1. In a for statement the \_\_\_\_ expression is executed only once: initialization
2. Other 2 parts of for statement are called: test and update
3. Relational operators allow you to COMPARE numbers
4. The CONTROL UNIT coordinates the computer actions
5. What do you use that causes the contents of another file to be imported into another program: #include
6. What is another name for main memory: RAM
7. What is the purpose of a memory address: be able to find it
8. The value in a \_\_\_ variable is retained between function calls: static
9. Pretest and posttest: while, do-while
10. Although global variables can be useful, it is good programming practice to restrict using them: true
11. Before a computer can execute a high level program, it has to be transformed into object code: true
12. What are the logical operators: &&, ||, !
13. What is short circuit evaluation: If the outcome of the whole expression can be determined by the first condition then the second condition does not even have to be looked at
14. 209 – conditional operators, 4.11
15. Can you have a statement like a = b = c = 5 ? YES
16. All C statements are terminated with: semicolon
17. A loop heading is at the end of a statement: NO
18. If you put a semi colon at the end of a loop heading it will put null at the loop end
19. What are the >, <, or = called? Relational operators
20. Arithmetic operators: +, -, \*, /
21. If you do not have parenthesis in an expression that has ALU, then it will be solved in order of operations
22. What is the single = sign? Assignment operator
23. Two different variables in the same program may have the same name if: they have different scope
24. When a function just needs to use a copy of an argument passed to it the argument should be normally be passed by: value
25. Other way to pass values is by: reference
26. When the final value of an expression is assigned to a variable it gets converted to: data type of the variable
27. Which of these statements is TRUE about named constants: it must be initialized with a value when you declare it
28. The identifier name doesn’t have to be with capital letters or underscores: true
29. What do you put in a cout to cause the next output to begin on a new line: endl, “\n”
30. What operators in cpp change an operand by 1: ++ --