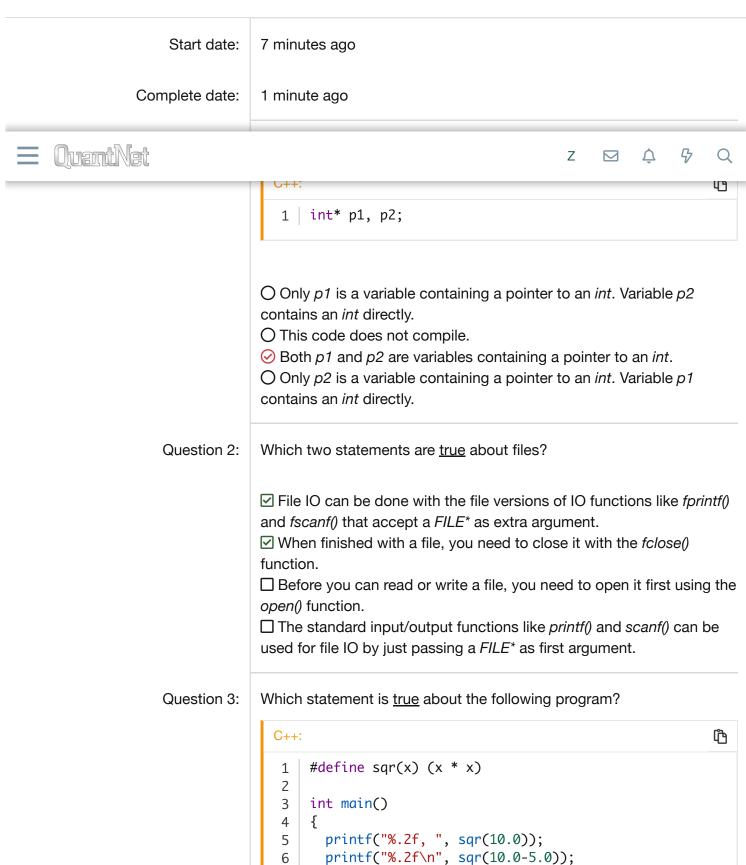
Quiz >

Review answers



	/ }
	 ⊘ The output of this program is: 100.00, -45.00 ○ This program does not compile because the define is missing round brackets around the x. ○ The output of this program is: 100.00, 25.00 ○ This program does not compile because the define is missing the semi-colon (;) at the end of the line.
Question 4:	How do you retrieve the length of an array variable defined as: int arr[10]?
	 ○ Using the arr.length data member. ○ C does not store the length of an array, so it can't be retrieved. ○ Using the array_length(arr) function. ○ Using the sizeof(arr) operator.
Question 5:	Which of the following typedef statements below defines a pointer to an array of 10 integers?
	 typedef int *ArrayPointer[]; typedef int (*ArrayPointer[]); typedef int*[] ArrayPointer; typedef int (*ArrayPointer)[];
Question 6:	Which of the option(s) below are correct forms to access the third element of the array in the flowing code?
	C++:
	1 int array[10]; int i;
	☐ i=*array+2; ☑ i=array[2]; ☑ i=(array+2)[0]; ☑ i=*(array+2);
Question 7:	Which of the function declarations below is the fastest way to pass a struct type called <i>MyStruct</i> to a function?
	O void F(MyStruct s);

	Review answers: QUIZ 2 QuantNet Community VOID F(Struct MyStruct^ s); O void F(struct MyStruct s); O void F(MyStruct* s);
Question 8:	Which two statements are true about typedefs?
	 □ Typedefs are a pre-processor construct to replace an identifier with the specified code. □ Typedefs can be used to define constant values. ☑ Typedefs can be used to make it simpler to port your code to other platforms that have different implementations of certain types. ☑ Typedefs are a compiler construct to give another (simpler) name to a (complex) type definition.
Question 9:	Which statement is <u>false</u> about the pre-processor?
	 ○ The pre-processor adapts your source file before it is processed by the compiler. ○ The pre-processor can replace an identifier with other text. ○ The pre-processor can insert another file in a source file. ○ Pre-processor instructions start with '#' and end with a ';'
Question 10:	Which statement is <u>false</u> about console input?
	 ○ The standard input is by default the console (keyboard) but it can be redirected to read from a file. ○ The function scanf() can convert strings read from the standard input into the correct type. For that it needs format specifiers similar as those for the printf() function. ○ Console input is buffered and input will only send to the program after the user pressed <enter>. Thus the getchar() function reads a single character from the standard input only after the user pressed <enter>.</enter></enter> ○ When a single scanf() statement does not read all data from a line entered on the console, the rest of the line will be discarded.
Score:	7 (70.00%)

Quiz >

Pass/Fail:

Passed (in previous attempts)

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