1. The purpose of a memory address is: identify location
2. What kind of search uses a loop to search through an array :linear search
3. What are the three basic things a program does: input, process, output
4. Binary search is the more efficient search, and it needs to be sorted
5. A flag variable is usually: a Boolean
6. What do you use in place of putting your function definition above main: processor
7. A CPU only understands machine language: TRUE
8. Machine language is an example of high level language: FALSE
9. To show a comment: two forward slashes “//”
10. A function may return a pointer, but the function must ensure the pointer: is pointing to an object that is still valid after the return of the function
11. What is a modules operator: gives you the remainder of a division
12. Relational operators allow you to: compare numbers in pairs
13. Logical operators: &&, ||, ! - “and, or, not”
14. Short circuit evaluation: if the outcome can be determined by the first evaluation then the second will not be evaluated
15. A pointer may be initialized with: the address of an existing variable with the appropriate type
16. Loop inside a loop: nested loop
17. Or symbol: ||
18. Input validation is done in a: loop structure
19. A recursive function is stops recursive calls when it reaches: base case
20. What do you call a step that are well defined for programs: algorithm
21. A variable must be defined: before it can be used
22. Things inside the (): called parameters, also calling the function passes the: arguments
23. IDE: integrated development environment
24. Function overload: multiple function with same name but different size
25. Void function: it does not return a value
26. What mechanism do you use to return multiple values: reference variables in the parameters list or pointers
27. Dereference of an array gives first number in the array because the address of the array points to the first number
28. What is the one thing every C++ program must have: main()
29. Know how to bubble sort
30. A while loop body can include multiple statements as long as they are included in curly braces: TRUE
31. A while loop is somewhat limited because the counter can only be modified by one each time in the loop: FALSE
32. You may nest while and do whiles but not for loops: FALSE
33. An output file is a file that is written to: TRUE
34. The private access specifier is used to protect important data in class
35. Concatenation in c: + (Adding string together)
36. Address operator: & (ampersand)
37. The bundling of object and data together: encapsulation
38. Other main concepts of object oriented programming: data hiding
39. Know pointers
40. Loops: while, for are pretests. Do while is a posttest.
41. Go beyond of bounds of array: program crashes, unpredictable.
42. Programmer must ensure a recursive function must not become: trapped in an infinite chain of recursive calls
43. What must you make sure happens in a while loop to avoid an infinite loop: some that makes the condition false to make the loop to end
44. What does the set w: sets the field width of something you will display
45. Another word for pointer: address
46. What do you use when you have an pointer to an object and you need to access member functions: object pointer operator (->) or dot operator
47. A class declaration describes an object but does not create any objects: TRUE
48. A class declaration is like a blueprint: TRUE
49. The class declaration is like a cookie cutter and the object(intense) is like the cookie: TRUE
50. A recursive function cannot call a function other than itself: FALSE
51. Value of this type of a local variable persists between function calls: Static
52. Memory cannot be allocated after a program is running: FALSE
53. With pointers variables you can access but cannot modify the data in other variables: FALSE
54. 2 different variables in the same program with the same name under these conditions: If they have different scope
55. When an arithmetic expression contains two or more operators, value is evaluated on : Order of operations (operator precedence)
56. Array a = array b is invalid: compare the two or copy the array
57. When you pass an array to another function it can be passed as a lump, or the array reference
58. Add a const when passing array to another function so it doesn’t get modified
59. With pointers variable you can access but not modify variables: FALSE
60. It is illegal to subtract one pointer from another: TRUE
61. When dynamically allocated an array: free the memory, deallocate the memory, use a delete function, delete [] if array
62. What preprocessor do you use for cout and cin: #include iostream
63. How to include preprocessor directives: #include