

Chapter 3: Expressions and Interactivity Quiz

1.) What header files must be included in the following program?

```
int main()
{
    double amount = 89.7;
    cout << showpoint << fixed;
    cout << setw(8) << amount << endl;
    return 0;
}
```

A: _____

2.) Assume that qty and salesReps are both integers. Use a type cast expression to rewrite the following statement so it will no longer perform integer division.

```
unitsEach = qty / salesReps;
```

A: _____

3.) Assume value is an integer variable. If the user enters 3.14 in response to the following programming statement, what will be stored in value ?

```
cin >> value;
```

- A) 3.14
- B) 0
- C) 3
- D) Nothing. An error message is displayed.

Fill in the Blank:

- 4. The _____ object can be used to read data typed at the keyboard.
- 5. When the user types values at the keyboard, those values are first stored in an area of memory known as the _____.
- 6. An _____ is a programming statement that has a value. Usually, consisting of an operator and its operands.
- 7. When C++ is working with an operator, it strives to convert the operands to the same type, this automatic conversion is known as _____.
- 8. When a variable is assigned a value that is too large or too small in range for that variable's data type, the variable _____ or _____.
- 9. _____ allows you to perform manual data type conversion.

10. Find the matching term:

Steam Manipulator	Description
	Establishes a print field of n spaces.
	Displays floating-point numbers in fixed point notation.
	Causes a decimal point and trailing zeroes to be displayed, even if there is no fractional part.
	Sets the precision of floating-point numbers.
	Causes subsequent output to be left justified.
	Causes subsequent output to be right justified.

Your Choices: showpoint, left, setw(n), fixed, right, setprecision(n)