

1. GCC stands for:

1 / 1 point

- ☐ Great Computer Compiler
- ☐ Geneva Computation Corporation
- ☒ GNU Compiler Collection
- ☐ GNU Compiler for C



Correct

This is the correct answer

2. A good choice of compiler options for day-to-day use would be:

0 / 1 point

- ☐ `gcc -O0 -Wall -ansi program.c`
- ☒ `gcc -Wall -I /tmp/include -L /tmp/lib program.c`
- ☐ `gcc -M -H -O3 -E program.c`
- ☐ `gcc -O2 -Wall -pedantic program.c`



Incorrect

Use of `-I` and `-L` options is not a uniform choice

3. Why might you choose to link your program statically, rather than use a shared library version?

1 / 1 point

- ☒ The static program will not use new versions of shared libraries as they become available, and thus may avoid breakage and bugs
- ☐ The static program will load and execute more quickly
- ☐ The static program will use less memory
- ☐ The static program need not have an open source license, while the shared library version cannot be closed source



Correct

Yes, some bugs can be avoided

4. To find the shared libraries used by `/usr/bin/cp` you can do (Select all answers that apply):

1 / 1 point

☒ **ldd /usr/bin/cp**

☒ **Correct**

You can run **ldd** directly on the executable

☐ **find -libso /usr/bin/cp**

☒ **ldd \$(which cp)**

☒ **Correct**

You can run **ldd** indirectly on the executable using **which**

☐ **gcc -ldd /usr/bin/cp**

5. Which statements are true (Select all answers that apply):

1 / 1 point

☒ Use of shared libraries can cause bugs because the application may conflict with the new library version

☒ **Correct**

Unfortunately, there may be unforeseen problems and inadequate testing

☒ Use of shared libraries saves memory

☒ **Correct**

Only one copy of the library needs to be kept in memory if more than one application is using its contents

☒ Use of shared libraries enables applications to stay up to date with new library features without being recompiled

☒ **Correct**

The application will automatically use the new features

☒ Applications can load faster when using shared libraries

☒ **Correct**

If the relevant data is already in memory it need not be loaded again