Quiz >

Review answers

Start date:	6 minutes ago
Complete date:	A moment ago
Question 1:	Which statement is <u>false</u> about the boost random library?
	 ○ To get different random numbers each time you need to set the seed of a random number generator. ○ The numbers generated by boost random number generators are really random. ○ To get random numbers in a specific range, you need to use a distribution in combination with the random generator. ○ The boost random library provides various algorithms for generating random numbers.
Question 2:	What is the correct syntax to create a boost shared pointer to an <i>MyClass</i> object?
	 ○ boost:shared_ptr<myclass*> mc(new MyClass);</myclass*> ○ boost:shared_ptr<myclass> mc(MyClass());</myclass> ○ boost:shared_ptr<myclass> mc(new MyClass);</myclass> ○ boost:shared_ptr<myclass> mc=new MyClass;</myclass>
Question 3:	Which two statements are true about boost::shared_ptr?
	 ✓ A shared pointer deletes the object it is pointing to automatically when the shared pointer object gets out of scope. ✓ Shared pointers use reference counting to determine when an object is not referenced anymore. ☐ Shared pointers use a garbage collector to clean up memory. ☐ A shared pointer deletes the object it is pointing to automatically when the last shared pointer pointing to that object gets out of scope.
Question 4:	Which statement is <u>false</u> about boost variants?
0/result?attempt_id=88331	O A variant can contain one value of a given collection of types.

		 A variant can contain one value of any type. When retrieving a value from the variant, we can use the <i>get</i><<i>T</i>><i>(</i>) global function.
	Question 5:	Which statement is <u>false</u> about boost tuples?
		 ○ A tuple makes it easy to make a function that returns more than one value. ○ The tuple get<>() member function can be used to set the element values. ○ A tuple defined for n elements can contain zero till n values. ○ A tuple is a fixed-sized collection of elements which can each have a different type.
	Question 6:	How many libraries does boost contain?
		O 33 (A) Mare then 100
Quantile	£	z ⊠
	Question 7:	What is the <u>incorrect</u> syntax to create a tuple with a double, int and string?
		 ○ boost::tuple<double, int,="" string=""> t;</double,> ○ boost::tuple t=boost::make_tuple(3.14, 10, string("Hello")); You must specify for each element the type as template argument to the tuple ○ boost::tuple<double, int,="" string=""> t=boost::make_tuple(3.14, 10, string("Hello"));</double,> ○ boost::tuple<double, int,="" string=""> t(3.14, 10, string("Hello"));</double,>
	Question 8:	Which statement is <u>false</u> about random distributions?
		 ○ The discrete_distribution transforms the random numbers to a set of numbers where the chance to get each value can be different. ○ The uniform_real_distribution transforms the random numbers to floating point values in a specific range. ○ The uniform_int_distribution transforms the random numbers to integers in a range where the chance to get each integer value is the same. ○ We are required to use a distribution in combination with a random

	number generator.
Question 9:	Which statement is <u>false</u> about boost?
	 Boost is a C++ library that is standard available in C++ compilers. Boost is an open-source library and can be used freely in non-commercial and commercial applications. The boost library is largely implemented using templates. Boost is cross-platform and has support for most modern C++compilers.
Question 10:	What is the <u>incorrect</u> syntax to create a variant for a double, int or string or the syntax to extract the value?
	 ✓ double d=boost::get(v); ○ boost::variant<double, int,="" string=""> v=40.0;</double,> ○ boost::variant<double, int,="" string=""> v(40.0);</double,> ○ double d=boost::get<double>(v);</double>
Score:	7 (70.00%)
Pass/Fail:	Failed

Quiz >

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