CS 115 Lab final quiz - This doc gives students a chance to see if they know the material presented

Object-Oriented Design (University of Regina)

CS 115 Lab final quiz:

1. **A familiar example is what you see in a spreadsheet program. There are cells organized into a grid of rows and columns:**

2. **General format of 2d array:**

3. **In most programs, 2d arrays go hand in hand with what?**

4. **True or false: In c++, arrays are not passed by value.**

5. **What are they passed by then?**

6. **Are arrays a legal return type?**

7. **Why do you have to send the column size of a 2d array?**

8. **You simply pass what of an array to a function?**

9. **What do you include in a header file to make sure it compiles?**

10. **What are the other files you must have to make a program compile?**

11. **What must you include in those files to make sure it compiles?**

12. **How to compile a program?**

13. **is a user defined object that contains related info?**

14. **syntax of a structure:**

15. **Syntax for declaring a structure:**

16. **How do you access members of a structure?**

17. **Syntax for using dot notation?**

18. **What does cin.ignore(256, '\n'); do?**

19. **Is just a way of thinking about how you would solve a problem without worrying about the computer language tools you need to solve this problem?**

20. **What does ADT mean?**

21. **Creates data for an ADT:**

22. **Modifies data in the ADT:**

23. **Allows you to look at the data in the ADT:**

24. **Provides the ability to move through components in an ADT, one at a time:**

25. **The most common way in which ADT's are implemented in C++:**

26. **By default, class members are what?**

27. **By default, structure members are what?**

28. **Is a datum associated with a class?**

29. **Is an instance of the class?**

30. **Class members that are accessible from outside the class is called?**

31. **Class members that are not accessible from outside the class is called?**

32. **Is often used to contain the function prototypes and data members for the class:**

33. **Contains the actual function definitions:**

34. **Syntax for the scope resolution operator?**

35. **Why do you use the scope resolution operator?**

36. **They initialize data that wasn't there before:**

37. **True or false: You indicate the data type of a constructor?**

38. **Can you have multiple constructors with the same name?**

39. **Is invoked when a class object is destroyed:**

40. **Under what circumstances are objects destroyed?**

41. **The name of the destructor function is the same as the name of the class but is preceded with what?**

42. **Selection sort algorithm:**

43. **Insertion sort algorithm**

44. **Overloading is a component of what in C++?**

45. **What is overloading?**

46. **Means two or more functions share the same name but their parameters are different:**

47. **The number and types of a functions parameters are called the functions what?**

48. **This refers to the situation where the overloaded functions have the same # of parameters, but the types are different:**

49. **This refers to the situation where the types of parameters of the overloaded functions may or may not be the same and # of parameters are different:**

50. **Which operators can you not overload?**

51. **Difference with overloading as a non-member function:**

52. **Which operators can you only define as member functions for overloading?**

53. **Is one of the most important concepts in object-oriented programming languages:**

54. **Syntax for derived class is:**

55. **What kinds of access is there?**

56. **This access is only by members of its class:**

57. **This access is only by members of its class and other derived classes:**

58. **This access is by any other part of the program:**

59. **If the derived class defines a member function has the same signature as the base class, then the derived class Is doing what?**

60. **Is a type of variable that allow you to specify the address of a variable?**

61. **They provide a convenient means of doing what?**

62. **They are essential if you want to use what**

63. **What are the pointer operators?**

64. **Is used to declare a variable as a pointer:**

65. **Use before a variable to indicate you mean the address of that variable:**

66. **Used to refer to members of structures:**

67. **Do you send the reference or actual values to change the values in the variables?**

68. **Dynamic data items are called dynamic because…?**

69. **What operators implement the functions of dynamic data?**

70. **Is used to allocate a dynamic variable:**

71. **Is used to deallocate a dynamic variable:**

72. **Free space is also referred to as what?**

73. **When you use the delete operator, does it delete the pointer?**

74. **After you use delete what should you do?**

75. **Are used to store collections of data:**

76. **A linked list is similar to an array; however, an array is what?**

77. **Each element in a linked list is referred to a?**

78. **If you were implementing a doubly linked list, you would have what?**

79. **The null pointer is used to determine what?**

80. **Is a mechanism that lets you write a function or a class that uses a generic data type:**

81. **Why use a template?**

82. **Syntax for a function template:**