2 5

12. Suppose you defined

```
int list1[4], list2[4];
int *p1, *p2;
```

Which of the following statements are correct?

- ☐ A. p1 = list1;
- ☐ B. p1 = p2;
- ☐ C. list1 = p1;
- ☐ D. list1 = list2;

13. Analyze the following code.

```
#include <iostream>
using namespace std;
```

```

int main()
{
    char *p;
    cout << "Enter a string: ";
    cin >> p;

    cout << p << endl;

    return 0;
}

```

- ☐ A. If you run the program and enter abc, nothing will be displayed. The program runs without errors.
- ☐ B. If you run the program and enter abc, abc will be displayed.
- ☐ C. If you run the program and enter abc, unpredictable characters will be displayed.
- ☐ D. If you run the program and enter abc, a runtime error will occur, because p is used without being initialized.

14. Analyze the following code.

```

#include <iostream>
using namespace std;

int main()
{
    char t[10];
    char * p = t;
    cout << "Enter a string: ";
    cin >> p;

    cout << p << endl;

    return 0;
}

```

- ☐ A. If you run the program and enter abc, nothing will be displayed. The program runs without errors.
- ☐ B. If you run the program and enter abc, abc will be displayed.
- ☐ C. If you run the program and enter abc, unpredictable characters will be

displayed.

- ☐ D. If you run the program and enter abc, a runtime error will occur, because p is being used without initialized.

15. What is the output of the following code?

```
#include <iostream>
using namespace std;

void swap(int *pValue1, int *pValue2)
{
    cout << "swap 1 invoked" << endl;
}

void swap(int &pValue1, int &pValue2)
{
    cout << "swap 2 invoked" << endl;
}

int main()
{
    int num1 = 1;
    int num2 = 2;

    swap(&num1, &num2);

    return 0;
}
```

- ☐ A. swap 1 invoked
- ☐ B. swap 2 invoked
- ☐ C. The program has a runtime error because swap is declared multiple times.
- ☐ D. The program has a compile error because swap is declared multiple times.

16. What is the output of the following code?

```
#include <iostream>
using namespace std;
```

```
void swap(int *pValue1, int *pValue2)
{
    cout << "swap 1 invoked" << endl;
}
```

```
void swap(int &pValue1, int &pValue2)
{
    cout << "swap 2 invoked" << endl;
}
```

```
int main()
{
    int num1 = 1;
    int num2 = 2;

    swap(num1, num2);

    return 0;
}
```

- ☐ A. swap 1 invoked
- ☐ B. swap 2 invoked
- ☐ C. The program has a runtime error because swap is declared multiple times.
- ☐ D. The program has a compile error because swap is declared multiple times.

17. What is the output of the following code?

```
#include <iostream>
using namespace std;

void swap(int pValue1, int pValue2)
{
    cout << "swap 1 invoked" << endl;
}

void swap(int &pValue1, int &pValue2)
{
    cout << "swap 2 invoked" << endl;
}
```

```
int main()
{
    int num1 = 1;
    int num2 = 2;

    swap(num1, num2);

    return 0;
}
```

- ☐ A. swap 1 invoked
- ☐ B. swap 2 invoked
- ☐ C. The program has a runtime error because swap is declared multiple times.
- ☐ D. The program has a compile error because swap(num1, num2) could match either swap(int pValue1, int pValue2) or swap(int &pValue1, int &pValue2).

18. Which of the following declaration is correct?

- ☐ A. int \*pValue = new double;
- ☐ B. int \*pValue = new int;
- ☐ C. double \*pValue = new double;
- ☐ D. double \*pValue = new int;

19. Suppose list is declared as follows:

```
int *list = new int[10];
```

How should you destroy list?

- ☐ A. delete list;
- ☐ B. delete \*list;
- ☐ C. delete [] list;
- ☐ D. delete [] \*list;



20. Does the following code cause a memory leak?

```
int *pValue = new int;  
*pValue = 45;  
pValue = new int;  
delete pValue;
```

☐ A. yes

☐ B. no

答案:

1. A
2. CD
3. E
4. BD
5. ABD
6. A
7. B
8. B
9. E
10. D
11. E
12. AB
13. D
14. B
15. A
16. B
17. D
18. BC
19. C
20. A