

Quiz | 2

Quiz Details
CS 116 – INTRODUCTION TO COMPUTER TECHNOLOGY AND PROGRAMMING

Student Details	
Name	

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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 ~