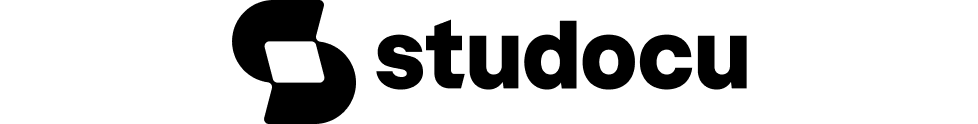
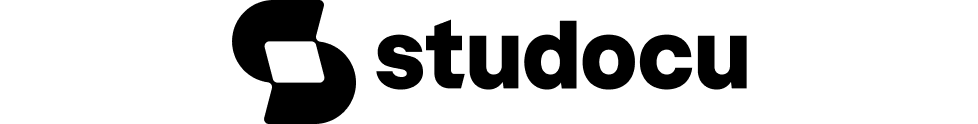
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[CS 115 Lab final quiz - This doc gives students a chance to see if they know the material presented](https://www.studocu.com/en-ca/document/university-of-regina/object-oriented-design/cs-115-lab-final-quiz-this-doc-gives-students-a-chance-to-see-if-they-know-the-material-presented/3260154?utm_campaign=shared-document&utm_source=studocu-document&utm_medium=social_sharing&utm_content=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)](https://www.studocu.com/en-ca/course/university-of-regina/object-oriented-design/2206189?utm_campaign=shared-document&utm_source=studocu-document&utm_medium=social_sharing&utm_content=cs-115-lab-final-quiz-this-doc-gives-students-a-chance-to-see-if-they-know-the-material-presented)

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: