16.216: ECE Application Programming

Fall 2012

Exam 3 December 18, 2012

For this exam, you may use only one 8.5" x 11" double-sided page of notes. All electronic devices (e.g., calculators, cellular phones, PDAs) are prohibited. If you have a cellular phone, please turn it off prior to the start of the exam to avoid distracting other students.

The exam contains 3 questions for a total of 100 points. Please answer the questions in the spaces provided. If you need additional space, use the back of the page on which the question is written and clearly indicate that you have done so.

Please read each question carefully before you answer. In particular, note that:

- Question 3 has three parts, but you are only required to complete two of the three parts.
 - O You may complete all three parts for up to 10 points of extra credit. If you do so, please clearly indicate which part is the extra one—I will assume it is part (c) if you mark none of them.
- For each part of that problem, you must complete a function. I have provided comments describing what your function should do, as well as written some of the function for you.
 - O Note that each function contains both lines that are partially written (for example, a while loop in which you are responsible for filling in the condition) and blank spaces in which you must write additional code.
- You can solve each problem using only the variables that have been declared, but you may declare and use other variables if you want.

You will have three hours to complete this exam.

Q1: Multiple choice	/ 20
Q2: Structures	/ 40
Q3: General I/O	/ 40
TOTAL SCORE	/ 100
EXTRA CREDIT	/ 10

1. (20 points, 4 points per part) Multiple choice

For each of the multiple choice questions below, clearly indicate your response by circling or underlining the choice you think best answers the question.

a. You are given the following pointer declaration: double *dptr; Which of the following statements correctly allocates an array of 25 values of type double and stores a pointer to that array in dptr?

```
i. dptr = double arr[25];
ii. dptr = (double *) malloc(25);
iii. dptr = (double *) malloc(double arr[25]);
iv. dptr = (double *) malloc(25 * sizeof(double));
v. malloc(dptr, 25 * sizeof(double));
```

b. The code below dynamically allocates space for a two-dimensional array:

```
double **arr;
arr = (double **) malloc(10 * sizeof(double *));
for (i = 0; i < 10; i++)
   arr[i] = (double *) malloc(5 * sizeof(double));</pre>
```

How many values are stored in this array, and how are they organized?

- i. 15 values, organized as one array of 10 values and a separate array of 5 values.
- ii. 50 values, organized as an array with 10 rows and 5 columns.
- iii. 50 values, organized as an array with 5 rows and 10 columns.
- iv. 100 values, organized as an array with 10 rows and 10 columns.
- v. 216 values, and they aren't organized at all.

c. Given the code sequence below:

```
int *list = (int *)calloc(5, sizeof(int));
list[1] = 7;
list[3] = -5;
list[4] = 17;
for (i = 0; i < 5; i++)
    printf("%d ", list[i]);</pre>
```

What will this program print?

```
i. 7 -5 17ii. 0 7 -5 17iii. 0 0 0 0 0
```

- iv. 0 7 0 -5 17
- v. Program prints nothing—since list[0] is not initialized, program will crash as soon as this value is accessed inside the loop.
- d. You have the following variables:

```
char *str;  // Dynamically allocated character array
int n;  // Current size of array
```

Assuming str points to a dynamically allocated array holding n characters, which of the following statements will reallocate space for this array so that the size of the array doubles, but all values currently stored in the array remain the same?

```
    i. str = (char *)malloc(n);
    ii. str = (char *)malloc(n * 2);
    iii. str = (char *)realloc(str, n);
    iv. str = (char *)realloc(str, n * 2);
    v. str = new int [n*2];
```

- e. Circle one (or more) of the choices below that you feel best "answers" this "question."
 - i. "Thanks for the free points."
 - ii. "I don't REALLY have to answer the last two questions, do I?"
- iii. "I know we're dropping the lowest program score from our final grade, but I think we should drop the lowest exam score, too."
- iv. None of the above.

2. (40 points) Structures

For each short program shown below, list the output exactly as it will appear on the screen. Be sure to clearly indicate spaces between characters when necessary.

You may use the available space to show your work as well as the output; just be sure to clearly mark where you show the output so that I can easily recognize your final answer.

a. (14 points) typedef struct { int p1; int p2; char g[3]; } exam; void main() { exam X, Y; exam $Z = \{55, 35, "A-"\};$ X = Z;Y.p1 = X.p1;Y.p2 = 20;strcpy(Y.g, "C"); X.p1 = X.p1 - 10;X.g[0] = 'B'; $printf("%d + %d = %d (%s)\n", X.p1, X.p2, X.p1 + X.p2, X.g);$ $printf("%d + %d = %d (%s)\n", Y.p1, Y.p2, Y.p1 + Y.p2, Y.g);$ printf("%d + %d = %d (%s)\n", Z.p1, Z.p2, Z.p1 + Z.p2, Z.g); }

```
2 (continued)
b. (14 points)
typedef struct {
   int x;
   int y;
} partB;

void main() {
   partB arr[5] = { {0, 4}, {1, 2}, {4, 3}, {2, 0}, {3, 1} };
   int i;

for (i = 0; i < 5; i++)
        arr[i].x = arr[arr[i].y].x;

for (i = 0; i < 5; i++)
        printf("%d %d\n", arr[i].x, arr[i].y);
}</pre>
```

c. (12 points) *Hint:* I strongly recommend drawing a diagram to keep track of where each pointer points.

```
typedef struct n {
  int v;
  struct n *p1;
  struct n *p2;
} node;
void printNode(node *p) {
  printf("%d\n", p->v);
void main() {
  node n1 = {1, NULL, NULL};
  node n2 = \{2, NULL, NULL\};
  node n3 = \{3, \text{NULL}, \text{NULL}\};
  node *p = \&n3;
  n1.p1 = &n2;
  n1.p2 = &n3;
  n2.p1 = &n1;
  n2.p2 = &n3;
  n3.p1 = &n1;
  n3.p2 = &n3;
  printNode(n1.p2);
  printNode(n3.p2);
  printNode(p);
  printNode(n1.p1->p1);
  printNode(p->p1->p1);
}
```

3. (40 points, 20 per part) *General I/O*

For each part of this problem, you are given a short function to complete. CHOOSE ANY TWO OF THE THREE PARTS and fill in the spaces provided with appropriate code. You may complete all three parts for up to 10 points of extra credit, but must clearly indicate which part is the extra one—I will assume it is part (c) if you mark none of them.

```
a. int readLines(char list[][100], int n, FILE *fp);
```

This function takes the following arguments:

- char list[][100]: A 2D character array; each row of this array is therefore a string of at most 100 characters.
 - o To access an entire row of a 2D array, specify only the first dimension—for example, strcpy(list[0], "test") copies "test" into the first row of the array.
- int n: The number of rows in the array.
- FILE *fp: A pointer to an open file from which you will read input. This file should remain open when the function ends.

Complete this function so it reads the file pointed to by fp one line at a time (including any spaces or newline characters), and stores each line in the array list[][100] as a null-terminated string. If the file contains more than n lines, just read the first n lines.

The function should return the number of lines that were read.

```
}
// RETURN NUMBER OF LINES READ
```

}

```
b. void fillArray(int arr[], int n, char *fn, char *fm);
```

This function takes the following inputs:

- int arr[]: An integer array to be filled.
- int n: The number of integers to be stored in arr[].
- char *fn: The name of the file to be opened.
- char *fm: The mode to be used when opening the file—will be either "rt" or "rb".

The function should open the appropriate file and then read n values from that file, using the appropriate method, and store them in arr[]. For example:

- fillArray(x, 10, "in1.bin", "rb") will open the binary file in1.bin, and then read 10 integers into the array x using unformatted I/O.
- fillArray(y, 30, "in2.txt", "rt") will open the text file in2.txt, and then read 30 integers into the array y using formatted I/O.

```
3 (continued)
c. double readDouble(FILE *fp);
```

This function should read a double-precision value from the file referenced by fp (which you may assume points to a valid, open file). Note that:

- The whole part (w) and the fractional part (f) of the value are stored separately in this function. For example, if user enters 123.456, w = 123 and f = 0.456.
 - o Note: the algorithm for adding each digit to w (which is partially given) is <u>not</u> the same as the algorithm for adding each digit to f.
- The isdigit (char c) function returns a non-zero value if c represents a number.
- '0' has the ASCII value 48, so '0' -48 == 0, '1' -48 == 1, and so on.

```
double readDouble(FILE *fp) {
   // WHOLE PART--LOOP WHILE CHARACTER READ IS A DIGIT
        w = (w * 10) + (c - 48); // ADD DIGIT TO W
    }
    // IF CHARACTER THAT ENDS LOOP ABOVE IS A DECIMAL POINT,
    // NUMBER MUST HAVE FRACTIONAL PART--READ IT
        // FRACTIONAL PART--LOOP WHILE CHARACTER IS A DIGIT
        while (______) {
            // FOR EACH DIGIT READ, ADD DIGIT TO FRACTIONAL
            // PART AND UPDATE DIVISOR
    }
    // PUT LAST CHARACTER BACK IN INPUT FILE, THEN RETURN
    // FINAL VALUE OF NUMBER (COMBINATION OF W AND F)
```

}