Quiz >

Review answers

Start date:	9 minutes ago
Complete date:	5 minutes ago
Question 1:	Which two statements are <u>true</u> about data types?
	☐ C/C++ is a weak typed language. A declared variable can accept

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~~defined.~~

☑ C/C++ supports both signed and unsigned integers.
☑ C/C++ is a strong typed language. Variables must have a fixed data type.

Question 2:	Which statement is <u>true</u> about the following code?

C++:
```
1  int i=0;
2  while (i<2);
3  {
4    printf("%d ", i);
5  }
```

⊘ The program will print: 0 1
◯ The program prints nothing and hangs.
◯ The program will print: 1 2
◯ The program infinitely print: 0 0 0 0 0 0 0 0 0

Question 3:	Which statement is true about the following program?

C++:
```
1  int Swap(int, int);
2
3  int main()
4  {
5    int i1=10;
```
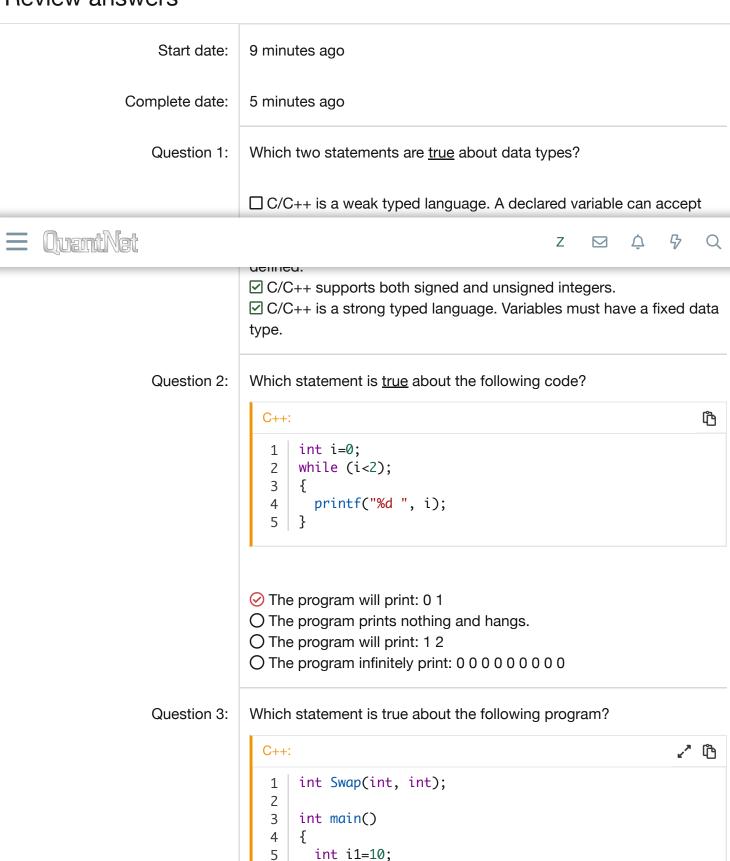
```
6      int i2=20;
7      int i3=Swap(i1, i2);
8
9      printf("%d %d %d\n", i1, i2, i3);
10   }
11
12   int Swap(int a, int b)
13   {
14      int tmp=a;
15      a=b;
16      h tmp.
```

○ The output of this program is: 20 10 20
○ The program does not compile because the first *Swap()* does not
define names for the input variables.
✓ The output of this program is: 10 20 20
○ The program does not compile because the *Swap()* function is
declared twice.

Question 4:   Which two statements are <u>true</u> about looping statements?

☐ The *repeat...until* loop is executed until an expression becomes true.
☑ The *do...while loop is executed as long an expression is true.*
☐ The *while* loop is executed one or more times.
☑ The *for* loop can always be used to replace a *while* loop.

Question 5:   Which statement is true about the following program?

```
C++:

1    int x=4.6;
2    printf("%d\n", x);
```

○ The compiler issues a warning because we assign a *double* value to
an *int* variable but the program runs and outputs 5.
○ The compiler issues a warning because we assign a *double* value to
an *int* variable but the program runs and outputs 4.
○ The compiler does not issue a warning or error but we get a runtime
error when assigning the *double* value to the *int* variable.
✓ The compiler issues an error because we assign a double value to
an *int* variable.

Question 6:   Which statement is true about printing text to the console?

○ Text output is done by the *print()* C keyword.
⊘ Text output is done by the *printf()* library function.
○ Text output is done by the *print()* library function.
○ Text output is done by the *printf()* C keyword.

Question 7: What is the output of the following program?

```cpp
#include <stdio.h>
#include <limits.h>

int main()
{
   int i=INT_MAX;
   int j=i+1;
   printf("%d\n", j);
}
```

⊘ -32768 or -2147483648 depending on your system.
○ -2147483648
○ 2147483648
○ -32768

Question 8: Which two statements are <u>true</u> about variables and functions?

☑ C source files consist of functions and variables.
☐ Variables are constants in a C source file.
☐ Functions can only work on its input variables.
☑ Variables can store data.

Question 9: Which statement is <u>false</u> about global variables?

○ Global variables are accessible by all functions even if they are in another source file.
○ When referring a global variable that is in another file, we need to declare that variable as external in that other file.
⊘ Static variables within a function are global variables that are only accessible in that function.
○ Static global variables are only accessible by static global functions.

Question 10: Which two statements are <u>true</u> about literal values?

☑ To make an integer literal unsigned, you must append the letter "u" to it: *123u*

☐ A floating point literal is by default interpreted as the data type *float*.

☑ An integer literal is by default interpreted as the data type *int*.

☐ A single character literal is defined within double quotes: "a"

Score:	7 (70.00%)
Pass/Fail:	Passed (in previous attempts)

Quiz >

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