

Quiz 2

Started: Jun 2 at 4:21pm

Quiz Instructions

Question 1

1 pts

Explain the difference between the continue, break, and goto statements in the context of loops.

- ☐ Goto ends the iteration and stops the loop regardless of condition expression. Break ends the current iteration of a loop and goes to the next iteration. Continue jumps to where ever the identifier/label is.
- ☒ Break ends the iteration and stops the loop regardless of condition expression. Continue ends the current iteration of a loop and goes to the next iteration. Goto jumps to where ever the identifier/label is.
- ☐ Break ends the iteration and stops the loop regardless of condition expression. Goto ends the current iteration of a loop and goes to the next iteration. Continue jumps to where ever the identifier/label is.
- ☐ Continue ends the iteration and stops the loop regardless of condition expression. Break ends the current iteration of a loop and goes to the next iteration. Goto jumps to where ever the identifier/label is.

Question 2

1 pts

Write a declaration for a two dimensional array named "temperature_readings" that stores one month of hourly temperature readings (floating point numbers). (Assume a month is 30 days). Remember that each day has 24 hours.

- ☐ float temperature_readings[24][30];
- ☐ float temperature_readings[24,30];
- ☒ float temperature_readings[30,24];
- ☐ float temperature_readings[30][24];
- ☐ float temperature_readings[30 24];
- ☐ float temperature_readings[24 30];

Question 3**1 pts**

Why do we declare a function prototype before the function is defined?

- ☐ Without a function prototype, the compiler has no information about the function. It provides a complete description of how to call that function.
- ☐
- ☐
- ☐ It is a common means for unrelated functions to communicate with each other. These are definitions of methods and values which the functions agree upon in order to co-operate.

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