

```
#include <iostream>
using namespace std;

class Bear {
public:
    Bear() { cout << "Growl "; }
    ~Bear() { cout << "Stomp stomp stomp "; }
};

int main() {
    Bear beary;
    cout << "Run! ";
    return 0;
}
```

{{questionNumber}}}. What is the result of compiling and executing this code?

- A. Run! Stomp stomp stomp
- B. This code does not compile.
- C. **[Correct Answer]** Growl Run! Stomp stomp stomp
- D. Run!
- E. **[Your Answer]** Growl Run!

{{questionNumber}}}. Which of the following is a correct way to initialize the variable named NCC1701 to be a dynamic array of starShip pointers with size size?

- A. starShip \* NCC1701[size];
- B. starShip \* [size] NCC1701;
- C. for (int i = 0; i < size; i++) NCC1701[i] = new starShip \*;
- D. NCC1701 = new starShip[size];
- E. None of the other answers are correct initializations for NCC1701.
- F. **[Correct Answer]** NCC1701 = new starShip \*[size];

{{questionNumber}}}. Consider this simple example.

```
int * p;
int i;
i = 37;
*p = i;
*p = 99;
cout << i << endl;
```

What is the result of executing these statements, assuming that `iostream` is included?

- A. This code has a memory leak.
- B. 99 is sent to standard out.
- C. None of the other options describes the behavior of this code.
- D. 37 is sent to standard out.
- E. **[Correct Answer]** This code results in undefined runtime behavior.
- F. This code does not compile.

{{questionNumber}}}. Consider this simple example.

```
string * b = new string("NULL");
string * a = b;
cout<<*a<<endl;
delete a;
a = NULL;
b = NULL;
```

What is the result of executing these statements if you assume the standard `iostream` library has been included?

- A. This code does not compile.
- B. This code results in undefined runtime behavior.
- C. None of the other options describes the behavior of this code.
- D. **[Correct Answer]** **[Your Answer]** NULL is sent to standard out and no memory is leaked.
- E. This code has a memory leak.
- F. The memory address of `b` is sent to standard out.

{{questionNumber}}}. Which of the following concepts is mentioned in the Rule of the Big Three?

- A. header file
- B. encapsulation
- C. compilation
- D. **[Correct Answer]** **[Your Answer]** copy constructor
- E. default constructor
- F. None of these concepts is mentioned in the rule.