



**Introduction to Computing**  
**CS 151 - ON60**

Department of Physics and Computer Science  
Medgar Evers College

**Exam 1**

**Direction: Submit your typed work in the Exams directory of your github repository and/or as an attachment on Google classroom under the Exam01 assessment. All submissions should have their appropriate extensions.**

Problem	Maximum Points	Points Earned
Fundamentals	5	
Problem Solving	5	
Tracing	5	
Debugging	5	
<b>Total</b>	20	

## Fundamentals

1. For each of the following questions, write **ONLY** what is requested.
  - a. Write a statement(s) that prompts for and reads in a temperature.
  - b. Write a statement(s) that displays a  $7 \times 7$  square of asterisks.
  - c. State the rule for identifiers (the naming rule).
  - d. Given that an int variable *s* has been initialized, write a statement(s) that declares a new variable and assign it the remainder of 9 times 8 less than *s* divided by 4.
  - e. Write a statement(s) that initializes the variables named *a*, *b*, *c* and *d* to **false**, "one", 'y' and 87.9 respectively.

## Problem Solving

2. A composition function is a function whose result is the result of a function that uses the result of another function as an input. That is, if  $f(x)$  and  $g(x)$  are functions, we say that  $f$  compose  $g$  of  $x$  denoted  $(f \circ g)(x)$ , which means  $f(g(x))$ , is a composition function. To elaborate, you evaluate a composition function  $(f \circ g)(x)$
1. evaluate the inner function  $g$  with the initial input  $x$  ( $y = g(x)$ ); and then,
  2. evaluate the outer function  $f$  with the result of the evaluation of  $g(x)$  ( $h = f(y)$ )

Your objective is to write a complete program that can evaluate the composite functions  $(g \circ f)(x)$  and  $(f \circ g)(x)$  where

$$g(x) = 4x^2 - 6x + 5 \text{ and } f(x) = -2x^2 + 9x - 3$$

for any real number,  $x$ . The program should

1. prompt and read in a real number for a variable  $x$
2. display the result of the composition of  $g(f(x))$  preceeded by the string " $g(f(x)) =$ " where  $x$  is the value of  $x$  on their own line
3. display the result of the composition of  $f(g(x))$  preceeded by the string " $f(g(x)) =$ " where  $x$  is the value of  $x$  on their own line

For instance, if the input is 2.5, then the program will display

$$\begin{aligned} g(f(2.5)) &= 159 \\ f(g(2.5)) &= -318 \end{aligned}$$

## Tracing

3. Construct a trace table (or list) of the main function below using the input (-5).

```
int main()
{
    int a1, a2, a3, e;
    a1 = 20;
    a2 = 15;
    a3 = 5;

    cin >> e;
    e = e * e % 26 + 1;
    a1 = (a1 + e) % 26;
    a2 = (a2 + e) % 26;
    a3 = (a3 + e) % 26;

    cout << '(' << a1 << ',' << a2 << ',' << a3 << ')';
    return 0;
}
```

# Debugging

4. For each code segment, write **ONLY** the line number and the entire corrected line for each line that contains a syntax error. Modifications must maintain the intent of the code.

a. `/*Intent: prompts and reads in a first and last name, and then, displays them in the format:"last - first"*/`

```
01 | int main
02 | {
03 |     string first, last;
04 |
05 |     cout << 'Enter first name: ';
06 |     cin >> first;
07 |     cout << "Enter last name: ";
08 |     cin << last;
09 |     cout << last << " - " << first << "\n";
10 |     return 0
11 | }
```

b. `/*Intent: reads in a value and displays the evaluation of the expression of the value not between 1 and 10*/`

```
01 | int main()
02 | }
03 |     const int x;
04 |
05 |     cin >> x;
06 |
07 |     const bool r = (x < 1) or (x < 10);
08 |
09 |     cout << boolalpha;
10 |     cout << r;
11 |     return 0;
12 | {
```

c. `/*Intent: reads in an integer and displays twice its value*/`

```
01 | int main()
02 | {
03 |     int val;
04 |
05 |     cin << val;
06 |     cout >> val * 2;
07 |     return 0;
08 | }
```