Quiz | 2

Quiz Details
CS 116 – INTRODUCTION TO COMPUTER TECHNOLOGY AND PROGRAMMING

Student Details	
Name	

1. Create a variable and name it “Blah” for each type shown bellow. You need to follow the naming convention taught in class.

[2 points]

Unsigned integer:

Boolean:

Array:

Number:

2. What output is produced by the following trace statements?

[3 points]

```
var i:int = 8 , j:int = 4;
trace( i++ - ++j);                    _____________________________
trace(i + " " + j);                   _____________________________

i = 5;    j = 4;
trace( i++ + --j );                   _____________________________
trace(i + " " + j);                   _____________________________

var k:int = 7;   i = 2;    j = 3;
trace(i++ - j++ + --k);               _____________________________
trace(i + " " + j + " " + k);         _____________________________
```

3. What is produced by the following trace statements?

[5 points]

var a:int = 2, b:int = 5, c:int = 7, d:int = 4;	
trace(a > b > c);	
trace(a < b == c > d);	
trace(a != b < c == d);	
trace(a != !(b < c) > d);	
trace(a + b >= d <= !!b == b);	

Good Luck ☺

Final Grade

/10

Group	Operators
Primary	[ ] {x:y} () f(x) new x.y x[y] <> </> @ :: ..
Postfix	x++ x--
Unary	++x --x + - ~ ! delete typeof void
Multiplicative	* / %
Additive	+ -
Bitwise shift	<< >> >>>
Relational	< > <= >= as in instanceof is
Equality	== != === !==
Bitwise AND	&
Bitwise XOR	^
Bitwise OR	|
Logical AND	&&
Logical OR	||
Conditional	?:
Assignment	= *= /= %= += -= <<= >>= >>>= &= ^= |=
Comma	,

_____.

_____.

NB: Do not forget about the associativity rules for operators (which are left associative and which are right associative)

~ END OF PAPER ~