Instructions

For a each topic (if applicable) there are 5 sections:

Short Answer

Answer each question as well as you can.

Circle the Variables' Scopes

Circle the scope of the given variables – i.e., circle the part of the code in which each variable "exists". A good test, if you're not sure, is: if you inserted a statement to `cout` the variable at a given point in the code, would any errors be produced?

Fill in the Memory

Fill in (or draw) a picture representing the computer memory, showing how the variables might be allocated, and whether they have an assigned value, or are uninitialized (use `?` for "uninitialized").

Fix the Broken Code

Modify the code in the cleanest (and shortest) way possible, so that it will compile and run without errors or warnings.

Trace the Working Code

Trace through the execution of the code, keeping track of the value of each variable at each point in time, and the final output that the program produces.

1 Variables and Assignment

Short Answer

Question

Describe undeclared variables, uninitialized variables, and initialized variables.

Answer

Question

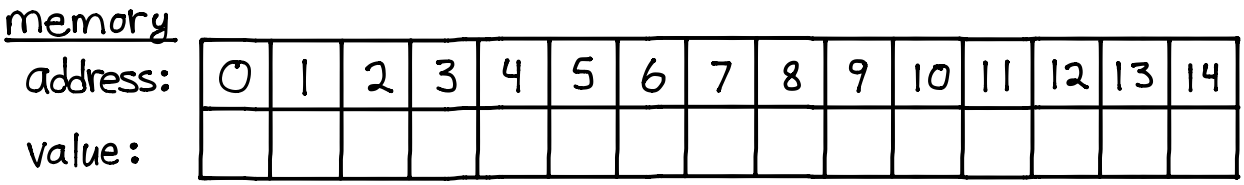
Describe what we mean when we refer to a variable's scope.

Answer

Circle the Variables' Scopes

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

int main() {
    int a = 3, b = 3, c = 3;

    {
        int a = 5, b = 5;
        c = b;

        {
            int a = 7;
            b = a;
        }
    }

    return 0;
}
```

Fill in the Memory




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

int main() {
    int a = 3, b = 3, c = 3;

    {
        int a = 5, b = 5;
        c = b;

        {
            int a = 7;
            b = a;
        }
    }

    return 0;
}
```

Fix the Broken Code

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

int main() {
    int a = 5;
    int b = 7;

    cout << "before swapping: " << a << " " << b << endl;

    // swap
    int temp = int a;
    int a = int b;
    int b = int temp;

    cout << "after swapping: " << a << " " << b << endl;

    return 0;
}
```

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

int main() {
    int    i = '5' + 4.7;  // '5' == 53
    char   c = 42;         // '*' == 42
    bool   b = 10;
    double d =  7;
    string s = "hello world!";

    int u;

    cout << i << " " << c << " " << b << " "
         << d << " " << s << " " << u << endl;

    return 0;
}
```

Trace the Working Code

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

int main() {
    cout << "a b temp\n" << "--------\n";

    int a = 5;      cout << a << endl;
    int b = 7;      cout << a << " " << b << endl;

    int temp = a;   cout << a << " " << b << "  " << temp << endl;
    a = b;          cout << a << " " << b << "  " << temp << endl;
    b = temp;       cout << a << " " << b << "  " << temp << endl;

    return 0;
}
```

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

int main() {
    cout << "a b c d\n" << "-------\n";

    int a, b, c;

    a = b = c = 3;  cout << a << " " << b << " " << c << endl;
    b = c = 5;      cout << a << " " << b << " " << c << endl;
    c = 7;          cout << a << " " << b << " " << c << endl;

    int d = b;      cout << a << " " << b << " " << c << " " << d << endl;

    return 0;
}
```

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

int main() {
    int a = 3, b = 3;
    cout << "a: " << a << "  b: " << b << endl;
    {
        int a = 5;
        b = a;
        cout << "a: " << a << "  b: " << b << endl;
    }
    cout << "a: " << a << "  b: " << b << endl;

    return 0;
}
```

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

int main() {
    int a = 3, b = 3, c = 3;
    cout << "a: " << a << "  b: " << b << "  c: " << c << endl;
    {
        int a = 5, b = 5;
        c = b;
        cout << "a: " << a << "  b: " << b << "  c: " << c << endl;
        {
            int a = 7;
            b = a;
            cout << "a: " << a << "  b: " << b << "  c: " << c << endl;
        }
        cout << "a: " << a << "  b: " << b << "  c: " << c << endl;
    }
    cout << "a: " << a << "  b: " << b << "  c: " << c << endl;

    return 0;
}
```

2 Data Types and Expressions

Circle the Variables' Scopes

Fill in the Memory

Fix the Broken Code

Trace the Working Code

3 If and If-Else

Circle the Variables' Scopes

Fill in the Memory

Fix the Broken Code

Trace the Working Code

4 Boolean Expressions

Circle the Variables' Scopes

Fill in the Memory

Fix the Broken Code

Trace the Working Code

5 Predefined Functions

Circle the Variables' Scopes

Fill in the Memory

Fix the Broken Code

Trace the Working Code

6 Loops

Circle the Variables' Scopes

Fill in the Memory

Fix the Broken Code

Trace the Working Code

7 Arrays

Circle the Variables' Scopes

Fill in the Memory

Fix the Broken Code

Trace the Working Code

8 Selection Sort

Circle the Variables' Scopes

Fill in the Memory

Fix the Broken Code

Trace the Working Code